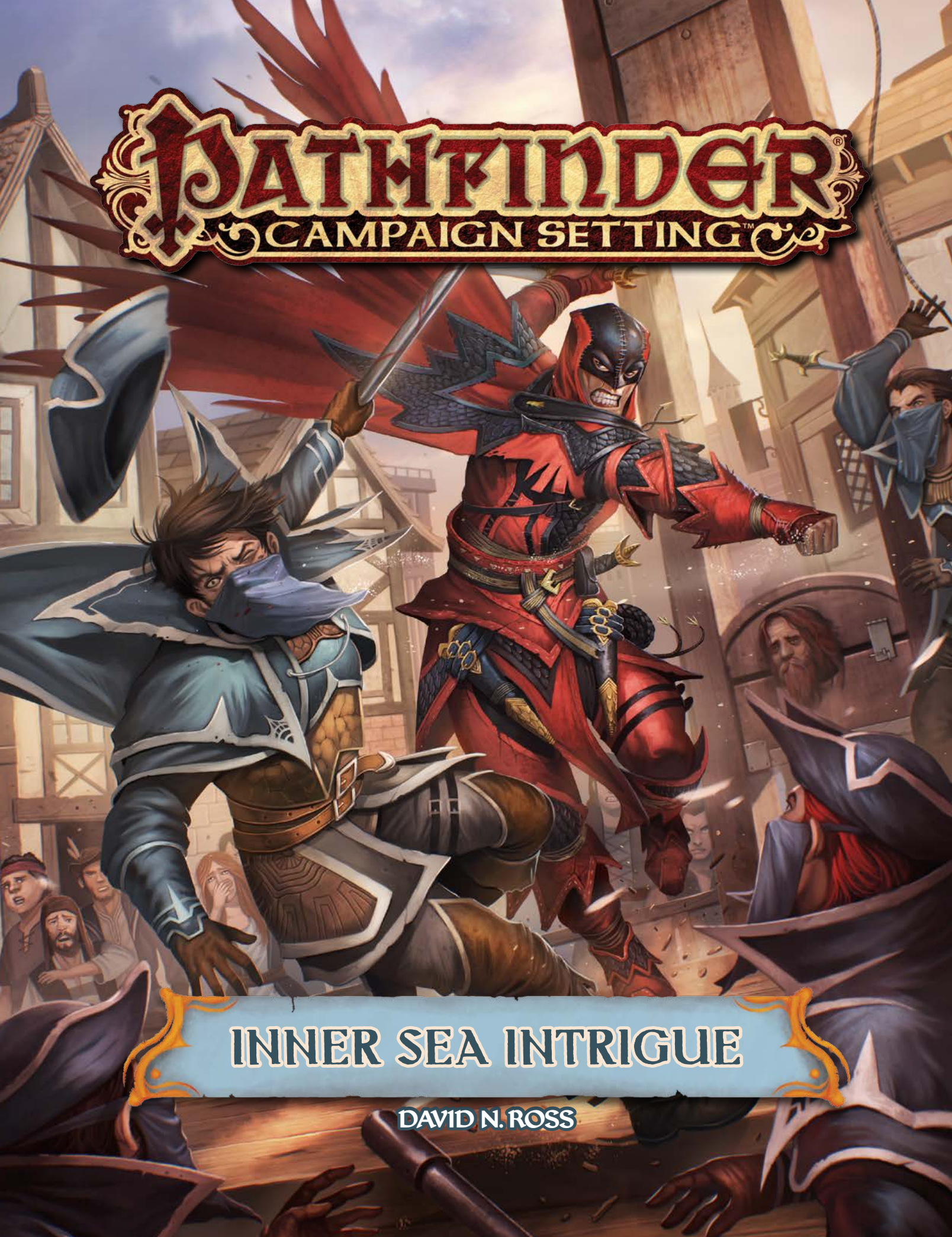


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INNER SEA INTRIGUE

DAVID N. ROSS

Nefarious Schools of the Inner Sea

- CRIMINAL ENTERPRISES
- REBEL GROUPS
- SECRET SCHOOLS
- SPY ACADEMIES



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ON THE COVER
 The Red Raven deals a blow to the sinister Gray Gardeners of Galt in this exciting scene of revolution by Kiki Moch Rizky.



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This book refers to several 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 Class Guide</i> | ACG | <i>Occult Adventures</i> | OA |
| <i>Advanced Player's Guide</i> | APG | <i>Ultimate Intrigue</i> | UI |
| <i>The Inner Sea World Guide</i> | ISWG | <i>Ultimate Magic</i> | UM |



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Intrigue of the Inner Sea

“In war or peace, information is all. Without aware ears and eyes, who would even know when peace turns to war? An assassin in your employ is a liability if he is fooled into killing the wrong target. The mightiest arcanist or witch is next to helpless if she believes her foe to be her dearest friend. Everyone miscalculates at times. Everyone has weaknesses. Know the information that keeps your allies happy and useful. Give it to them. Know the information that would displease them or turn them against you. Eliminate it. Silence those who would reveal it or learn even more dangerous secrets about them.”

—Iranex of the Orb, Arclord of Nex



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AVENUES OF
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Webs of intrigue connect the entire Inner Sea region and beyond, each strand a delicate alliance, secret promise, or desperate agenda. Skill, whether it be at artful wordplay or silent legerdemain, can achieve great things just as successfully as the most powerful spell or most complete military victory. Intrigue allows wars to be won before a blade is drawn, nations to arise with a proclamation, and hated foes to become willing and (nearly) trustworthy allies. By the same token, intrigue can spread paranoia that sours lifelong loves, make murder and treason seem like the only just options, and dispel the very idea of peace from a land. Skillful intrigue can reshape the world, often more easily with the judicious application of blade and spell.

This book provides a detailed look at not only the Inner Sea's covert operatives, daring scoundrels, criminals, and rebels, but also the means by which they accomplish their schemes. These include the specialized strategies employed in the Inner Sea region, the secret schools where these sorts of skills are honed, and the tools used to arrange both trifling ploys and grand schemes. A number of locations in the Inner Sea region are especially noteworthy for the role intrigue plays in their past and present. This section describes several of the most significant of these places, and introduces a number of the region's most skilled or most infamous troublemakers and deceivers.

REGIONS OF INTRIGUE

While intrigue and those who perpetrate it can be found almost everywhere, some regions in particular are more prone to scheming than others. This may be because their rulers are consummate conspirators, because they play host to numerous powerful factions subtly vying for power, or because their culture emphasizes politicking or scheming as the proper way to get ahead. In one way or another, the following lands throughout the Inner Sea region view intrigue as a day-to-day fact of life.

Absalom

The so-called City at the Center of the World has proven impervious to conventional conquest. As a result, many of those who wish to wield its vast influence seek to do so by means of subtler intrigues like planting puppet legislators in its ruling councils or threatening its commerce. Easily among the largest and most cosmopolitan cities on Golarion, Absalom is rife with thieves' guilds and spy networks eager to profit from the throngs of people and robust trade that moves through its gates every day. Its thieves' guilds include the Forthright Men of the Coins and the Bloody Barbers of the Puddles. Its spy networks include the Guild of Wonders—one of the most influential espionage organizations in the Inner Sea region (see page 21)—and the Courtesan's Guild (see page 34) based in the Ascendant Court.

Brevoy

Ever since the disappearance of the entire ruling House of Rogarvia in 4699 AR, Brevoy has teetered on the brink of civil war amid tense struggles for authority, territory, and recognition. Much of this tension is rooted in Brevoy's unforgotten origin as two enemy nations—Issia to the north and Rostland to the south—that were united forcibly 2 centuries ago by Choral the Conqueror with support from Issia's House Surtova, which has now tentatively claimed Brevoy's throne. Rumors have begun spreading of a potential alliance being discreetly negotiated between notoriously suspicious Lord Poul Orlovsky, Lord Gurev Medvyed, and Lord Howlan Garess. If such an alliance took root (with or without the aid of the rabble-rousing Aldori Swordlords of Rostland), it could present a serious threat to the rule of King Noleski Surtova and his likely allies, mercantile Dame Sarrona Lebeda and the good-hearted pirate Lord Kozek Lodovka.

Cheliox

The oppressive regime of House Thrune vigorously suppresses all opposition its agents detect. However, Cheliox is vast, and dissenters find places to hide often enough that Queen Abrogail II can never be sure her rule is secure. Kintargo, Pezzack, and Westcrown in particular are known to evade the monarch's routine attention. The town of Pezzack maintains its rebellious stance despite being blockaded by Her Majestrix's navy and hostile strix. Halfings operate the covert Bellflower Network to smuggle slaves out of Cheliox to freedom in places such as Andoran. Allied groups from Andoran such as the Twilight Talons (see page 27) work to fund dissidents and rescue defectors from the Thrune regime. The crumbling former capital of Westcrown is a notorious pit of infamy and contentious criminal organizations. Ostenso serves as the headquarters of the Aspis Consortium, a powerful and secretive enterprise known for its coldly ruthless pursuit of wealth at any cost; from that city it is rumored to gather the funds to eliminate business rivals such as the Pathfinders and oust unfriendly government officials across the Inner Sea region.

Galt

Embroided in an endless revolution, Galtans know they had best watch what they say lest they be accused of undermining the Revolutionary Council and executed. This mood of paranoia has been the norm since the Red Revolution began and violently removed all nobles from power. Regardless of whatever assembly rules for the moment, declared enemies of the current state are hunted down and executed by the masked Gray Gardeners using the soul-trapping guillotines called the *final blades*. Would-be reformers from Woodsedge (see page 23) and power-hungry usurpers alike discreetly seek

out evidence of corruption in the current government led by Citizen Korran Goss. Enmities of all sorts have led Galtans to accuse innocent neighbors of Chelish sympathies or aristocratic loyalties, bringing mobs or the Gray Gardeners down upon the victims unless proof of innocence can be quickly found. In addition, ousted noble families and survivors of past interim Galtan governments seeking to reclaim what they once had sniff out weaknesses of the ruling council, as well as sympathetic individuals remaining inside Galt.

Katapesh

Among the largest cities in the world, Katapesh is a center of trade with remarkably few regulations. Profit is the only apparent priority of the mysterious, masked Pactmasters who rule the city and delegate many tasks to a largely human council of merchants. The Pactmasters jealously guard all knowledge of their origins, their ultimate goals, and even their appearance. Katapesh is a major hub for trade in a variety of contentious and dangerous wares in the Inner Sea region, including slaves and drugs of many sorts. What would be banned in other cities is instead proudly displayed in the more-or-less legal Nightstalls that operate in changing locations across the city after dark. The Zephyr Guard and church of Abadar constantly seek new agents to help them maintain peace and ensure fair trade despite some of the most elaborate and grandiose confidence games and attempts at fabrication anywhere in the Inner Sea region. Gray Corsairs and other anti-slavery forces operate covertly in and around Katapesh in their effort to undermine slavers and free slaves, but they must do so without being caught by the merciless Okeno slavers or Katapesh's Zephyr Guard, who are required to protect legally operating slavers.

Kyonin

Kyonin is a difficult place to navigate for non-elves (with some exceptions for gnomes and half-elves). This is not only because of the dense forests haunted by powerful magical beings and elaborate illusions strong enough to shroud entire settlements, but also because outsiders must convince the elves to allow them beyond a few designated sites such as Erages and Greengold, a task some jokingly claim is harder than the Test of the *Starstone*. Kyonin's elven leaders largely fear that non-elves will learn more than necessary about the shameful drow and sometimes employ extreme tactics to silence anyone who threatens to reveal such information. The elves also keenly remember how humans ransacked fallow elven settlements for treasures after their inhabitants had retreated to Sovyrian during the Age of Darkness, and worry about potential enemies discovering the nation's strategic resources, such as the *aiudara*, the *Sovyrian Stone*, and elven magical techniques.

Elven politics are notoriously complex, as everyone involved has centuries to plan, prepare countermeasures, nurse grudges, and research obscure advantages over rivals. The courts of Iadara are beautiful but dangerous for anyone who threatens the powers that be. Queen Telandia Edasseril is rumored to be capable of using extreme measures to stop anyone who pushes too hard to violate the limits on interactions with untrustworthy non-elves. Her supporters claim either that no such conspiracies have taken place or that an ancient shadow government called the Winter Council has been manipulating her or usurping her control of powerful mercenary groups for the council's own secret ends.

Mediogalti Island

Home of the infamous Red Mantis assassins, Mediogalti Island also harbors the largest pirate port north of the Shackles: Ilizmagorti. Most Mediogaltian citizens work for the Red Mantis, either serving in a support role or secretly training as honored killers for hire. An unknowable number live quietly in the daytime, keeping businesses or working the docks while listening for potential clients, and at night don a mask to stalk the streets or ships for victims. The city is a meeting place for all manner of pirates and outlaws from around the Inner Sea who prefer to trade in a place where rivals are deathly afraid to accidentally interfere with the Red Mantis's operations by causing trouble. A few intrepid souls infiltrate the city with nobler intentions, either seeking vigilante justice against the assassins by using the assassins' own techniques of stealth and subterfuge against them or attempting to infiltrate their ranks to learn the valuable information hidden in their jungle-shrouded Crimson Citadel.

Mwangi Expanse

A land of numerous competing city-states, each with its own carefully guarded secrets, the Mwangi Expanse is rife with ploys. The Aspis Consortium and other Avistani forces seek to use manipulation or conquest to control trade in the region, especially in Bloodcove and Kibwe. Mzali seeks leverage and propaganda that will unite the rest of the Mwangi Expanse against these intruders under the city's undead god-king, while the Bright Lions seek to foster local resistance to his evil methods (see page 22). The Tempest-Sun mages of Nantambu manage a complex game of influence and spycraft to maintain the delicate balance of power of the Mwangi Expanse and keep even the demonic forces of Usaro at bay. Secretive Osibu, a matriarchal city of alchemists and healers, hides itself away in the depths of the jungle to protect its citizens and the time-lost mystery of the Well of Sorrows from rapacious outsiders at all costs (see page 24). Even Jaha, the last city cleaving to the astrological theology of lost Lirgen, is so insular that anyone seeking information about its residents'



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current endeavors can hope to do so only through trickery or spycraft. Rebels seeking peace, freedom, or isolation from the outside world lurk in the shadows, planning ways to overthrow one or all of these powers.

Nex

The ruling Council of Three and Nine sit at the center of Nex's vast webs of political intrigue. These eminent spellcasters and magical beings use divinations, double agents, and supernatural spies to find or fabricate misconduct among their rivals. The disgraced are often exiled, as were the Arclords of Nex for many years, and seek proxies to orchestrate their returns by humiliating enemies and rebuilding old alliances. Magical resources, unique spells, and artifacts are common currency among powerful occult traders and among the Three and the Nine. Magical assassins serving the enigmatic elemental Master Phade (one of the Nine) eliminate the greatest threats to the state—and the enemies of those who can pay enough. The Arclords attract foes as they begin to once again beat the drum of war against Geb. Some seek clues to the fate of the vanished archmage Nex, but many in power seem content to leave him to history or even secretly hide information from or attack those who get too close to the truth.

Rahadoum

Rahadoum is famous for officially rejecting the notion that the gods deserve worship or service, no matter the benefits they offer mortals; faith is too high a price. Since adopting the Laws of Man to stop a decades-long holy war that ravaged the land centuries ago, Rahadoum has prohibited the practice of deity-centered religion (a philosophy colloquially termed “atheism” although it does not deny the power of gods). Many were unwilling to abandon their devotion to the gods, and continued to worship in secret. Ever since, the Pure Legion has hunted priests and holy relics throughout the country. Secret priests of countless religions hide their operations in varying ways, working with secret cells, smugglers, or black-market groups like the Sword Pit of Botosani (see page 25). Compromises that threaten the honor or even the very souls of those involved are a constant danger for all involved. Often, noble atheists are tempted to turn a blind eye to benign faiths (especially for those who provide healing in the face of disease, famine, or death) and nonevil priests are forced to rely on the aid of servants of evil gods to keep their operations a secret.

Razmiran

The Church of Razmir, which rules theocratic Razmiran, ferociously suppresses all dissent against the will of its controversial “deity.” The priests practice a variety of techniques to disguise the fact that they cast arcane spells rather than divine ones. Although not all there bow to

Razmir the Masked God, rebels and other dissidents must keep their activities very quiet because they can never know who is a true believer or ruthlessly power-hungry lackey of their foe. Most rebels congregate in the Vergan Forest. If captured, they are sent away to the Forgotten Track, where they wait vainly for rescue from their mysteriously directed toil. Both insurgents and the faithful engage in constant efforts to ferret out the other's secret movements. Some suspect Razmir's agents are quietly seeking the *sun orchid elixir* to extend the life of their secretly mortal god, while Razmir's opponents plan to sabotage the nation's armies as they prepare another raid against the neighboring River Kingdoms, including Tymon. Spies hide in the crowds of Xer, hoping to find damning evidence of Razmir's humanity.

River Kingdoms

Many of the River Kingdoms are held together by complex alliances and deals that seem to change as often as the wind. Gralton is home to numerous former nobles cast down by Galt's Red Revolution, and it maintains a paranoid watch for Galtan spies while the citizens spin countless schemes of revenge against that country, encouraged by Calistrian priests. Daggermark is famous for an assassins' guild that happily accepts one commission per year from each customer to slay any target (other than one in Daggermark's military), leading its people to fear that any offense might lead to a death sentence. Cultists of Gyronna throughout the region are known for their ability to stoke the fires of hatred, and they aid in the execution of elaborate plans to ruin hated rivals. Liberthane is home to a small community of idealists who hope to learn of a way to reform degenerate Galt and will pay any price for information or resources that could make that dream a reality. Both Mivon and Pitax are plagued by jealous rulers with countless spies and agents that they use to undermine rivals for their tenuous thrones despite each attempting to maintain an air of sophistication and respectability.

Taldor

Many attribute Taldor's current decadence to centuries of infighting, backstabbing, and power grabs by Taldans at the expense of their fellow citizens. Undoubtedly, vast numbers of petty aristocrats and prominent nobles seek secrets and opportunities to defame rivals and impress potential allies. As so many drag each other's names through the mud, most of them have countless enemies, fierce rivals, or blood on their hands. Some of the greatest spies in the Inner Sea region are recruited from influential Taldan places of learning such as the bardic Kitharodian Academy (see page 26) and trained at the Shadow Schools hidden under Taldor's great cities. They serve the interests of Grand Prince Stavian II in Absalom, Andoran, Cheliah,

and countless other nations. The infamous Brotherhood of Silence, one of the largest thieves' guilds in the Inner Sea region, has its heart in Oppara.

Ustalav

A collection of counties governed ineffectually by a weak prince, Ustalav is rife with political machinations and uncontrolled magical and monstrous forces unknown to the general populace. Many settlements struggle unwittingly against the influence of vampires eager for power and new prey. Secretive organizations such as the silent, knowledge-stealing Anaphexia and the elite occultists of the Esoteric Order of the Palatine Eye take great pains to hide their valuable secrets from rivals and spies. Adherents to the Whispering Way lurk in the fringes of society and among the most elite centers of magical learning, converting important thinkers to the service of undeath and perhaps even the release of Tar-Baphon from his prison in Gallowspire. The Quarterfaux Archives (see page 11) hold clues to many of these plots in addition to dangerous artifacts and treasures protected by at least one secret organization.

Even in rural areas, enclaves of lycanthropes and puppets of forgotten aquatic masterminds seek to quickly silence anyone who asks too many questions. Cast-down nobles and power-hungry upstarts see the weak central government as an opportunity to fund rebellions in rivals' lands, poison or curse enemies without repercussions, or indulge in other seditious schemes. The Sleepless Agency offers its services to uncover clues about these secrets or keep them hidden, whichever is more profitable or useful to its enigmatic founder or the agency's many patrons.

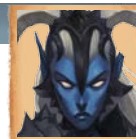
SCHMERS OF THE INNER SEA

Innumerable schemers, tricksters, and mysterious figures have shaped the intrigues of the Inner Sea region, either for good or ill. Many of these figures remain active, potentially pulling off plots of even greater caliber. Some rule nations while others lay plans more discreetly. The following sampling of masterminds and scoundrels presents a mix of past and present players on the stage of Inner Sea intrigue. Each figure's alignment, gender, race, class, and level are listed. Note that the details listed depict these figures as of the year 4716 AR. In some cases, individuals mentioned here have key roles in published Adventure Paths, modules, novels, or scenarios, whereas other characters may appear in forthcoming publications. These figures often gain levels during the course of Adventure Paths or modules—the number of levels they gain depend upon 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!

Allevrah Azrinae

**CE female drow cleric of Abraxas 12/
demoniac 5 (Lords of Chaos 46)**

Newest leader of the drow family of Azrinae.



Almara Delisen

CN female human illusionist 3/rogue 4

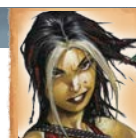
Founder and proprietor of the traveling Umbra Carnival.



Ameiko Kaijitsu

CG female human aristocrat 1/bard 3/rogue 1

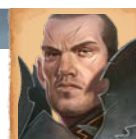
Retired adventurer, proprietor of Sandpoint's Rusty Dragon tavern.



Barzillai Thrune

LE male human inquisitor^{APG} 15

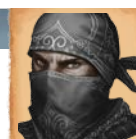
Notoriously cruel inquisitor of Asmodeus and Thrune noble.



Blackjack

CG male human vigilante^U 10

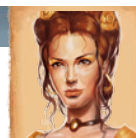
Masked hero of the people of Korvosa.



Carmilla Caliphvaso

LE female human aristocrat 4/rogue 11

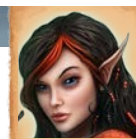
Ruler of Caliphass, known for throwing depraved parties for Ustalav's elite.



Chivane

LE female elf rogue 5/Red Mantis assassin^{SWG} 4

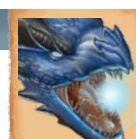
Recent resident of Sargava after falling out of favor with the Red Mantis leadership.



Deyrubrujan

LE female great wyrm blue dragon

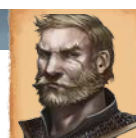
Ambitious Thuvian blue dragon interested in the *sun orchid elixir*.



Dominicus Rell

N male human bard 3/rogue 3/Lion Blade 3

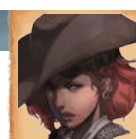
Master of the Shadow Schools and leader of Taldor's secretive Lion Blades.



Donnica Mycelene Ia-Tep

CN female human swashbuckler^{ACG} 11

Absalom hotspur, ever eager to profit off her extensive knowledge of the city.



Ekkie

NE female goblin expert 3/ranger 3

Member of Magnimar's Nightsoul Marauders thieves' guild.



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The Farmer

CG female halfling and CG male halfling
Twin heads of the Bellflower Network and former slaves.



Milani

CG goddess of hope, devotion, and uprisings
The Everbloom, patron of all who fight against corrupt governments.



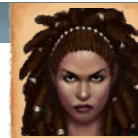
Gloriana Morilla

CN female human aristocrat 2/bard 10
Taldan noble from Absalom, leader of the Sovereign Court faction of the Pathfinder Society.



Mirian Raas

NG female human swashbuckler^{ACG} 6
Sargavan deep-water salvager and Pathfinder.



Grandmaster Torch

N male human bard 6/rogue 5
Infamous cursed information broker in Absalom and former Pathfinder.



Nuar Spiritskin

CN male minotaur oracle^{APG} 9
Minotaur Prince of Absalom, self-proclaimed envoy of the monstrous peoples of Kortos.



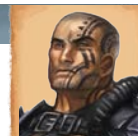
Haldmeer Grobaras

N male human aristocrat 9
Lord-Mayor of Magnimar, known for his arrogance and self-serving governing.



Ozmyrn Zaidow

CE male human magus^{UM} 7/technomancer 7 (Technology Guide 14)
Leader of Numeria's oppressive Technic League.



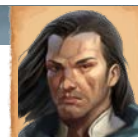
Irgal Nirmath

CN male half-elf ranger 14; deceased
Leader of the rebellion against Molthune that resulted in the founding of Nirmathas.



Rodrick

CN male human rogue 10
Acclaimed thief and general cad, wielder of the intelligent ice sword *Hrym*.



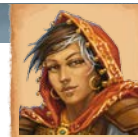
Jilia Bainulus

CG female human aristocrat 9
Lord-mayor of Kintargo and outspoken dissident against House Thrune.



Sabriyya Kalmeralm

LN female human rogue 12
Princess of the Market, overseer of Magnimar's Bazaar of Sails.



Kafar

NE male human alchemist 8/Aspis agent 2 (Paths of Prestige 8)
Duplicitous Aspis Consortium agent.



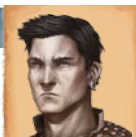
Tabansi

NG male human rogue 8
Kalabuta foreman outside Kalabuto, believed to be behind anti-colonial movement.



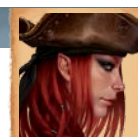
Korran Goss

CE male human mesmerist^{OA} 13
Chairman of Galt's Revolutionary Council.



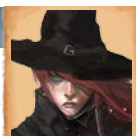
Tessa Fairwind

CN female half-elf bard 10/duelist 3
Mistress of Quent and captain of the pirate sloop-of-war *Luck of the Draw*.



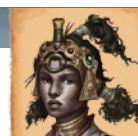
Larsa

N female dhampir rogue 6 (Pathfinder RPG Bestiary 2 89)
Vampire-raised agent of Ustalav's Royal Accusers.



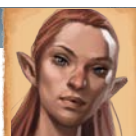
Trietta Ricia

LN female human aristocrat 14
Grand Duchess of Alkenstar and arbiter of conflicts in the High Parliament.



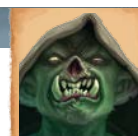
Luma Derexhi

N female half-elf druid 5
Illegitimate eldest daughter of Magnimarian nobleman Randred Derexhi, bounty hunter.



Tulluk Clovenface

CE male orc barbarian 8/rogue 3
Chief of the Hold of Belkzen's Haskodar tribe, embroiled in the feud over control of Blisterwell.



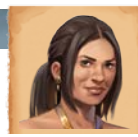
Manticce Kaleekii

CN female tiefling aristocrat 2/witch^{APG} 17
Overseer of Vyre's Opal Market and secretly the city's Queen of Delights.



Vreva Jhafae

CN female human rogue 3/sorcerer 7
Courtesan and information broker operating in Okeno, secretly a Twilight Talon spy.





Avenues of Intrigue

“I know you think this is boring. After all, this place is just a bunch of dusty shelves filled with even dustier books, right? Well, you don’t see them the way I do. To me, they’re more than just ink on paper wrapped in leather bindings. They’re gateways to whole other worlds, and they have tremendous value. With the knowledge contained in these books, I can peer into the minds of ancient Thassilonian scholars and discover their incredible genius for myself—essentially, I can have a conversation with the dead. You say your sword is worth a thousand books when we’re facing down giant beasts, but beyond that, it’s these books that will bring us fabulous knowledge and, yes, perhaps even lead us to fabulous wealth.”

—Geri Longstrider, Varisian scholar and explorer



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The Inner Sea region offers countless opportunities to engage in intrigue of all sorts. Intrigue can take the form of criminal schemes among the Szarni, subtle power grabs among the high society in Oppara, whisper campaigns among the people in need of a secret hero in Korvosa, or mages carefully disguising their magic as something altogether different in Razmiran. This chapter expands upon the rules for certain types of intrigue, including archival research, masked personas, rumors, stylized spells, and verbal duels. These rules were designed with characters of all classes in mind, but bards, hunters, inquisitors, investigators, mesmerists, ninja, rangers, rogues, skalds, slayers, and vigilantes may more easily make use of them. These sections often incorporate elements from *Pathfinder RPG Ultimate Intrigue*; references to rules found in that book are given where appropriate.

INTRIGUE IN YOUR GAME

Diverse elements of intrigue have long been a part of the Pathfinder Roleplaying Game and the Inner Sea region. As a result, useful tools for running intrigue-themed games can be found in numerous sources in the Pathfinder RPG, Pathfinder Campaign Setting, and other Pathfinder product lines. *Pathfinder RPG Ultimate Campaign*, in particular, codified several systems useful for intrigue campaigns.

Allies and Rivals: The rules for contacts (*Ultimate Campaign* 148) and relationships (*Ultimate Campaign* 176) can be used for interacting with individuals outside of larger organizations and representing how they respond to the PCs' actions and demands; these rules are especially useful if PCs need multiple tasks done simultaneously, but don't want to invest in a cohort. These options complement the more nuanced system of influence (*Ultimate Intrigue* 102), which offers options for dealing with individuals and organizations as well as undermining foes' influence.

The reputation and fame system (*Ultimate Campaign* 180) is appropriate for tracking characters' connections with an organization or a local populace. Organizations such as secret societies (*Pathfinder Campaign Setting: Occult Mysteries* 16, and *Pathfinder Campaign Setting: Inner Sea Magic* 26) and thieves' guilds (*Pathfinder Campaign Setting: Inner Sea Combat* 24) use these rules in ways that reward investigation and secrecy.

Setting: Settlement rules (*Pathfinder RPG GameMastery Guide* 202) allow a city's unique qualities to affect adventures in the area, both as an obstacle to overcome and a resource to exploit. Black markets (*Pathfinder Player Companion: Black Markets* 6) offer opportunities to access items and resources unavailable in legal marketplaces.

The kingdom building and war rules (*Ultimate Campaign* 196) detail grand stakes that the PCs can win or lose through espionage or diplomacy. On a smaller scale, the downtime system (*Ultimate Campaign* 74) provides a chance to make

use of favors, influence, and capital to create a secure base or profit from investing in a settlement long-term.

Access and Discovery: Heists (*Ultimate Intrigue* 118) provide an exciting way for adventurers to steal vital resources or discover devastating secrets outside of conventional dungeon delving (hopefully without being caught). Chases (*GameMastery Guide* 232) are often necessary to catch an informant, seize a prize, reclaim a stolen item, or escape after a heist or other ploy goes awry. The pursuit rules (*Ultimate Intrigue* 142) add longer-term considerations to chases.

Classes: *Pathfinder RPG Advanced Class Guide* offers several classes that fit perfectly in intrigue-based campaigns. Investigators (*Advanced Class Guide* 30) and slayers (*Advanced Class Guide* 53) make skillful heroes, allies, and opponents in games of intrigue. Ninja (*Pathfinder RPG Ultimate Combat* 13) are well suited to intrigue in games where they play a role (whether as natives of Tian Xia or as disciples of one of the ninja clans hidden in Avistan).

The master spy prestige class (*Pathfinder RPG Advanced Player's Guide* 270) is a natural fit for any intrigue-oriented game. *Pathfinder Campaign Setting: Paths of Prestige* features several other prestige classes useful for characters intent on intrigue, most notably the Bellflower tiller on page 10, the Dawnflower dissident on page 20, the noble scion on page 38, and Sleepless detective on page 52.

The psychic spellcasting classes in *Pathfinder RPG Occult Adventures* provide access to numerous divinations, mind-affecting spells, and abilities in addition to occult skill unlocks (*Occult Adventures* page 194) all of which are useful for gleaning valuable insights and pulling off covert schemes.

Nonlethal Combat: Verbal duels (*Ultimate Intrigue* 176) can represent debates, battles of wits, reasoning with angry mobs, and more. Further options for verbal duels are offered on page 17. Duels (*Pathfinder RPG Ultimate Combat* 150) and performance combat (*Ultimate Combat* 153) are important ways to gain or lose prestige and influence in certain societies, such as in Absalom, Brevoy, Jalmeray, and Taldor, and among the Shoanti of Varisia. Similarly, spellcasters use spell duels (*Pathfinder RPG Ultimate Magic* 99) to resolve conflicts with each other when conventional violence would cause more trouble than it would solve, often in places like Absalom, Geb, Jalmeray, Nex, and Qadira. Psychic duels (*Occult Adventures* 202) serve a similar function in Jalmeray, Nex, several secret societies of Ustalav, and the Jade Quarter of Kalsgard in the Land of the Linnorm Kings.

Other Resources: Crafting and unraveling infernal contracts and discovering true names (*Pathfinder Campaign Setting: Princes of Darkness* pages 38 and 42) often require careful subterfuge. Drugs and addiction (*GameMastery Guide* 236) also create dangers and hooks to manipulate foes and allies.

ARCHIVES

Knowledge is power, and many challenges can be overcome only by using information stored in libraries, collections, or other sorts of archives. For a full description of how to conduct research and how to read a library stat block, see page 148 of *Pathfinder RPG Ultimate Intrigue*. These archives are provided as examples; feel free to adjust them as appropriate for your own games.

Forae Logos

Also called the Wise House and the Library of Kortos, the Forae Logos houses the greatest collection of written lore west of the Pit of Gormuz. The Founding Law of Absalom, inscribed by the hand of Aroden himself (but admittedly unevenly applied), prohibits the removal of a single page of text without the unanimous consent of the High Council, which also requires that every book brought into the city be copied by the library's scribes. The Forae Logos is located in the Wise Quarter in Absalom and contains the information below—plus so much more.

FORAE LOGOS CR 12

XP 19,200

Complexity 32 (average)

Languages Common

Research Check Knowledge (arcana), Knowledge (history, untrained), Knowledge (religion); **Knowledge Bonus** +4

kp 36

RESEARCH THRESHOLDS

kp 30 Absalom's First Guard was established by Aroden himself to protect against roving monsters and besieging armies. The First Guard—or the primarch acting on the guard's behalf—often rewards adventurers who clear out infested siege castles.

kp 25 Although Absalom is easy to cut off from outside supplies, its citizens weathered even the longest and most thorough sieges without undue privation, suggesting the rulers keep a hidden source of extraordinary volumes of foodstuffs.

kp 15 The archmage Nex created the Spire of Nex during his siege of Absalom in 166 AR. The immense siege castle still unpredictably releases countless strange monsters long after Nex's departure and later disappearance. It changes its magical means of entry and interior configuration regularly.

kp 10 Most potent of the monsters Nex sent against Absalom during his siege were shadowy raiders of unknown origin. They defended Nex when the tower was breached by the First Guard, who accessed the tower by casting *plane shift* with a fragment of the spire as a focus component.

kp 5 In 2850 AR, the Arclords of Nex began the Conjured Siege of Absalom. During the siege, the Arclords seized the Spire of Nex and used it to draw power from Nex's inaccessible demiplane, the Crux of Nex.

kp 0 The Arclords augmented their spells by casting them from the point where creatures poured from the spire. Anyone who knows of the proper location next to the spire can use this method of magical empowerment.

Jeggare Museum

The Jeggare Museum is one of the oldest private institutions of history and culture in Varisia, and is owned by the Jeggare family of Korvosa. Its public displays are only a fraction of its total holdings, most of which are squirreled away in spare rooms of the Jeggare estate.

JEGGARE MUSEUM CR 5

XP 1,600

Complexity 21 (average)

Languages Common

Research Check Knowledge (arcana), Knowledge (history), Knowledge (local, untrained); **Knowledge Bonus** +3

kp 13

RESEARCH THRESHOLDS

kp 10 Thassilon was an ancient empire that once spanned much of what is now Varisia and the Steaming Sea. Said to have been founded by a mighty wizard, Xin, who came from Azlant, Thassilon was split into seven empires by the successors of Xin, who called themselves runelords.

kp 5 One of the runelords, Karzoug, is known to have ruled his empire of Shalast from the city of Xin-Shalast somewhere in the Kodar Mountains. Karzoug was a master of forgotten transmutation techniques and creator of treasures with transmutation magic.

kp 0 A small island in Lake Skotha on the Storval Plateau is known as Chorak's Tomb, and is rumored to be the home of an ancient weapon that belonged to a runelord rival of Karzoug. However, no one has been able to get close enough to verify this story, as all trespassers are driven away by bombardments of boulders and rune-covered ballista bolts.

Magaambya

The Magaambya is the oldest academy of arcane learning in the Inner Sea region, founded by the legendary Old-Mage Jatembe during the Age of Anguish. Although the Magaambya has records copied and re-copied from across its incredible history, they are scattered among the familial holdings of former students and teachers all across Nantambu and surrounding areas. Some important pieces of lore are recorded only in the memories of traveling oral historians. The Magaambya is located in Nantambu in the Mwangi Expanse.

MAGAAMBYA CR 11

XP 12,800

Complexity 35 (difficult)

Languages Polyglot



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Research Check Diplomacy, Knowledge (arcana), Knowledge (history); **Knowledge Bonus** +4

kp 29

RESEARCH THRESHOLDS

kp 25 The city of Nantambu maintains a complex system of informal pacts to maintain peace within the nearby jungles, backed by vigilant scrying along the borders.

kp 20 Jatembe consorted with angels, demons, and other outsiders to gain useful magic items and magical secrets to aid him in his quest to preserve culture and learning at all costs. He instructed his followers in parables to inspire them to share knowledge with the righteous and respect diplomacy even with evil beings.

kp 15 The ancient Mwangi city of Ird was likely destroyed by Jatembe and his Ten Magic Warriors for its wickedness (and contrary to rumor, was not Jatembe's birthplace). It is said that Jatembe's seeming intimate knowledge of its layout and resources helped them to prevail.

kp 10 The Ten Magic Warriors slew the King of Biting Ants at the Doorway of the Red Star to keep him from exploiting its magical whispers.

kp 5 Just before Jatembe disappeared for parts unknown, he forged a powerful artifact known as the *Ring of Nine Facets* (*Pathfinder Campaign Setting: Artifacts & Legends* 40) from the power of the loyal Magic Warriors.

kp 0 After Jatembe's disappearance, the tenth Magic Warrior—known only by his golden mask—left Nantambu after imploring his students to keep anyone from ever visiting Ird until he or Jatembe returned.

Quarterfaux Archives

The Quarterfaux Archives in Caliphas are the official library of the Prince of Ustalav. It holds countless family heirlooms, national treasures, and official records. Described here is one of the larger collections, with treasures collected from Avistan beyond Ustalav's borders.

QUARTERFAUX ARCHIVES

CR 9

XP 6,400

Complexity 27 (average)

Languages Common

Research Check Knowledge (history), Knowledge (nobility, untrained), Knowledge (religion); **Knowledge Bonus** +3

kp 27

RESEARCH THRESHOLDS

kp 20 The Quarterfaux Archives includes relics from the foreign allies that rescued Ustalav from Tar-Baphon's armies during the Shining Crusade, which ended in 3827 AR. These allies included Taldan armies, the Knights of Ozem, and dwarven armies from Kraggodan.

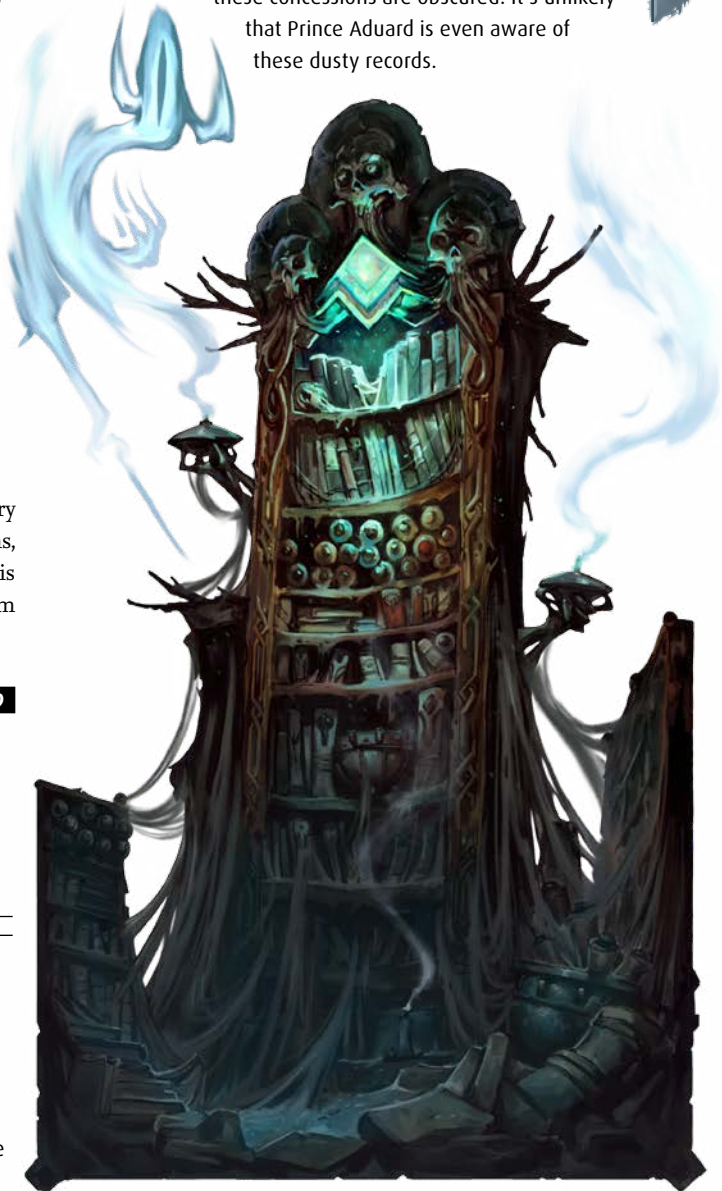
kp 15 The Archives' collections include many cursed items and foreign artifacts. Most famous of these is the necklace known as the *Invidian Eye* (*Artifacts & Legends* 40),

which was donated by the Moulot family three generations after it was retrieved from an island ruin near Peridot Island in northern Varisia.

kp 10 The Archives' oldest records indicate that the collection once included several pieces from the Whispering Tyrants' conquest of nearby lands. At the GM's discretion, a hidden alcove (Perception DC 30) could contain necromantic magic items worth up to 15,000 gp in total.

kp 5 The *Invidian Eye's* original owner, Marcel Moulot, was overheard by a servant claiming that he received the necklace in memory of a secret tryst he had with an incubus he freed from a ruined Thassilonian pleasure palace.

kp 0 Ancient documents and receipts seem to indicate that ancestors of the Prince of Ustalav may have made concessions to the Whispering Tyrant to hold on to their power and lives, although the exact details of these concessions are obscured. It's unlikely that Prince Aduard is even aware of these dusty records.



MASKED PERSONAS

Vigilantes take naturally to establishing masked personas distinct from their day-to-day lives, but other adventurers, scoundrels, and troublemakers can also use this strategy to avoid the consequences of their actions. Despite the name, a masked persona does not strictly require a literal mask. Any alternate identities or disguises that characters use consistently while performing their heroic (or villainous) deeds can be considered “masked personas”—including the scarves worn by Gray Gardeners or the *mantis masks* worn by Red Mantis assassins. Masked identities provide a variety of potential advantages.

Fresh Start: Characters might create new personas as blank slates that separate their pre-existing reputations and deeds from their clandestine activities. A noble can become a rough-and-tumble warrior, a swindler can become a beacon of justice, and a friendly community leader can inspire horrendous fear.

Sacred Duty: The faithful of deities such as Achaekek, Norgorber, and Razmir revere masks as a method to emulate their deity or become a vessel for their deity. Masked personas are common among these cults.

Safety in Anonymity: A masked persona absorbs the blame for the actions she undertakes, shielding the character’s larger life from repercussions. Even powerful characters with little to fear from reprisal may still be surrounded by vulnerable allies, friends, or family, all of whom could be targeted by enemies of their masked persona. Chelixa’s famed City of Masks, Vyre, encourages its residents and visitors to conceal their identities and compromise their deepest-held morals under the guise of anonymity. Rebels like Milani’s herald Courage Heart often choose to conceal their identities for this reason. The Gray Gardeners draw upon their shared reputation, and use their masks to prevent outsiders from extracting vengeance for their bloody work.

Symbolic Roles: By revealing themselves at only the most opportune times, masked personas can represent ideals and causes that no human being could normally live up to, as idyllic as boundless generosity or as sober as unstoppable revenge. These identities can take on a quality that seems

grand and more powerful than any named individual could achieve, inspiring admirers or the common folk to follow their example—or live in constant fear. This superhuman reputation may prevent foes from acting against a character or scare away petty foes who might otherwise challenge her. A masked persona, as a result, can be far more important, influential, and dangerous than her daily identity may be.

Unpredictability: A masked persona’s origin, prowess, knowledge, agenda, allegiance, vulnerabilities, and sometimes even race, gender, or nationality are difficult (if not impossible) to guess. With few obvious cues, her motivations, habits, and allies become harder to divine, ultimately making a masked persona more difficult to predict or undermine. Members of the Pathfinder Society’s masked leadership, the Decemvirate, wear their ceremonial masks for this reason, concealing their motivations and personal interests from their fellow leaders and the Pathfinder Society at large.

A masked persona functions much like the vigilante’s dual identity class feature, but requires more time to cultivate and provides fewer benefits in terms of game mechanics. It is, however, an option available to all classes to add excitement and intrigue to campaigns, allowing adventuring parties to battle corrupt governments or entrenched crime organizations without having to flee their base of operations or permanently go into hiding.

Maintaining a Masked Persona

At any point, any character can don a disguise to confront foes or conduct affairs. What makes a full masked persona stand apart from a simple disguise is consistency and obfuscation. A character must adopt the same or similar mask, clothing, or iconic equipment as part of her disguise repeatedly when she adventures in the public eye or is seen by survivors of her deeds, slowly giving her masked identity a seeming life of its own. A character wishing to cultivate a masked persona must also endeavor to keep others from linking her true name to the costumed identity, ensuring that her disguise conceals her face or otherwise changes her features enough to seem like a distinct individual.





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Adopting a masked persona relies on the Disguise skill to fool onlookers, and generally counts as changing only minor details. An adventurer more determined to conceal her identity can augment her costumed identity to conceal her race or change her gender or apparent age. The final result of a character's Disguise check determines the difficulty of onlookers' Perception checks to recognize her through the disguise. In general, only characters familiar with the masked persona's normal identity are allowed Perception checks to try to recognize her through the disguise. GMs may wish to always have a character take 10 on masked persona Disguise checks, setting a default DC for that character. A character who adventures both in and out of her costumed identity, and uses similar abilities in both guises, takes a -5 circumstance penalty on attempts to conceal her true identity with the Disguise check. Adopting a masked disguise is faster and easier than adopting a normal disguise, requiring only 5 minutes.

Secrecy is paramount to maintaining a masked persona, and rumors fly quickly about something as exciting as clandestine adventures. A character can generally trust one individual per class level (beyond her adventuring party) with her secret identity—including enemies who learn her identity, trusted cohorts, or loved ones—before her masked persona is compromised. A compromised masked persona no longer protects a character from divination magic (see below), but may still offer some protection to a character's reputation at the GM's discretion. A masked persona's anonymity can be restored by reducing the number of people who connect the masked persona with her real identity, either by killing those who know, modifying their memories, or using clever trickery to reject that truth.

Benefits of a Masked Persona

After conducting her affairs in disguise long enough to gain a full level, the character's masked persona becomes established and begins providing a character with tangible benefits, granting her abilities similar to the vigilante's dual identity class feature (*Pathfinder RPG Ultimate Intrigue* 9). A masked persona's alignment still registers as the character's true alignment for spells such as *detect evil*, but the persona otherwise stands out as a separate individual for the purposes of divination spells such as *locate creature* and *srying*. Characters who know the masked persona's true identity or see through her disguise with a successful Perception check can still target her with divination spells.

A masked persona also shields a character from social and legal repercussions, generally allowing her to go about her daily life without fear of those her masked persona has thwarted or threatened. Attempts to gather information and rumors using skill checks never connect this identity to the character's true self.

MASKED PERSONA FEATS

The following feats help a character maintain or gain additional benefits from her masked persona. A character must be have an established, uncompromised masked persona to gain the benefits of the feats listed below (excluding Convincing Persona), and loses access to the feats' benefits if her identity is compromised.

Convincing Persona

People seem almost willfully ignorant of the connection between your masked persona and your real identity.

Prerequisite: Bluff 5 ranks, Perform (act) 5 ranks, or dual identity^{UI} class feature.

Benefit: Your dual identity is never considered publicly compromised barring some massive, public unmasking, allowing you to benefit from your dual identity or masked persona regardless of how many people know your true identity. You gain a +5 circumstance bonus on Bluff skill checks to convince people your masked persona and your true identity are entirely different people, and on Disguise checks to maintain your masked persona.

Masked Renown

Your masked persona is especially well known.

Prerequisites: Cha 13, Disguise 2 ranks.

Benefit: You gain the vigilante's renown social talent (*Ultimate Intrigue* 12), allowing you to gather and maintain a reputation in a community.

Special: Beginning at 9th level, you can select this feat a second time to gain the great renown vigilante social talent.

Masked Symbol

Your alternate identity exists as a nearly inhuman avatar of a mood or cause.

Prerequisite: Disguise 1 rank or dual identity^{UI} class feature.

Benefit: Your masked persona represents a particular concept, granting you a benefit while in your masked persona or vigilante identity. Each time you gain a new character level, you can choose to embody a different symbol, forgoing your previous bonus and gaining a new one.

Faith: +2 circumstance bonus on Diplomacy checks against creatures of your faith; +2 circumstance bonus on Intimidate checks against enemies of your faith.

Fear: +3 circumstance bonus on Intimidate checks.

Hope: +3 circumstance bonus on Diplomacy checks.

Leadership: +2 bonus to your Leadership score.

Mystery: +2 circumstance bonus on Disguise checks to conceal your true identity; +2 circumstance bonus on Stealth checks to enter or escape unseen.

The People: +2 circumstance bonus on checks to influence crowds.

Trust: +2 circumstance bonus on Bluff checks to lie and Diplomacy checks to make requests.

RUMORS

Those who operate in the shadowy world of intrigue know that rumors often hold more power than truth. Devious agents spread tales to discredit their foes, pass word of rulers' weaknesses to their allies, and plant falsehoods designed to lure tyrants into carefully laid traps.

Starting a Rumor

Planting a rumor requires carefully spreading and cultivating it. A PC can plant a rumor in a settlement by spending 1 week (or 1d4 days if the settlement is smaller than a town) and succeeding at a Propaganda check. This check can be a Bluff, Diplomacy, or Perform (act, oratory, or sing) check, or another skill check at the GM's discretion (see Spreading Propaganda on page 128 of *Pathfinder RPG Ultimate Intrigue*). The base DC of a Propaganda check is 15. If a true rumor is particularly believable or unbelievable, the DC may decrease by up to 5 or increase by up to 20, respectively. If a rumor is false, the PC must succeed at an additional Bluff check to avoid being caught in a lie, applying plausibility modifiers as normal. If a PC fails that Bluff check by 5 or more, she takes a -4 penalty on all Bluff and Diplomacy checks she attempts in the settlement for 1d4 weeks.

Because rumors are difficult to plant in large settlements, PCs should apply the modifier based on settlement size listed in the table below to all Propaganda checks as well as to Bluff checks to avoid being caught in a lie. In a large settlement, such as a city, a PC can instead plant a rumor in a single district. In this case, use the modifier for a settlement with approximately the same population as the district. If the GM is using settlement modifiers (*Pathfinder RPG GameMastery Guide* 202), the settlement's Lore modifier applies to Propaganda checks and the settlement's Corruption modifier applies to Bluff checks to avoid being caught in a lie.

| Settlement Type | Propaganda and Bluff | |
|--------------------|----------------------|----------|
| | Check DC | Modifier |
| Village or smaller | +0 | |
| Small town | +3 | |
| Large town | +5 | |
| Small city | +10 | |
| Large city | +15 | |
| Metropolis | +20 | |

Multiple characters can work together to plant a rumor. Choose one character to attempt the Propaganda check. Each character who wishes to assist can attempt a separate skill check whose DC is 10 less than the Propaganda check's DC. A character who knows that the rumor is false must also succeed at a DC 15 Bluff check. Each character who successfully assists provides a +2 bonus (up to a maximum bonus equal to 4 + the settlement's Propaganda modifier).

A character with a class feature, feat, or other ability that grants her followers gains a +5 bonus on Propaganda checks and checks to assist in spreading rumors.

If a PC succeeds at the Propaganda check (and the Bluff check, if necessary), her rumor takes hold as an obscure rumor. If she exceeds the Propaganda check's DC by 5 or more, the rumor is more prevalent, as indicated on the table below. A character with the rumormonger advanced rogue talent (*Pathfinder RPG Ultimate Combat* 71) creates a common rumor if she succeeds at the Propaganda check, and a widely known rumor if she succeeds by 5 or more. Anyone who gathers information related to a rumor learns the rumor if she succeeds at a Diplomacy check at the listed DC.

| Propaganda Check Result | Rumor Prevalence | Diplomacy DC to Learn |
|-------------------------|--------------------|-----------------------|
| Success by less than 5 | Obscure rumor | 25 |
| Success by 5 or more | Recurring rumor | 20 |
| Success by 10 or more | Common rumor | 15 |
| Success by 15 or more | Widely known rumor | 10 |

Influencing a Rumor

The PCs can spread or quell an existing rumor by succeeding at a Propaganda check that takes the same amount of time and uses the same base DC as creating a new rumor. This check is modified based on the rumor's prevalence, as listed in the table below. The DC of the Propaganda check to quell an existing rumor increases by 5 if the PCs do not provide evidence against the rumor.

| Current Rumor Prevalence | Bonus to Spread | Penalty to Quell |
|--------------------------|-----------------|------------------|
| Obscure rumor | +2 | -2 |
| Recurring rumor | +4 | -4 |
| Common rumor | +6 | -6 |
| Widely known rumor | +8 | -8 |

SPREAD OF RUMORS

Common rumors can grow without any intentional encouragement, particularly if they align with locals' previously held beliefs. At the GM's discretion, other rumors may spread on their own as well. In this case, the GM attempts a Propaganda check each week. The base DC is 15 for its current settlement and any neighboring settlements (or current district and the surrounding ones), plus any modifiers based on their sizes as above. The GM applies a modifier to the Propaganda check based on the rumor's prevalence, as listed in the table above. If the Propaganda check is successful, the rumor either takes root or increases in prevalence by one step.

EFFECTS OF RUMORS

Rumors are most often used to alter a character's overall reputation in a community. In general, a positive



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rumor that becomes common improves the attitude of most NPCs toward the character by one step, while an unflattering rumor worsens it by one step. In encounters using the individual influence system (*Ultimate Intrigue* 102), a common rumor about a character provides between a -4 penalty and a +4 bonus on the character's checks to influence NPCs. In a campaign using the organizational influence system (*Ultimate Intrigue* 110), treat the PCs as if common rumors about them were true for the purpose of determining whether they gain or lose influence points with an organization.

INNER SEA RUMORS

In all nations on Golarion, populaces theorize about magic, politics, religion, and countless matters tied to everyday life, and this unbridled speculation has spawned many popular rumors. Some are outlandish products of favorite gossip topics and essentially serve as entertainment for the masses; others contain kernels of truth but have been warped through rampant extrapolation. Still others are carefully planted pieces of propaganda meant to turn the public's favor one way or another. Below are some long-lived rumors in the Inner Sea region that PCs are likely to encounter in their travels.

Cheliah's Real Agenda: "People love to complain about Cheliah—once you bind a few devils, you're an irredeemable monster forever, apparently. But Cheliah has to be aggressive. Queen Abrogail knows that a second Age of Darkness is coming, and if humanity doesn't have a united, tightly controlled front, we won't survive."

Expanding Mana Wastes: "Imagine a world without magic. No clerics healing us, no wizards driving off dragons. Well, we might get a taste of it. You heard of the Mana Wastes, where magic doesn't work or goes haywire? The borders move a mile outward each year, and you'll never hear the authorities admit it, but no one knows how to stop it."

Pathfinder Society's True Origins: "Did you ever wonder why the Decemvirate in charge of the Pathfinder Society is so mysterious and secretive? It's because at least one of them has been around from the beginning, and long before that—the Pathfinder Society was founded by one of Old-Mage Jatembe's Ten Magic Warriors. Why else would there be ten members of the Decemvirate, why else would they wear masks, and why else would the Ten Warriors not have graves?"

The Prince Is Dead: "Grand Prince Stavian sure has his minions do a lot of work for him, huh? You know why that is? Turns out, the prince has actually been dead for a long time. His people can't let that get out, though,

because then his daughter would take the throne. And those Taldans can't stand the thought of that."

Secret Pirate Puppeteers: "Everyone talks about being a pirate like it's this romantic life of freedom on the high seas. There's way more to it than that. Pirates answer to the Free Captains of the Shackles, and the Free Captains answer to Sargava. It's the Sargavans who control the pirates of the Inner Sea region."

Terrible Creatures Underground: "Sure, elves are pretty and wise and benevolent and all that. But when they go bad, it's like nothing you've ever seen in these parts. There are hordes of evil elf-things living underground, breeding with goblins and worshiping demon lords. Let's hope they stay underground and far from us."



STYLIZED SPELLS

Magic is among the most powerful methods to obscure and discover secrets, yet it is also one of the most difficult tools to disguise from experts. Spellcasters from Nex (and other places where *detect magic* and knowledgeable spellcasters are common) train at great lengths to obscure their techniques from rivals and enemies using the Stylized Spell metamagic feat (*Pathfinder RPG Ultimate Intrigue* 93) and the following feats to alter their spells' apparent components and superficial effects.

Greater Stylized Spell

You can modify your spell's superficial qualities in a greater variety of ways.

Prerequisites: Stylized Spell^U, Bluff 10 ranks, Spellcraft 10 ranks.

Benefit: When you modify a spell with Stylized Spell, you can apply one of the stylized magic options (see Stylized Magic below) without reducing the DC of the check to identify the spell. In addition, you can apply up to two additional stylized magic options, reducing the DC of checks to identify the spell by 5 per option as normal.

Stylized Spell Mastery

You have altered your understanding of a select number of spells.

Prerequisites: Spell Mastery, Stylized Spell^U, Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: You do not modify the spell slot used when applying the Stylized Spell metamagic feat to any spell you have mastered with Spell Mastery.

Normal: A stylized spell uses up a spell slot 1 higher than the spell's actual level.

Stylized Spontaneity

You can modify your spells' apparent components and characteristics at a moment's notice.

Prerequisites: Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: When you cast a spell, you can apply any number of the stylized magic modifications; however, you must succeed at a caster level check (DC = 5 + twice the spell's level + 5 per modification) or the magic is too badly warped to function and the spell is wasted with no effect.

STYLIZED MAGIC

When a spellcaster casts a spell modified by the Stylized Spell^U metamagic feat, she can reduce the DC of the Spellcraft or Knowledge (arcana) check to identify the spell by 5 to disguise the spell in one of the following ways.

Apparent Descriptor: A stylized spell can appear to have a descriptor it lacks or appear to lack a descriptor it truly has. Changing an apparent energy descriptor changes the superficial manifestation of the energy in the spell effect but does not change the type of damage the spell

deals. If the energy damages any creatures or objects, an observer who succeeds at a DC 15 Knowledge (arcana) or Perception check as a move action can identify the actual type of damage dealt based on sensory clues.

Apparent School: A stylized spell can appear to be of a different school or subschool when studied with *detect magic*.

Apparent Source of Magic: A stylized spell can appear to be a different type of magic—arcane, divine, or psychic. The effect is convincing only if the spellcaster provides any necessary components (such as a divine focus when imitating divine spells), and the caster must have a number of ranks in the skill associated with that type of magic equal to the spell's level. Knowledge (arcana) and Perform are associated with arcane magic, Knowledge (nature and religion) are associated with divine magic, and Bluff and Knowledge (arcana) are associated with psychic magic. A spellcaster can disguise his spell as psychic magic only if he can hide or remove the spell's verbal and somatic components (if any), such as with Conceal Spell (*Ultimate Intrigue* 80), Secret Signs (*Pathfinder Campaigner Setting: The Inner Sea World Guide* 288), Silent Spell, or Still Spell.

Direction of Spell's Effect: A stylized spell effect that visibly originates from the caster (such as a ray, *magic missile*, or *fireball* bead) can instead appear to originate from another point within 30 feet of the caster. There must be clear lines of effect between each of the caster, the new origin point, and the destination. If the spell effect instead fills an area that originates from the caster (such as a line or cone), the effect can instead appear to originate from any point in that area. The new point of origin is entirely cosmetic, and it does not allow the spellcaster to ignore cover or other barriers. In addition, the deception can't make it appear that another creature cast the spell.

Imitate a Dissimilar Spell: If a stylized spell appears to be of the same school and same source of magic, and to have the same descriptors as another spell because of other stylized spell modifications or changes from other sources (such as a class ability), the stylized spell can take on the superficial visual and auditory properties of the other spell.

Suppress Audible or Visible Effects: A stylized spell's effects can be suppressed to the point where they are difficult to spot or hear. Such a spell's audible and visual effects are largely transparent, quieter, smaller, or otherwise less obtrusive. A creature notices the suppressed effects only if it succeeds at a Perception check (DC = 10 + your number of ranks in Bluff or Spellcraft + the highest of your Intelligence, Wisdom or Charisma modifiers). If, at the GM's discretion, a spell's effects are intrinsically bound to its visual or auditory signature (such as *sunburst*, *sound burst*, and most spells with the language-dependent, light, or sonic descriptors), reduce the DC of the Perception by 10.

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VERBAL DUELS

Verbal dueling (*Pathfinder RPG Ultimate Intrigue* 176) provides a way to resolve complex and nuanced social situations, from trials to rallying rebels against a tyrant. Below are some specific situations in which winning verbal duels might be advantageous, as well as helpful suggestions for setting up such encounters.

Earning Trust

Countless secret organizations throughout the Inner Sea region are leery of sharing what they know with the uninitiated. Likewise, the keepers of many archives (see page 10), libraries, and troves of lore hesitate to grant access to their collections. A verbal duel—a simple, two-person affair or a more complex duel in front of the organization's members—might help convince targets to begin dialogue in earnest and speak frankly about at least part of their secret agendas and knowledge.

A character participating in a verbal duel with a secretive person or organization might be able to earn an edge through the following.

History of Discretion: A reputation for keeping one's mouth shut goes a long way toward gaining the trust certain tight-lipped groups. A PC who can convincingly show ties to a prominent organization during a tactic in a verbal duel (without actually revealing compromising secrets about it) gains an edge. This technique cannot be used as part of a baiting or mockery tactic, and a PC can gain only one edge per duel in this way.

Previous Knowledge: A PC can also gain an edge in a verbal duel by showing he already has some of the individual or organization's secrets and is not using that knowledge irresponsibly (or needs more knowledge to avoid accidentally causing trouble). This technique must be used as part of a logic or rhetoric tactic, and a PC can gain only one edge per duel in this way.

Inciting a Riot

Galtan rabble-rousers, Pezzacki rebels, and Andoren zealots all might wish to inspire a crowd to carry out justice when official channels fail. When public officials—even scapegoats—run into such inciters, a verbal duel can spark a riot.

The Crowd: Inciting a riot using a verbal duel requires two things: a public official, who is often a scapegoat pulled into the duel, and an unruly crowd. Sometimes, such a crowd might be readily available, such as when a settlement is in open rebellion. Other times, gathering a crowd requires seizing folks' attention.

An incidental crowd, such as a crowd at a market, generally pays attention only to particularly impressive speakers or performers. A successful DC 20 Bluff, Diplomacy, Intimidate, or Perform check and the appropriate political arguments attract a small crowd

of up to a dozen observers. Getting the attention of a larger group generally requires a result of 25 or 30, at the GM's discretion. If an audience the PCs wish to incite to riot is watching someone else, an opposed Diplomacy, Intimidate, or Perform check is required against the current speaker, whether it be a performer, bazaar vendors, or a politician.

Often, a public official will arrive on the scene to investigate once the PCs have gathered an unruly crowd. Other times, the PCs can track down an official to serve as the opposing duelist with a successful DC 15 Knowledge (local) check in anywhere from 10 minutes to 1 hour. The PCs also may need to deal with the settlement's guards—at the GM's discretion—although creative PCs may be able to convince the guards to fetch a public official for them.

Inciting the Riot: Once a crowd has turned its attention to the would-be rabble-rousers, a verbal duel ensues to convince the crowd of the necessity or justice of destruction and a show of force. If the PCs are victorious in the verbal duel, the crowd riots.

Trials

Verbal duels are appropriate for trials in most civilized parts of the Inner Sea region. Trials are usually adjudicated by arbitrators, where an official third party such as a local magistrate or lord decides criminal culpability based on the arguments between advocates for the prosecution and defense.

Trial by Jury: Two nations instead stipulate trials be resolved by juries of peers of the accused: Andoran and Galt (at least when a mob doesn't get to the accused first). In these nations, local magistrates usually arbitrate trials and watch for signs of spellcasting or meddling with the jury. Magistrates and barristers, as well as a few jurors, are often educated enough to know the basic capabilities of low-level divination spells and means of foiling them, but some are not.

Witness Testimony: A witness can be called only at the start of an exchange. The witness attempts a DC 20 check of a skill that depends on the type of evidence she is giving. A witness who uses his expertise to clarify matters of physical, magical, or other evidence usually use the skill appropriate to her expertise (Knowledge for most matters, Linguistics for handwriting evaluation, and so on). Eyewitnesses (who testify about the events surrounding the crime) and character witnesses (who testify to the sort of person the accused is) have more leeway in the skills they choose. If the witness is successful, the advocate who called her to testify gains an edge that can be used on any skill check for the remainder of the verbal duel.

The opposing advocate can then cross-examine the witness with her own tactic, thereby raising the ante and continuing the verbal duel as normal.



Nefarious Schools

“I laughed when I first heard the notion, too. Going to school for piracy? Sounds like a con if I ever heard one. But believe me, the school I’m describin’ exists. It’s not all rum and chanteys, either. Learning to climb rigging, to lie through your gold-plated teeth, and to point a crossbow at a landlubber’s head until he gives you anything you want—we’ll teach you everything. And if you do well, we’ll sing your praises from sea to sea. So go ahead and laugh. When you’re staring down the blades of the rival crew that’s boarded your ship—one that’s trained proper-like—you’re going to wish you’d taken my offer seriously.”

—Merin Puddlestopper, Freebooters’ Academy recruiter



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The Inner Sea region and the many lands beyond it are home to numerous secret organizations, schools, cults, and societies that teach the techniques of skillful intrigue. For the purposes of this chapter, the term “nefarious school” is used as a catchall for four broad categories of institutions: criminal enterprises, rebel groups, secret schools, and spy academies.

JOINING A SCHOOL

In some cases, schools operate clandestinely, and a prospective student first must spend 1d4 hours and succeed at an appropriate skill check to confirm a school’s existence. This is represented in a school stat block’s Discovery entry; finding schools without this line does not require any special research. To join a school, a character must pay an entrance fee and pass an entrance exam by making a successful skill check, as determined by the school. A character can attempt the entrance exam once every two terms (a frequency that varies according to each school—see About Terms on page 25). Once a character joins, she must pay dues to remain in good standing with the school until her Fame score grants her the chance to join the school’s staff. These costs, skills, and Fame score requirements vary by school (see pages 20–27).

BENEFITS OF MEMBERSHIP

The benefits of belonging to a nefarious school are similar to those granted by a faction, save that a character increases her standing in a school by succeeding at skill checks that test her training and completing tasks to increase her Fame score and further her education in the school’s techniques. A character’s Fame score tracks how successful she is in her schooling. A low Fame score indicates she’s a new or struggling student, while a high one could enable her to become a teacher or a favored graduate. To increase her Fame score, a character must either succeed at Training checks—skill checks with a DC equal to 15 + her current ranks in that skill unless otherwise noted—at various points during a term (see page 25), or perform a specific task or other extracurricular activity for the school. A character’s Fame score increases by 1 every time she succeeds at a Training check or performs a task for her school. Every time a character’s Fame score increases, she earns an equal number of Prestige Points (PP). The methods by which a character earns opportunities to attempt Training checks and the appropriate skills for such checks vary by school. Extracurricular tasks may include research, traveling, and adventuring; these opportunities are noted on the specific school entries, but are typically left to the GM to develop as adventures.

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 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 they are at the 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 any Prestige Point costs, required Fame scores, and other prerequisites. School-specific awards can be purchased only once unless otherwise noted. The sidebar on page 27 lists generic awards members of any school can purchase.

Skill Specialization

Many of the prestige awards and recognitions that nefarious school members purchase allow them to become specialized in certain skills. When a student 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 checks with that skill.

LEAVING SCHOOL

Unless otherwise noted, a student can leave her school at any time by simply alerting her superiors at the school. If a student fails to pay dues, reveals the school’s secrets, 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 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.

CRIMINAL ENTERPRISES

Criminal enterprises often recruit students from affiliated families (as is common among the Sczarni) or society's desperate underclass. Many students join in hopes of sharing in the profit or even eventually seizing power from the current owners.

As the Fame score of a criminal enterprise student increases, he gains the following rewards.

Thug (5 Fame): Your training begins to focus on a particular type of criminal activity. You become specialized in one skill of your choice from the following list: Appraise, Bluff, Climb, Disguise, Escape Artist, Intimidate, Sense Motive, Sleight of Hand, or Stealth.

Trusted (20 Fame): Your reputation and criminal network allow you to quickly piece together useful information you find in your school's region. When within 100 miles of your school, you gain a +2 bonus on Diplomacy checks to gather information and on Bluff checks to convey secret messages.

Underboss (35 Fame): You gain the authority to call in a favor once per term. The favor can directly or indirectly raise your influence with one target organization or character (or improve the attitude of one character) by two steps for the purpose of one request. If you use this ability on a character, her CR must be less than or equal to your character level. Depending on the nature of the organization, this attitude shift might be the result of your enterprise's bribery, blackmail, extortion, intimidation, mind-affecting drugs, or magic, at the GM's discretion.

Boss (50 Fame): You become one of the masters of your criminal enterprise, 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 Criminal Enterprises

The following criminal enterprises are notorious in the Inner Sea region.

FREEBOOTERS' ACADEMY

The Freebooters' Academy ensures that all competent but untested scallywags who covet the life of piracy learn the arts of robbery, trickery, and exploitation—skills that will make them useful to the Free Captains of the Shackles.

Location The Shackles

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam Bluff DC 10 and Intimidate and Profession (sailor) DC 15

Dues 200 gp/term

TRAINING

Training Checks Acrobatics, Bluff, Climb, Diplomacy, Intimidate, Knowledge (local), Sense Motive, Swim

Term 4 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Notorious Victory (+1 Fame) Once per term, you increase your Fame score after successfully defeating or thoroughly outwitting a rival or authority figure with a CR greater than your character level.

AWARDS

Boastful Infamy (15 Fame, 5 PP) Your fellow pirates spread tales of your deeds, making you widely feared. You gain a +2 bonus on Intimidate checks while in the Shackles or at sea.

Distant Voyage (10 Fame, 5 PP) You can arrange oceangoing transport from any port in Avistan or Garund to any coastal location in Avistan or Garund. You are still responsible for any travel costs incurred, although your connections to the academy may grant you a discount, at the GM's discretion.

Pirate's Treasures (40 Fame) You can purchase or upgrade items in the Shackles, pirate ports, and coastal black markets at a 10% discount.

Unquestioning Fence (5 Fame, 1 PP) Once per month, you can call upon academy-affiliated fences to quickly and easily sell equipment and items no matter how you acquired them.

Voyage (5 Fame, 1 PP) Your academy teachers and mentors can lend their connections to you in a pinch. As a result, you can arrange oceangoing transport from any port where the affiliated pirates can land openly, or to any coastal location within the pirates' territory. You are still responsible for any travel costs incurred, although your connections to the academy may grant you a discount, at the GM's discretion.

NOTE

If you're using the rules for nefarious schools as well as the rules for factions in your game, a character who has joined the Freebooters' Academy is also considered a member of the Shackles Pirates faction in *Pathfinder Campaign Setting: Faction Guide*. At the GM's discretion, the character may be able to complete missions and access the goods and services described on pages 46–47 of that book.

GUILD OF LIARS

Although its members meet only once every 5 years at the House of Lies in Nidal, the Guild of Liars is constantly training new recruits in the fine art of stylized storytelling and rumormongering.

Location Uskwood (Nidal)

REQUIREMENTS

Discovery With a successful DC 15 Sense Motive check, you see through the guild's cover story.

Entrance Fee 50 gp

Entrance Exam Bluff and Perform (act, oratory, or sing) DC 15

Dues 100 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Knowledge (history, local, nobility, or religion), Perform (act, oratory, or sing)

Term 6 months

Flunk 4 consecutive failed Training checks



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EXTRACURRICULAR TASK

Rumormonger (+1 Fame) Once per term, you can increase your Fame score by spreading a rumor designed to make the Guild of Liars seem more influential or intimidating than it is. This takes 1 week, but does not require any skill checks (the time required represents the care you take in crafting and spreading the rumor).

AWARDS

A Little Birdie Told Me (5 Fame, 2 PP) Some druids of the Uskwood provide the Guild of Liars with information to use in their work. You can request allied druids to take the form of birds or other innocuous animals to observe a single target in Nidal for up to 1 week and report back to you.

Manufactured Proof (10 Fame, 4 PP) Once per week, you can coax fellow liars to help you manufacture convincing evidence of one of your lies. If the evidence is a forged document, you are considered specialized in Linguistics (if you are not already), and gain a bonus equal to your Fame score on your Linguistics skill check to create a single forgery. If the evidence involves spreading propaganda, you are considered specialized in the appropriate Craft skill (if you are not already) and gain a bonus equal to your Fame score on that single Craft skill check. (See the Spreading Propaganda section on page 128 of *Pathfinder RPG Ultimate Intrigue* for more information.)

Unbelievable Truth (25 Fame, 10 PP)

You gain the ability to make the truth seem implausible. You can tell a lie that a creature would normally believe is impossible as if it were merely far fetched (taking only a -10 penalty on your Bluff check). If the lie contradicts proof the target is aware of, the target might believe you are earnestly mistaken (at the GM's discretion). A target can be affected by this ruse only once per day.

GUILD OF WONDERS

The Guild of Wonders is the premier school and agency for spycraft, sabotage, and assassination in Absalom, but only against targets outside Absalom, unless the Grand Council sanctions that particular activity.

Location Absalom

REQUIREMENTS

Entrance Fee 200 gp

Entrance Exam Knowledge (local), Perception, and Stealth DC 15

Dues 200 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Disable Device, Knowledge (local or nobility), Perception, Sleight of Hand, Stealth

Term 4 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Saboteur (+1 Fame) Once per term, you increase your Fame score after successfully committing any type of sabotage against an important target. The sabotage operation must take place outside of Absalom or be a mission the Grand Council has sanctioned.

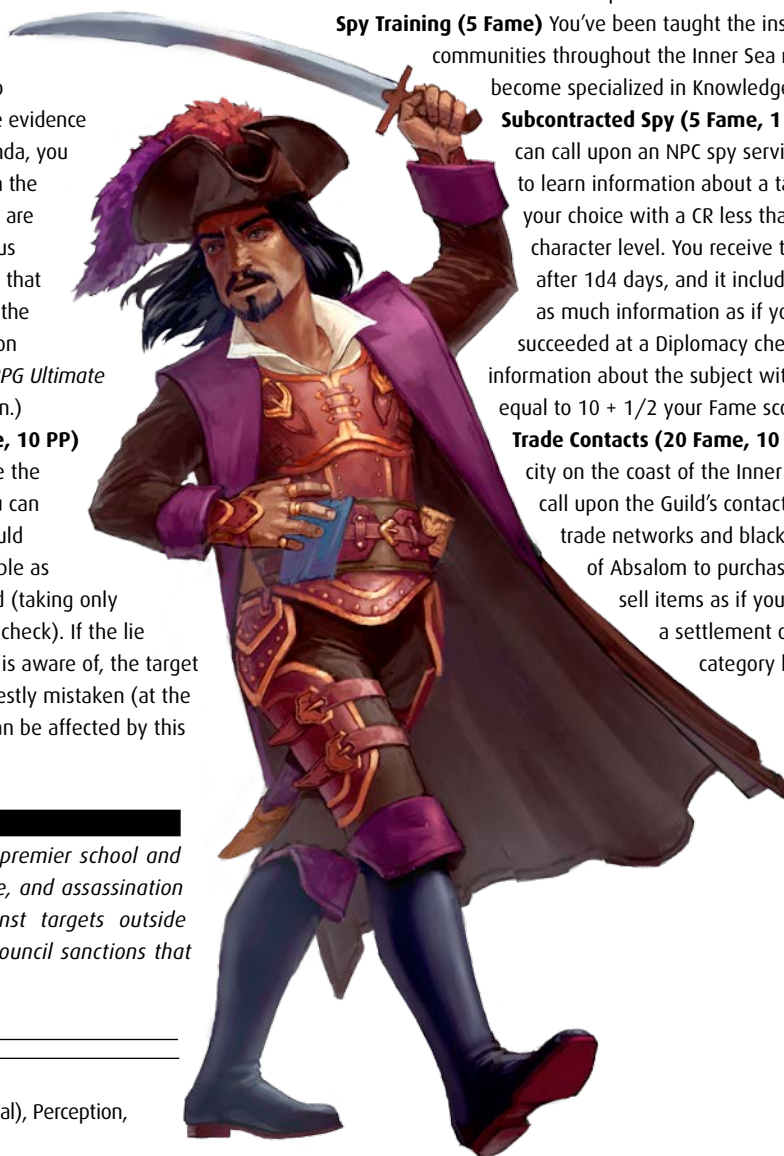
AWARDS

Cover Your Tracks (15 Fame) You are specialized in Disable Device. Whenever you disable a nonmagical trap with a reset time of longer than automatic, it takes you half the normal time to reset the trap.

Spy Training (5 Fame) You've been taught the ins and outs of communities throughout the Inner Sea region. You become specialized in Knowledge (local).

Subcontracted Spy (5 Fame, 1 PP) You can call upon an NPC spy serving the guild to learn information about a target of your choice with a CR less than your character level. You receive the report after 1d4 days, and it includes at least as much information as if you had succeeded at a Diplomacy check to gather information about the subject with a result equal to 10 + 1/2 your Fame score.

Trade Contacts (20 Fame, 10 PP) In any city on the coast of the Inner Sea, you call upon the Guild's contacts with the trade networks and black markets of Absalom to purchase and sell items as if you were in a settlement one size category larger.



REBEL GROUPS

Rebel groups exist to overthrow the power of what they view as dangerous governments. They attract a variety of members who believe their motives and end goals are more important than their methods, and the older members serve as tutors and teachers for young, idealistic recruits.

As the Fame score of a rebel increases, she gains the following rewards.

Troublemaker (5 Fame): You are skilled at sabotaging the functioning of the government and its tools. You can use Disable Device to sabotage an item as a standard action even if you are untrained in that skill.

Proven Innocent (20 Fame): Your allies are willing to construct an alibi for you once per term. The alibi can take the form of false testimony, forged paperwork, or other misleading evidence, as needed. A successful Linguistics, Perception, or Sense Motive check (as appropriate for the evidence type) disproves the alibi. The DC is equal to 5 + your Fame score.

Resistance Leader (35 Fame): Other adversaries of your enemy government respect your guidance. All foes of that government have a starting attitude of helpful toward you unless they would normally be hostile toward you (in which case they are still hostile).

Living Symbol (50 Fame): You become one of the masters of your rebel group, and no longer need to pay dues—every time you would normally pay dues, you instead earn that amount of gold in awards and honors.



Specific Rebel Groups

The following rebel groups are known for undermining the operations of major governments around the Inner Sea.

BRIGHT LIONS

The Bright Lions fight against Walkena, Mzali's undead god-king, by preaching against the tyrant's authority, and espousing the faith of the gods of old. Certain members work to teach others ways to bring down the corrupt regime.

Location Mzali (Mwangi Expanse)

REQUIREMENTS

Discovery A successful DC 20 Diplomacy check reveals how to contact the underground movement.

Entrance Fee 50 gp

Entrance Exam Bluff, Sense Motive, and Stealth DC 15

Dues 50 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Disable Device, Knowledge (local or religion), Sleight of Hand, Stealth

Term 6 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Sedition (+1 Fame) Once per term, you can increase your Fame score by 1 by spending a week sowing rumors disparaging Walkena or working with others outside the Lions who share your cause.

Undermining the Child-God (+1 Fame) Once per term, you can increase your Fame score by 1 by embarrassing Walkena or his prominent followers in any minor way.

AWARDS

False Faith (25 Fame, 15 PP) You can temporarily convince yourself you serve Walkena while working against his rule. As a swift action, you can appear to be a faithful lawful evil follower of Walkena for the purposes of divinations such as *detect evil*, *detect good*, *detect thoughts*, and *detect the faithful* (*Pathfinder RPG Ultimate Intrigue* 212). You can end this effect at any time with a swift action; it otherwise lasts indefinitely or until you take any actions that directly harm or impair Walkena or his servants.

Glib (15 Fame, 5 PP) You have trained to avoid the divinations of Walkena's priests. Each day, the first divination that would reveal your lies (such as *discern lies*) fails automatically unless the caster succeeds at a caster level check (DC = 11 + your character level). This caster level check is in addition to any saving throws the spell allows.

Mythic Defiance (50 Fame, 25 PP) The Bright Lions entrust you with a secret ritual that draws power from one of Walkena's mummified ancestors to enable you to resist one mythic ability per day as if you were mythic. If you have a mythic path, you can opt to suffer no effects from a mythic ability once per day. (See *Pathfinder RPG Mythic Adventures* for more information about mythic paths and abilities.)

Peaceful Moon Tattoo (10 Fame, 5 PP) You are tattooed with the image of a forgotten lunar deity that takes 1 hour



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to apply. As long as the tattoo is on your body, if you die, the tattoo acts as a permanent *sanctify corpse* spell, preventing you from being turned into an undead creature. The tattoo radiates an evocation aura of a magic item of caster level 9th.

IRGAL'S AXE

Historically tied to Nirmathas's independence from Molthune, Irgal's Axe is a disparate group of rebels who have banded together against a common enemy. Many companies instruct those willing to learn the craft of woodland combat.

Location Nirmathas

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam Stealth and Survival DC 15 and Knowledge (nature) DC 10

Dues 50 gp/term

TRAINING

Training Checks Craft (traps), Knowledge (local or nature), Perception, Stealth, Survival

Term 6 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Military Raid (+1 Fame) Once per term, you can increase your Fame score by 1 by successfully impeding the operation of a Molthuni military force with a leader whose Challenge Rating is at least equal to your character level.

AWARDS

Eavesdropper (5 Fame, 1 PP) You can use your Perception modifier in place of your Diplomacy modifier on Diplomacy checks to gather information about current happenings. Doing so takes twice as long as normal and does not require gold or conversation.

False Trail (10 Fame, 5 PP) You can lay a trail that seems to be that of any sort of creature with which you are familiar. Anyone tracking you who succeeds at a Survival check opposed by your Survival check notices your true trail. If your altered trail depicts a creature one size category larger or smaller than yourself, you take a -2 penalty per size category difference on this check. Your movement speed is halved while you are moving and creating a false trail.

Forest Ghost (20 Fame, 15 PP) You gain the ability to move normally through undergrowth and other natural difficult terrain in forests and marshes. You cannot be tracked in forests and marshes unless you choose to leave a trail.

Raid Trapper (15 Fame, 5 PP) You are trained to place traps built from minimal materials with fantastic speed. You become specialized in Craft (traps). While in a forest or marsh, you can create a trap with a Challenge Rating less than or equal to half your character level (minimum CR 1) using found natural materials (no gp cost). Doing so requires a number of hours of work equal to the trap's CR. This trap functions for a number of hours equal to its CR.

Scout Training (2 PP) You become specialized in Stealth.

WOODSEGE DISSIDENTS

The dissidents of Woodsedge seek to replace the Revolutionary Council and the Gray Gardeners with a more just body. In secret locations across Galt, they train like-minded individuals toward what they consider the most noble of goals.

Location Galt

REQUIREMENTS

Discovery A successful DC 20 Diplomacy check reveals how to uncover this underground movement.

Entrance Fee 500 gp

Entrance Exam Bluff, Perform (oratory), and Sense Motive DC 15

Dues 200 gp/term

TRAINING

Training Checks Bluff, Knowledge (local), Perception, Perform (oratory), Sense Motive

Term 4 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Covert Critique (+1 Fame) Once per term, you can increase your Fame score by 1 by successfully composing and delivering a dissenting speech, broadsheet, or other form of propaganda against the Revolutionary Council or the Gray Gardeners without your identity being discovered. (See page 128 of *Ultimate Intrigue* for more information about spreading propaganda.)

AWARDS

Appeal to Common Rule (15 Fame, 5 PP) By calling upon fellows to vouch for your dedication to the ideals of the revolution, you can improve your influence with one nonevil organization that is not an enemy of the Woodsedge Dissidents. This increases your influence points with the organization enough to increase your influence rank by 1 (see page 110 of *Ultimate Intrigue* for more information about organizational influence). Alternatively, you can use this award to permanently improve the attitude of one nonevil character who is not an enemy of the Woodsedge Dissidents by one step. This improvement in the character's attitude is only in respect to you.

Gather Crowd (10 Fame, 1 PP) You can gather a number of onlookers equal to your Fame score \times 3 within 1d6 hours of claiming this award. These onlookers are commoners (use the statistics for a pig farmer on page 256 of the *Pathfinder RPG NPC Codex*). The crowd creates a number of squares of difficult terrain equal to your Fame score. Those in the crowd have an initial attitude of indifferent toward you. The crowd lingers for a number of minutes equal to your Fame score before growing bored and leaving (unless you catch their attention with a rousing speech or in another way).

Mob Justice (25 Fame, 3 PP) You can gather a crowd as per the gather crowd award above, but the crowd is friendly toward you. You can ignore any penalties on your Diplomacy checks when requesting dangerous aid from the crowd or aid that could result in their punishment.

SECRET SCHOOLS

With hidden locations and difficult methods to gain entry, secret schools teach the methods of intrigue for a variety of reasons, whether spiritual, strategic, or magical.

As the Fame score of a secret school student increases, he gains the following rewards.

Elusive (5 Fame): Your lessons in the ways of secrecy have made you adept at hiding your connection to your school. You gain a +1 bonus on Disguise checks when disguised as any individual who is not a student of or affiliated with your school.

Clandestine Connections (20 Fame): You have learned that name-dropping your classmates' and masters' contacts in the right places can yield bountiful fruit. Once per term when you are shopping at a black market, calculate the magic items available as if the surrounding settlement were one size category larger. If you are using the black market rules from page 6 of *Pathfinder Player Companion: Black Markets*, instead calculate the black market's available magic items as if it were one category larger.

Power of the Unknown (35 Fame): Your school's intensive training has given you great insight into the power of secret knowledge. You gain a +2 bonus on any Bluff or Intimidate checks attempted when you invoke the fact that you have secret knowledge as part of an argument. You do not gain the bonus, however, if you reveal your school's name or mission as part of the check.

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

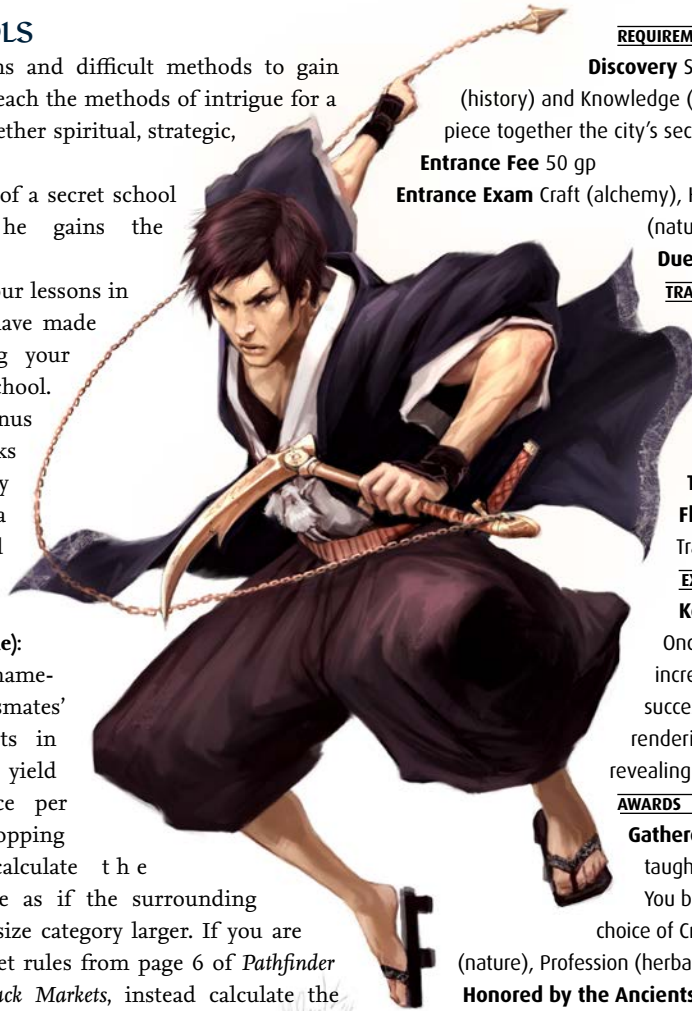
Specific Secret Schools

The following secret schools represent three important but very different forces of intrigue the Inner Sea region.

THE HONORED OF OSIBU

The Honored of Osibu learn secrets from an ancient mentor and accept few into their ranks; those they do trust must help conceal the city's location.

Location Osibu (Mwangi Expanse)



REQUIREMENTS

Discovery Successful DC 20 Knowledge (history) and Knowledge (local) checks enable you to piece together the city's secret location.

Entrance Fee 50 gp

Entrance Exam Craft (alchemy), Heal, and Knowledge (nature) DC 15

Dues 50 gp/term

TRAINING

Training Checks

Craft (alchemy), Heal, Knowledge (nature or religion), Spellcraft, Survival

Term 6 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Keep the Secret (+1 Fame)

Once per term, you can increase your Fame score by successfully and nonlethally rendering a visitor incapable of revealing Osibu's location.

AWARDS

Gatherer (5 Fame, 2 PP) You are taught to use the jungle's bounty. You become specialized in your choice of Craft (alchemy), Knowledge (nature), Profession (herbalist), or Survival.

Honored by the Ancients (35 Fame, 15 PP) The city's wise women can use alchemical stimulants derived from jungle plants to grant you great knowledge. This effect functions like *commune with nature* or *contact other plane* (but not both).

Honored by the Jungle (20 Fame, 10 PP) The Honored of Osibu help you conduct an alchemical ritual that renders you or one target of your choice immune to magical aging.

KUSARI-GAMA

Although these monk warriors now reside in groups spread across the world, they originated deep in Tian Xia's Wall of Heaven. It is said that their headquarters, the Jade Pagoda, can be found only during a terrible storm that tests each supplicant.

Location Tian Xia and hidden dojos across Golarion

REQUIREMENTS

Discovery A successful DC 20 Knowledge (planes or religion) check reveals the group's existence and mission.

Entrance Fee 50 gp

Entrance Exam Acrobatics and Escape Artist DC 15

Dues 200 gp/term

TRAINING

Training Checks Acrobatics, Escape Artist, Knowledge (history, planes, or religion), Stealth



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Term 6 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Apocalyptic Discovery (+1 Fame) Once per term, you can increase your Fame score by successfully researching or otherwise discovering new information related to potential existential threats to Golarion.

AWARDS

Doomsday Researcher (5 Fame, 2 PP) You become specialized in the Knowledge skill of your choice. When you succeed at a research check in a library using that skill, you can roll 1d8 to determine the number of knowledge points you deplete from the library (unless you would normally reduce the library's knowledge points by more). See page 148 of *Pathfinder RPG Ultimate Intrigue* for more details about research.

Master (35 Fame, 10 PP) You gain a +2 bonus on Charisma-based skill checks to influence monks and adherents of monastic traditions and on one Knowledge skill of your choice. This bonus doesn't stack with the bonuses from gaining the "sensei" or "master" honorifics as described on page 25 of *Pathfinder Campaign Setting: Faction Guide*.

Obliviating Blow (10 PP, 5 PP) You can enforce the order's secrecy with a well-placed attack if you have the ki pool or knockout ability. This ability functions like knockout (*Pathfinder RPG Advanced Class Guide* 24) except that it costs 2 ki points or a use of knockout. If the target is knocked out, it forgets all events that took place during the last 1d4 hours.

Sensei (20 Fame, 10 PP) In place of a brawler^{AG}, fighter, or monk bonus feat or a ninja trick^{UC}, you can choose Exotic Weapon Proficiency or any style feat for which you qualify.

NOTE

If you're using the rules for nefarious schools as well as the rules for factions in your game, a character who has joined the Kusari-Gama school is also considered a member of the Kusari-Gama faction as described in the *Faction Guide*. At the GM's discretion, the character may be able to complete missions and access the goods and services described on pages 24–25 of that book.

THE SWORD PIT

The Sword Pit is a group of Iomedaeans tenuously allied with the faithful of Norgorber who work toward the shared goal of bringing religious contraband into the Kingdom of Man. They keep their activities secret to avoid the notice of Rahadour's Pure Legion.

Location Botosani (Rahadour)

REQUIREMENTS

Discovery A successful DC 15 Diplomacy check reveals how to contact this cautious group.

Entrance Fee 100 gp

Entrance Exam Knowledge (religion) and Sleight of Hand DC 15

Dues 100 gp/term

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 the GM might further adjust a school's term length to match the speed at which time passes in his campaign. As a general rule, a student should be able to increase her Fame score by 4 to 6 per character level; depending on whether characters in your game take a longer or shorter time to gain levels, the GM should adjust the length of a term accordingly, taking into account any extracurricular activities that earn students 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, with characters in schools attempting Training checks at the end of each game session. The GM 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 Diplomacy, Heal, Knowledge (local or religion), Sleight of Hand, Spellcraft, Stealth

Term 6 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Secret Deliverance (+1 Fame) Once per term, you can increase your Fame score by successfully transporting holy texts, holy symbols, priests, or religious refugees without being caught.

AWARDS

Cell Leader (20 Fame) You become the leader of a small cell of fellow Iomedaeans, Norgorberites, or another secret religious group. You can call upon your fellows for discreet nonmagical hiring services without payment by spending 1 PP for each service you arrange. If you arrange hiring services that normally cost 1 gp per day or more, the cost is 1 PP per day.

Divine Blessing (35 Fame, 30 PP) Your masters have taught you the art of calling upon the divine even if you are the most unlikely of vessels. Once per day, you can cast *blessing of fervor*^{APG} as a spell-like ability using your character level as your cleric level. If you cast the spell in the course of trying to avoid or escape persecution for your faith, the spell's effects last 2 rounds longer.

Sword Smuggler (5 Fame, 2 PP) You are entrusted with a masterwork longsword that can be used as a holy symbol of Iomedae or a short sword that can be used as a holy symbol of Norgorber. Observers recognize it as a divine object only if they succeed at a DC 20 Knowledge (religion) check. Neither sword can be sold.

SPY ACADEMIES

Spy academies train their pupils to be utterly confident and impossible to detect when they don't wish to be noticed—which is most of the time.

As the Fame score of a spy academy student increases, she gains the following rewards.

Initiate's Cover (5 Fame): You are granted equipment to assume a new cover identity as part of initiation. You can gain a disguise kit (or a courtier's outfit and nonmagical clothing, equipment, or jewelry worth up to 50 gp total) once per month from a handler or instructor to keep up your cover identity.

Agent (20 Fame): You have established contact networks across the Inner Sea region that feed you clues about prevailing expectations and attitudes. You gain a +2 bonus on skill checks to maintain your cover identity and on Diplomacy checks to gather information and spread rumors in a settlement of at least 5,000 people.

Master (35 Fame): You gain access to a safe house stocked with items worth up to 100 gp anywhere your spy academy has available agents. Objects in the safe house and the safe house itself can't be located by any divination of less than 6th level. You can restock the safe house or set up a new safe house in place of the old one once per term.

Grandmaster (50 Fame): You become one of the grandmasters of your spy academy, 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 Spy Academies

The following spy academies are notorious throughout the Inner Sea region, even though their operations are rarely exposed.

THE CONSERVATORY

Grand Sarret trains the Inner Sea region's greatest courtiers, who are known for their cleverness, insight, and widely applicable skills.

Location Grand Sarret (Jalmeray)

REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam Bluff, Diplomacy, and Sense Motive DC 15

Dues 200 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Knowledge (history, local, or nobility), Perform (any), Profession (chef), Sense Motive

Term 6 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Asset Placement (+1 Fame) Once per term, you can increase your Fame score by convincing a noble to accept a consort or courtesan trained by the Conservatory or creating a cover identity for a newly placed Conservatory operative.

AWARDS

Aristocratic Contacts (5 Fame, 1 PP) You can call upon the connections of the Conservatory to get a low-level aristocrat to write you a letter of introduction, provide an alibi by claiming you visited the aristocrat for up to 8 hours on a particular day, or otherwise provide simple assistance.

Conservatory Records (25 Fame, 10 PP) Once you have earned the trust of the Conservatory, you can requisition a brief dossier on one topic, drawing upon state secrets kept in the Conservatory's records.

Mind Reader (15 Fame, 10 PP) You learn to glean the thoughts hidden by lies. Once per day as a full-round action, when you discern a lie with a successful Sense Motive check, you can learn the liar's surface thoughts (as per the third round of concentration during a *detect thoughts* spell). The target can negate your intrusion with a successful Will saving throw (DC = 10 + 1/2 your character level + your Charisma modifier). This is a mind-affecting divination spell-like ability.

KITHARODIAN ACADEMY

The Kitharodian Academy grooms the most talented potential spies on Golarion for potential recruitment into the Lion Blades.

Location Oppara (Taldor)

REQUIREMENTS

Entrance Fee 200 gp

Entrance Exam Acrobatics, Perform (act), and Stealth DC 15

Dues 100 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Disguise, Knowledge (local or nobility), Sleight of Hand, Stealth

Term 6 months

Flunk 3 consecutive failed Training checks

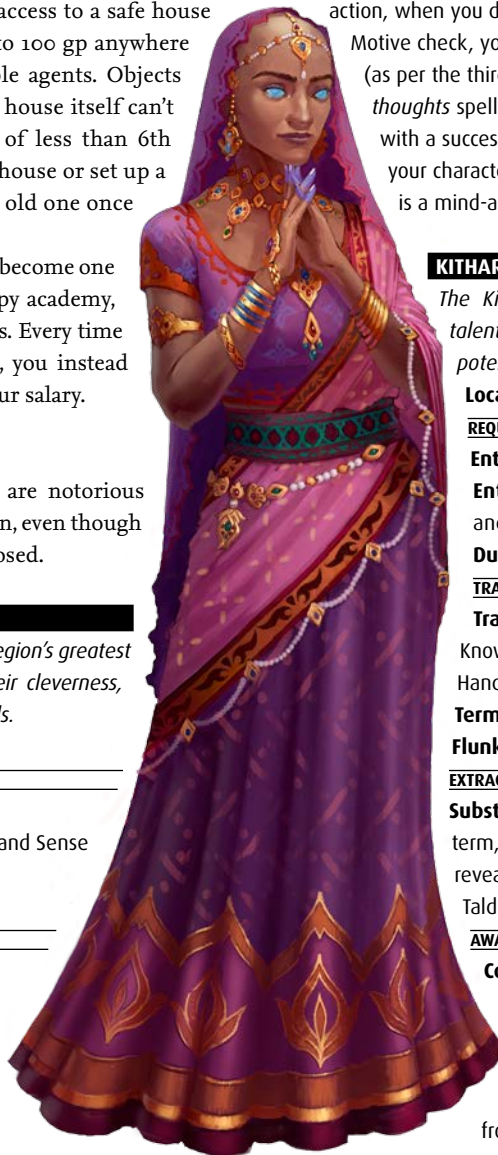
EXTRACURRICULAR TASKS

Substantiated Report (+1 Fame) Once per term, you can increase your Fame score by revealing a legitimate threat to any agent of Taldor's government.

AWARDS

Continuing Bardic Education (2 PP) You become specialized in the Knowledge skill of your choice.

Specialized Performance (10 Fame, 5 PP) Choose two Perform skills total from the list and become specialized in





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them. Alternatively, choose one Perform skill from the following list. You become specialized in that skill and gain the listed benefit.

Act: While using Perform (act), increase the bonus the inspire courage bardic performance grants by 1.

Any Musical Instrument: Choose one type of instrument from the Perform skill (keyboard, percussion, string, or wind instruments). You can use that skill's total modifier instead of your modifier on Disable Device and Sleight of Hand checks.

Comedy: You can always use Perform (comedy) to give a countersong bardic performance.

Dance: You can always take 10 when using Perform (dance) for the distraction bardic performance.

Oratory: Increase the saving throw of your fascinate bardic performance by 1.

Sing: Increase the bonus on skill checks the inspire competence bardic performance grants by 1.

Whisper Campaign (25 Fame, 5 PP) Once per term, you can ask the Kitharodian Academy's students to spread a rumor for you, as if you had cast the rumormonger spell (*Pathfinder RPG Ultimate Intrigue* 22). See page 14 for information about the potential effects of rumors.

NOTE

If you're using the rules for nefarious schools as well as the rules for factions in your game, a character who has joined the Kitharodian Academy is also considered a member of the Kitharodian Academy faction as described in *Pathfinder Campaign Setting: Faction Guide*. At the GM's discretion, the character can complete missions and access the goods and services described on pages 22–23 of that book.

TWILIGHT TALONS

Never officially acknowledged by the Andoren government, the Twilight Talons are a clandestine third wing of the Andoren military machine dedicated to espionage, sabotage, assassination, and other questionable methods.

Location Almas (Andoran)

REQUIREMENTS

Discovery If you succeed at a DC 15 Disguise check, you draw the attention of this covert agency.

Entrance Fee 50 gp

Entrance Exam Bluff, Escape Artist, and Knowledge (local) DC 15

Dues 50 gp/term

TRAINING

Training Checks Bluff, Disguise, Escape Artist, Knowledge (local or nobility), Sleight of Hand, Stealth

Term 6 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Liberator (+1 Fame) Once per term, you can increase your Fame score by successfully freeing a number of slaves equal to your level.

GENERIC PRESTIGE AWARDS

Beyond the specific prestige awards that each nefarious 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, except Training checks.

Scholarship Aid: You can spend 1 PP in place of paying 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.*

AWARDS

Corsair Voyage (10 Fame, 5 PP) You gain passage on an anonymous Gray Corsair vessel to any non-slaver port or coastal Eagle Knight hideout in Avistan or northern Garund.

Intelligence Drop (5 Fame, 1 PP) You can request intelligence dossiers from the Twilight Talons on matters relevant to a mission. Within 1d4 days, an undercover courier delivers documents containing information as if you had achieved a result equal to 10 + 1/2 your Fame score on a Diplomacy check to gather information on the topic.

Poison Use (5 Fame, 1 PP) You are trained to handle poisons safely. You never risk accidentally poisoning yourself.

Quicker than the Eye (5 Fame, 1 PP) You become specialized in the Sleight of Hand skill.

Resistance Contacts (15 Fame, 5 PP) You are acquainted with resistance groups fighting oppressive regimes known to Andoran, including groups in Cheliox and Nidal. You gain a +2 bonus on Knowledge (local) checks regarding such groups, and the members of such groups have a starting attitude toward you that is one step better if their attitude would have been unfriendly or indifferent.

Sabotage Specialist (5 Fame, 1 PP) You become specialized in Disable Device.



Masters of Intrigue

“Stick to the shadows, some might say, and strike when your enemies least expect it. I suppose there’s some wisdom in such techniques. To me, though, that’s just cutting off one head so another two can grow back. This is Galt, after all, and we live in dire times. We need action, heroes who stand in the light of day, not cowards who skulk in the dark, afraid to show their faces to those they claim to fight for. We are legion, and in our numbers, we have strength. So give your speeches, sing your anthems, and welcome the masses to our cause. Ply the crowds and offer them your protection, for when the people rise, know that we shall all prevail together!”

—Porter Lemain, Galtan revolutionary



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Pathfinder RPG *Ultimate Intrigue* presents numerous archetypes that allow players and GMs to customize characters in ways that encourage subtlety and elusiveness. Throughout the Inner Sea region, there are myriad examples of intrigue-themed characters that fit into varied roles in the campaign setting. In recognition of this diversity, this chapter expands upon those options, presenting a slew of archetypes, two new prestige classes, several new inquisitions, and various other character options for classes geared toward intrigue.

INTRIGUE-THEMED CLASSES

The following presents suggestions for how many of the archetypes from *Ultimate Intrigue* and other sources might fit into the Inner Sea region. Archetypes from *Ultimate Intrigue* that are not mentioned here either are relatively rare or do not have a specific association because their themes are relatively universal (such as ringleader bards, cloaked wolf inquisitors, or conspirator investigators). Unless otherwise stated, the archetypes listed below can be found in *Pathfinder RPG Ultimate Intrigue*.

Bard: Impervious messengers keep the secrets of operatives of the Bellflower Network and the suspicious nobles of Taldor. Masked performers are common in Cheliox, Taldor, and the Mwangi Expanse. Sorrowsouls are most often inspired by the cruelties of Cheliox, Geb, and Nidal.

Cavalier: Courtly knights are common among the bluebloods of Cheliox, Taldor, and Qadira. Hussars often arise among the people of Qadira.

Inquisitor: Mendev employs faith hunters to root out insidious demon cultists. Traceless operatives and umbral stalkers are common where murderous religions (like those of Achaek, Norgorber, and Zon-Kuthon) practice secret assassination, such as in Absalom, on Mediogalti Island, and in Nidal.

Investigator: Investigators are most common in Thuvia, Ustalav, and other urbanized nations that have a strong tradition of alchemy and mystery. Cipher investigators are most prevalent in places where rulers abuse their power, such as Cheliox, Galt, and Razmiran. Forensic physicians are rare except in places that emphasize the study of nonmagical healing arts, such as Rahadoum, Qadira, and Ustalav. Hallucinists primarily operate in places with the open sale of many strange drugs, such as Katapesh. Psychic investigators might appear in Jalmeray, Katapesh, and Nex. Spiritualist investigators^{ACG} often contend with undead criminals in Geb and Ustalav. Infiltrators^{ACG} are trained in Absalom, Andoran, Galt, Nex, and Qadira.

Ranger: Code runners are often called upon to deliver encrypted messages between hidden camps of Nirmathi rebels. Guildbreakers might ply their skills in Andoran for the greedy Lumber Consortium. Both the Bellflower

Network and the Twilight Talons employ transporters to move freed slaves across borders.

Rogue: Consiglieres are usually associated with powerful Chelish or Varisian crime families in Cheliox, Ustalav, and Varisia. Poisoners^{APG} are especially common among assassins' guilds, particularly the Daggermark Poisoners' Guild. Swashbuckler^{APG} 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.

Slayer: With their talent for studying foes, slayers are notoriously dangerous throughout many lands. Bounty hunters^{ACG} operate everywhere but are employed in greatest number by the authorities and bankers of Andoran and Druma. Cleaners^{ACG} are most prolific in areas with strong law enforcement that possess relatively little magical backup, such as Galt and Rahadoum. Stygian slayers^{ACG} serve the Umbral Court of Nidal and countless factions of Nex and Osirion.

Swashbuckler: Swashbucklers are common along the Inner Sea coast, as well as in Brevoyn and along the western coast of Garund. Mysterious avengers^{ACG}, like vigilantes, are prevalent in Cheliox, Galt, the Mwangi Expanse, Nidal, Razmiran, Taldor, and the Varisian city of Korvosa. Daring infiltrators^{ACG} could be encountered in Cheliox, Galt, Qadira, and Taldor. Veiled blades often work in places that eschew open violence, such as Nex and Razmiran.

Vigilante: Vigilantes are never common, but they are found where the general populace weathers the abuses of an unpopular or unjust regime, including in Cheliox, Galt, Korvosa, the Mwangi Expanse, Nidal, Razmiran, and Taldor. Brutes and wildsouls have been encountered in Nex, Ustalav, and Varisia. Cabalists are a source of paranoia in lands with deep fears of necromancy or evil cults, such as Lastwall, Mendev, Nex, and Ustalav. Because gun-users outside the Grand Duchy of Alkenstar are sometimes hunted by the agents of that city-state, some take on the mantle of the gunmaster for the afforded anonymity, especially in Geb, Nex, and the Mana Wastes. Mounted furies are most often sighted in Qadira and spacious lands such as Thuvia, Varisia, and the fringes of other nations. Psychometrists are found in Jalmeray, Nex, and Numeria. Zealots often appear in Galt (most often as Gray Gardeners) and Rahadoum, as well as in lands such as Cheliox, Nidal, Taldor, and anywhere that bans the worship of popular deities or philosophies.

Warpriest: Cult leaders^{ACG} notoriously promulgate the worship of Besmara in every port, while those serving Norgorber, Sivanah, and other lesser known deities—such as empyreal lords or demon lords—infiltrate the quiet corners of polite society wherever they think they can quietly spread their faiths. Disenchanters^{ACG} are employed in religious nations beset by magic-item-wielding infiltrators, including Mendev and Nidal.

INQUISITOR INQUISITIONS

The following inquisitions are used by inquisitors across the Inner Sea region, but their most common users are those who resist religious persecution and those who (like Galt's Gray Gardeners or Razmir's acolytes) are acting on behalf of violent governments.

Clandestine Inquisition

Deities: Achaekkek, Desna, Iomedae, Milani, Nethys, Norgorber, Sarenrae, Shelyn, Sivanah.

Granted Powers: Secrecy is required of the faithful in lands where your deity's worshipers are hunted. Sleight of Hand is a class skill for you.

Disappear (Sp): You can become *invisible* as per the spell as a standard action. The invisibility lasts for 1 round per inquisitor level or until you attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Blessed Secrecy (Su): At 4th level, when you attempt a Bluff, Disguise, Sleight of Hand, or Stealth skill check, you can roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Wisdom bonus.

Delayed Spells (Su): At 8th level, you can delay the effects of a spell you cast by up to 1 round per inquisitor level. You choose the duration of the delay when you cast the spell and can cause the spell to take effect immediately during the period of delay by concentrating as a standard action. You can use this ability once per day plus an additional time per day for every 4 inquisitor levels you have beyond 8th.

Execution Inquisition

Deities: Abadar, Achaekkek, Calistria, Norgorber, Pharasma.

Granted Powers: Your deity guides you when you deliver death to your chosen targets.

Chosen Victim (Sp): Once per day, you can designate a creature as your chosen victim. You gain a +2 bonus on Diplomacy checks to gather information about your target, on Bluff and Intimidate checks against your target, and on Survival checks to track your target. The benefits of your destruction, piercing, purity, and smiting judgments against your chosen victim increase as if your inquisitor level were 3 higher.

Executioner's Strike (Su): At 8th level, your precision in combat has become incredible, and you can strike a lethal blow if your target cannot defend itself properly. Once per day, you can make an attack as a standard action against your chosen victim. If the attack hits and the victim is denied its Dexterity bonus to AC against you, any critical threats are automatically confirmed.

Politics Inquisition

Deities: Abadar, Asmodeus, Calistria, Norgorber.

Granted Powers: Your divine guidance twists agreements, laws, and policies to suit the interests of the faith.

Labyrinthine Words (Ex): You add your Wisdom modifier in addition to your Charisma modifier on Bluff checks to lie and Diplomacy checks to influence other creatures.

Heart's Desire (Sp): At 8th level, you receive divine guidance on the goals of your political allies and rivals. Once per day, you can use *commune* as a spell-like ability using your inquisitor level as your caster level, but only to ask questions about others' goals.

Sedition Inquisition

Deities: Cayden Cailean, Desna, Iomedae, Milani, Nethys, Norgorber, Sarenrae, Shelyn.

Granted Powers: Your deity calls you to cast down a hostile government. Stealth is a class skill for you.

Undermine Authority (Sp): A number of times per day equal to your Wisdom bonus, you can worsen the attitude of a character toward any governmental officer or leader acting against your religion. This likewise reduces that officer's or leader's influence with that character. The persuasion requires enough conversation to attempt a Diplomacy check (usually 1 minute) and you attempt a Diplomacy check as normal to influence the target's attitude. However, if you fail the check, the target is subject to a mind-affecting compulsion that alters its attitude for a number of days equal to your inquisitor level. The target can resist the compulsion with a successful Will saving throw (DC = 10 + 1/2 your inquisitor level + your Wisdom modifier). If the target is under a mind-affecting effect from that officer or leader, the effect is automatically suppressed for 1 minute.

Rebel Leader (Ex): At 8th level, you gain Leadership as a bonus feat.

Seduction Inquisition

Deities: Arshea, Calistria, Cayden Cailean, Shelyn.

Granted Powers: Your deity blesses your attempts to use sex and love for a higher purpose.

Disarming Flirtation (Sp): You can attempt a Charisma check to entice a target that could be sexually attracted to you into letting you speak for up to 1 minute when it would otherwise be unwilling to consider your words. The DC of this Charisma check is equal to 10 + the target's Wisdom modifier. If successfully used in combat, this ability instead functions as a successful feint and the target cannot take any actions that would attack you as long as it is denied its Dexterity bonus against you.

Inspire Devotion (Ex): By spending at least 1 hour engaged in acts of physical pleasure with a willing partner, you can attempt a Diplomacy check to improve that partner's attitude or increase your influence with that partner (or reduce a rival's influence with that partner) with no maximum on the number of steps by which you can change that partner's attitude or disposition.



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INVESTIGATOR TALENTS

Investigator talents marked with an asterisk (*) add effects to an investigator's studied combat or studied strike. Only one of these talents can be applied to an individual attack, but the choice can be made when the damage is dealt.

Atheist Inspiration (Ex): The investigator can use her inspiration on saving throws against divine spells without expending uses of inspiration. This talent counts as the Divine Defiance feat (*Pathfinder Player Companion: Faiths & Philosophies* 7) for the purpose of meeting the prerequisites of other feats.

False Spellcaster (Ex): The investigator can modify her extracts to be delivered as oils she can apply covertly to her skin. She can fake verbal or somatic components as she uses an extract this way to trick observers into thinking she cast a spell to produce the extract's effect. She attempts a Bluff check to determine how convincing the ruse is. If observers attempt to determine the spell she is casting, those who succeed at a Spellcraft check opposed by her Bluff check realize the truth. Whether or not an observer recognizes what is going on, the DC to identify the effect of the extract is equal to 20 + the extract's spell level. If the investigator has the infusion alchemist discovery, she can deliver her infusions with a range of touch, but the hint of residue grants targets a +2 bonus on the opposed Spellcraft check to realize she is not truly casting spells.

Favored Beat (Ex): The investigator is familiar with a specific community in which she gains the benefits of renown. She gains the renown vigilante social talent (*Pathfinder RPG Ultimate Intrigue* 12). This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood) depending on the population, as allowed by the renown social talent. Anytime she could select another investigator talent, the investigator can also select from the following list of social talents (from pages 10–13 of *Ultimate Intrigue*), using her investigator level as her vigilante level for the purposes of meeting prerequisites: celebrity discount, celebrity perks, gossip collector, great renown, incredible renown, and loyal aid. For the purpose of vigilante social talents, the investigator does not have a vigilante identity and is always considered to be in her social identity.

Iconoclastic Strike* (Ex): When the investigator deals damage with a studied strike, she can perform a sunder combat maneuver as a free action against the creature the studied strike damaged. If the object targeted is a holy symbol or divine scroll, this sunder does not provoke attacks of opportunity and deals maximum damage on a successful check. An investigator must be at least 13th level to select this talent.

Silencing Strike* (Ex): When the investigator deals damage with a studied strike, the target must succeed at a Fortitude save (DC = 10 + 1/2 the investigator's class level + her Intelligence modifier) or be unable to speak (even for

verbal components) for 1d4+1 rounds. A successful save reduces the duration to 1 round. This talent has no effect on creatures immune to critical hits. An investigator must be at least 15th level to select this talent.

Sustained Inspirational Expertise (Ex): When granting a bonus to allies via the inspirational expertise investigator talent (*Pathfinder RPG Advanced Class Guide* 33), the investigator can spend one use of inspiration as a swift action the following round to extend the duration of the granted bonus for 1 additional round. The insight bonus granted decreases by 1 each round this ability is used. The investigator must be at least 11th level and have the inspirational expertise talent to select this talent.

Twilight Talon Improvisation* (Ex): Whenever the investigator deals studied strike damage with an improvised weapon, she can perform a dirty trick^{APG} combat maneuver targeting that foe as a free action. This combat maneuver provokes attacks of opportunity as normal unless the investigator has a feat or other ability to prevent it.



ROGUE TALENTS

The following rogue talents can be chosen by any rogue (including the rogue from *Pathfinder RPG Pathfinder Unchained*). Note that rogue talents marked with an asterisk (*) in this list add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the choice must be made before the attack roll is made.

Claimed Turf (Ex): The rogue is well known in a specific community in which she gains the benefits of renown. She gains the renown vigilante social talent (*Pathfinder RPG Ultimate Intrigue* 12). This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending on the population as allowed by the renown social talent. Anytime she could select

another rogue talent, the rogue can also select from the following list of social talents (from pages 10–13 of *Ultimate Intrigue*), using her rogue level as her vigilante level for the purpose meeting of prerequisites: celebrity discount, celebrity perks, gossip collector, great renown, incredible renown, loyal aid, and safe house. For the purposes of vigilante social talents, the rogue does not have a vigilante identity and is always considered to be in her social identity.

Innocuous Servant (Ex): The rogue is an expert at appearing to be an unimportant servant, be it an attaché, bodyguard, driver, maid, kitchen assistant, or similar staff member. The rogue gains a +2 bonus on Disguise checks to appear to be a servant, but not to impersonate a particular servant. She also gains a +2 bonus on Bluff checks to lie to maintain this guise. While disguised as a servant, she gains a +2 bonus on Diplomacy checks to gather information among servants. Because she is easily overlooked as a servant, she can gather information from those she serves without asking them questions directly or alerting them to her interest. Doing so takes 1d4 days and requires a successful Bluff check instead of a Diplomacy check. At 8th level, the bonuses granted by this talent increase to +4.

Maneuvering Dodge (Ex): Whenever a foe of the rogue's size or larger misses the rogue with a melee attack, the rogue gains a +2 bonus on any Acrobatics, Climb, Fly, and Swim checks she attempts for 1 round. At 8th level, this bonus increases to +4.

Sczarni Smuggler (Ex): The rogue has picked up Sczarni tricks for making masterful forgeries and using bribery to evade trade rules. The rogue needs to learn only the approximate appearance of a document that doesn't require a particular person's signature to accurately forge the document with Linguistics (gaining a +8 bonus on the check to create the forgery, as if she had seen a similar document before). The rogue needs only a small sample of a person's handwriting to make a convincing forgery of great length in that person's handwriting. The rogue can always take 10 on Diplomacy checks to offer bribes. In addition, the rogue automatically gains an extra advantage at the start of a pursuit (*Ultimate Intrigue* 142) in an urban environment.

Thrill of the Chase (Ex): The rogue revels in the thrill and adrenaline rush of a challenging chase. When engaged in a chase (*Pathfinder RPG GameMastery Guide* 232) or pursuit (*Ultimate Intrigue* 142), the rogue gains one d20 reroll which she can use at any time after the original roll is made but before the results of the roll are revealed; she must take the second result, even if it is lower. She can use this reroll once per chase or once per day during a pursuit. Additionally, she gains Run as a bonus feat.





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VIGILANTE TALENTS

The following social and vigilante talents can be chosen by any vigilante, but are particularly suited to characters whose backgrounds align with the themes and flavors of the respective talents.

Social Talents

The following social talents are used by vigilantes in their social identities.

Bellflower Innuendo (Ex): A vigilante with this talent has learned to pass secret messages more efficiently by observing the coded messages of the Bellflower Network or another secret organization. He can pass a secret message with Bluff in the same amount of time it would normally take to convey the message without encryption. The words and meaning of his secret messages cannot be gleaned from him or those he directly delivered the message to by divinations unless the caster succeeds at a caster level check (DC = 15 + the vigilante's level).

Companion to the Lonely (Ex): Whether religiously motivated, as are followers of Arshea, Calistria, or Shelyn, or for purely carnal reasons, physical intimacy helps the vigilante cope with the loneliness of his double life. Once per day, the vigilante can spend at least 1 hour engaged in acts of physical pleasure with a willing partner to gain a pool of morale points equal to his Charisma bonus or his partner's Charisma bonus, whichever is higher. For the next 24 hours, the vigilante can spend a morale point as an immediate action to roll a Charisma-based skill check or a Will saving throw again after rolling the die but before learning the consequences; he must take the second result even if it is lower.

Discreet Inquiries (Ex): The vigilante can attempt Diplomacy checks to gather information without being obvious he is seeking any, whether by buying the silence of informants or by talking foes into revealing information without realizing they are doing so. While the vigilante is in his area of renown, gathering information in this way takes 2d4 hours and costs 2d4 gp. Anyone who might take notice of the information gathering does not notice unless she succeeds at a Sense Motive check opposed by the vigilante's Bluff check. The vigilante gains a +4 bonus on this Bluff check.

Kalistocrat's Acumen (Ex): A vigilante with this talent must follow the dietary and sexual prohibitions of the Prophecies of Kalistrade (*Pathfinder Campaign Setting: The Inner Sea World Guide* 237) in his social identity or he loses the talent's benefit until he atones. He can treat settlements as one size category larger when determining their base values and purchase limits. At 9th level, the vigilante can treat settlements as two size categories larger for the above purposes. At 15th level, the vigilante can treat settlements as four size categories larger for the above purposes.

Vigilante Talents

The following vigilante talents are used by vigilante groups ranging from Gray Gardeners of Galt to priests of Norgorber throughout the Inner Sea region.

Harsh Judgment (Su): A vigilante with this talent can pronounce judgment upon his foes as per the inquisitor class feature (see page 38 of the *Pathfinder RPG Advanced Player's Guide*). He can choose from among the following inquisitor judgments: destruction, piercing, purity, and smiting. For the purpose of determining the bonuses provided by this ability, the vigilante's level stacks with levels in any other classes that grant judgment or harsh judgment. The vigilante can use this ability once per day plus an additional time per day at 4th level and every 3 levels thereafter (up to a maximum of seven times per day at 19th level). Only a vigilante with the zealot archetype (*Pathfinder RPG Ultimate Intrigue* 62) can select this talent.

Instant Plan (Ex): The vigilante can quickly manage a situation that seems to be spiraling out of control. Once per day, the vigilante can state a plan of action. All allies within 30 feet that can hear him gain a +2 morale bonus on saving throws against fear effects and are immune to being demoralized. They also gain a +1 morale bonus on skill checks or combat maneuver checks of the vigilante's choice. The benefits last for 1 round per vigilante level.

Shackle Smash (Ex): Perhaps trained to remove or destroy restraints from slaves and prisoners by the Twilight Talons or Bellflower Network, a vigilante with this talent can choose to make no more noise than people talking when he attempts a sunder combat maneuver check or attempts a Strength check to break an object. He ignores half an object's hardness when attempting sunder combat maneuver checks and when attacking nonmagical objects.

Turnabout (Ex): A vigilante with this talent can capitalize on any opportunities in combat. Whenever a foe provokes an attack of opportunity from the vigilante by attacking or casting a spell, the vigilante can attempt a dirty trick^{APG} combat maneuver check in place of the attack of opportunity. If he succeeds at the check, in addition to the usual options, the vigilante can redirect the attack or spell to a new target or area the foe could have chosen.

Whip of Vengeance (Ex): The vigilante gains Whip Mastery^{UC} as a bonus feat. If he already has the Whip Mastery feat, he can immediately swap it for another feat he qualified for at the level when he chose Whip Mastery. In addition, if he is at least 6th level, he also gains the Improved Whip Mastery^{UC} feat. He treats his vigilante level as his vigilante base attack bonus for the purpose of meeting prerequisites of feats and abilities that have Whip Mastery as a prerequisite.

ENCHANTING COURTESAN

Enchanting courtesans are elite information brokers who perfect their bodies and develop their minds to use illusions, enchantments, and other magical extensions of their considerable charms. Although enchanting courtesans are most commonly trained by the church of Calistria, their much-sought-after skills can be found in groups across Golarion, from the Tallow Boys of Kaer Maga to students of Jalmeray's Conservatory.

Although some enchanting courtesans work with spy organizations, others sell their services to please or humiliate high-profile targets. In order to avoid alienating clients, enchanting courtesans usually take great pains to exploit and sell their knowledge only through intermediaries such as highly professional thieves' guilds.

Hit Die: d6.

Requirements

In order to qualify to become an enchanting courtesan, a character must fulfill the following criteria.

Feats: Either Spell Focus (divination) or Spell Focus (enchantment).

Skills: Bluff 5 ranks; Knowledge (arcana) 2 ranks; Sense Motive 5 ranks; Perform (act) or Perform (dance) 2 ranks.

Spells: Ability to cast two different divination spells and two different enchantment spells. One of each must be 2nd level or higher.

Class Skills

The enchanting courtesan's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are the class features of the enchanting courtesan prestige class.

Weapon and Armor Proficiency: An enchanting courtesan gains no proficiency with any weapons or armor.

Covert Spells (Su): An enchanting courtesan can cast divination and enchantment spells covertly. Upon doing so, the enchanting courtesan must attempt a Bluff check, as well as a Sleight of Hand check if the spell has somatic, material, or focus components. Observers do not notice that a spell has been cast unless they succeed at both a Sense Motive check opposing the courtesan's Bluff check and a Perception check opposing the courtesan's Sleight of Hand check (if any). If the enchanting courtesan has another ability that allows spells to be hidden in a similar fashion, he gains a +2 bonus on these checks. Casting the spell does not provoke attacks of opportunity from foes unaware of the spellcasting.

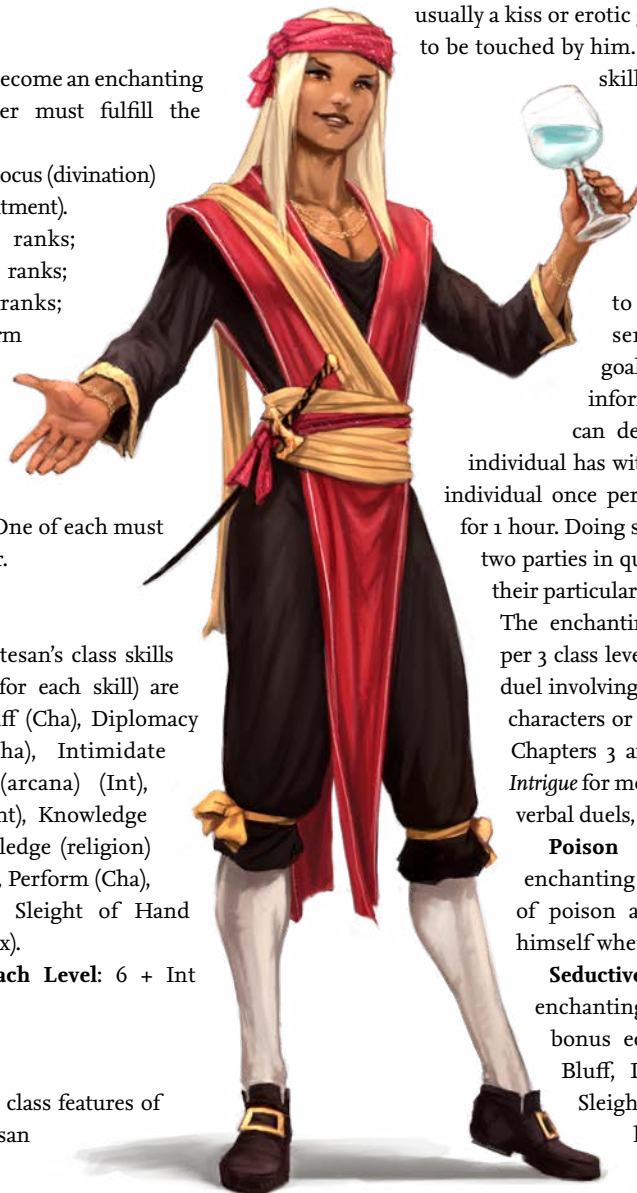
Enchanting Touch (Su): An enchanting courtesan can deliver a divination or enchantment spell with a touch, usually a kiss or erotic gesture, to a target that is willing to be touched by him. The target takes a -4 penalty on skill checks to notice or identify the spell being cast.

Seducer's Leverage (Ex):

An enchanting courtesan develops a vast network of informants, comprised of those who have succumbed to his wiles or purchased his services, or whose secrets and goals he learned in turn from other informants. The enchanting courtesan can determine the influence any one individual has with any one organization or other individual once per day by consulting the network for 1 hour. Doing so also reveals the attitudes of the two parties in question toward each other, unless their particular relationship is a well-kept secret. The enchanting courtesan also gains 1 edge per 3 class levels that can be used in any verbal duel involving or regarding one or more of the characters or group members in question. See Chapters 3 and 4 of *Pathfinder RPG Ultimate Intrigue* for more information on influence and verbal duels, respectively.

Poison Use (Ex): At 2nd level, an enchanting courtesan is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

Seductive Intuition (Su): At 2nd level, an enchanting courtesan gains a competence bonus equal to half his class level on Bluff, Diplomacy, Sense Motive, and Sleight of Hand checks. He can use his total Sense Motive modifier in place of his total modifiers





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Enchanting Courtesan

| | Base Attack | Fort | Ref | Will | | |
|-------|-------------|------|------|------|-----------------------------------------------------|--------------------------------|
| Level | Bonus | Save | Save | Save | Special | Spellcasting |
| 1st | +0 | +1 | +0 | +1 | Covert spells, enchanting touch, seducer's leverage | — |
| 2nd | +1 | +1 | +1 | +1 | Poison use, seductive intuition | +1 level of spellcasting class |
| 3rd | +1 | +2 | +1 | +2 | Hidden spell +1, master poisoner | +1 level of spellcasting class |
| 4th | +2 | +2 | +1 | +2 | Contact poison wielder | +1 level of spellcasting class |
| 5th | +2 | +3 | +2 | +3 | Deluding touch | +1 level of spellcasting class |
| 6th | +3 | +3 | +2 | +3 | Hidden spell +2/+1 | +1 level of spellcasting class |
| 7th | +3 | +4 | +2 | +4 | Informative liaisons | +1 level of spellcasting class |
| 8th | +4 | +4 | +3 | +4 | Overwhelming touch | +1 level of spellcasting class |
| 9th | +4 | +5 | +3 | +5 | Hidden spell +3/+2 | +1 level of spellcasting class |
| 10th | +5 | +5 | +3 | +5 | Touch of ecstasy | +1 level of spellcasting class |

on Diplomacy and Sleight of Hand checks against targets who could be sexually attracted to him.

Hidden Spell (Su): At 3rd level, an enchanting courtesan can undermine a foe's mental defenses with surprise. The enchanting courtesan gains a +1 circumstance bonus to the save DC of his spells against foes who are unaware of his presence or consider him an ally. In these circumstances, the enchanting courtesan also gains a +1 circumstance bonus on caster level checks to overcome targets' spell resistance and to penetrate abjurations such as *nondetection*.

At 6th level, the bonuses increase to +2. A 6th-level enchanting courtesan can also undermine the mental defenses of a target that he is flanking or that is denied its Dexterity bonus to AC, but in these cases, the bonuses are each reduced by 1.

At 9th level, the bonuses increase to +3, or +2 if the foe is merely flanked or denied its Dexterity bonus to AC.

Master Poisoner (Ex): At 3rd level, an enchanting courtesan can use Craft (alchemy) to change a poison's type. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check (DC = the poison's save DC). If he's successful, the poison's type changes to contact, ingested, inhaled, or injury. If he fails the check, the poison is ruined. The enchanting courtesan receives a bonus equal to 1/2 his class level on Craft (alchemy) skill checks when working with poison.

Contact Poison Wielder (Ex): At 4th level, an enchanting courtesan can wield a dose of contact poison as a melee weapon. Delivering the poison requires a touch attack. The enchanting courtesan can prevent foes from noticing he is armed with a successful Sleight of Hand check opposed by observers' Perception checks. The enchanting courtesan gains a +2 bonus on this Sleight of Hand check. The enchanting courtesan can draw and open a dose of contact poison as a swift action. If he has the Quick Draw feat, he gains the ability to draw and open a dose of contact poison as part of rolling initiative if his hands are free and the dose of poison is not hidden.

Deluding Touch (Su): At 5th level, an enchanting courtesan can subtly deliver an attack by touch. His caress is so pleasurable that the target doesn't automatically realize it was attacked. If the target succeeds at a saving throw against a spell delivered via enchanting touch or a contact poison delivered via the contact poison wielder ability, there is a chance it doesn't notice the attack. The target attempts the saving throw again using all the same modifiers; if it fails this saving throw, it doesn't notice that anything is amiss even though it successfully resisted the effect.

Informative Liaisons (Ex): At 7th level, the enchanting courtesan has developed a network of contacts in each settlement in which he has spent at least 1 month. In this settlement, once per week, he can take 20 on one Diplomacy check to gather information without increasing the time to perform the action beyond the normal 1d4 hours. In addition, he can determine the result of one Propaganda check to spread or suppress a rumor (see page 14) per week as if he had rolled a 20 on the die.

Overwhelming Touch (Su): At 8th level, an enchanting courtesan's touch is deceptively and overwhelmingly entrancing. The enchanting courtesan's target must roll twice and take the worse result on saving throws against spells delivered via enchanting touch.

Touch of Ecstasy (Ex): At 10th level, an enchanting courtesan has perfectly mastered the sensual arts. As a standard action, the enchanting courtesan can touch a living target to saturate its being with pure bliss. An unwilling target can be affected with a melee touch attack. The target is filled with ecstatic pleasure for 1d4 rounds. The pleasure suppresses all pain^{UM} effects during this time. The target must attempt a Fortitude save (DC = 20 + the enchanting courtesan's Wisdom modifier). If it succeeds at this saving throw, the target is staggered for the duration. If it fails, it is stunned instead. This is a mind-affecting emotion^{UM} effect. Any effect or immunity that prevents precision damage negates this ability.

LION BLADE

Trained in the hidden Shadow Schools beneath the streets of Cassomir and Oppara, the Lion Blades of Taldor come from the empire's most secretive school of fighting arts and espionage. They prefer to fight in crowded urban areas and are masters of motion, controlling both their own movement and those around them. With the flick of a blade, they can slow their enemies to a crawl and then step into a crowd and disappear from sight.

Lion Blades are typically recruited out of the famous bardic colleges of Oppara, as the Shadow Schools want intelligent, flexible trainees. A Lion Blade usually spends at least a year in training before taking on missions for the Taldan Empire and various non-governmental organizations. Lion Blade PCs are often on extended loan for a specific purpose or given permission to adventure in order to perfect their art in real-world settings. A rare few Lion Blades shirk their responsibilities and work independently or even serve the enemies of Taldor—Chelixa particularly values these turncoats.

Hit Die: d8.

Requirements

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

Alignment: Any neutral.

Feats: Deceitful, Improved Initiative, Skill Focus (Perform).

Skills: Bluff 3 ranks, Disguise 5 ranks, Stealth 5 ranks, either Perform (sing) or Perform (act) 3 ranks.

Special: Inspire competence bardic performance, servant of Taldor or the Sovereign Court affiliation, sneak attack +2d6.

Class Skills

The Lion Blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sleight of Hand (Dex), Stealth (Dex), Sense Motive (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are the class features of the Lion Blade prestige class.

Weapon and Armor Proficiency: A Lion Blade gains no proficiency with any weapons or armor.

Bardic Performance: The Lion Blade adds her class level to any other levels in classes that grant the bardic performance ability to determine the effects of her bardic performance but not for the purpose of gaining access to new bardic performances. She also learns the following performances.

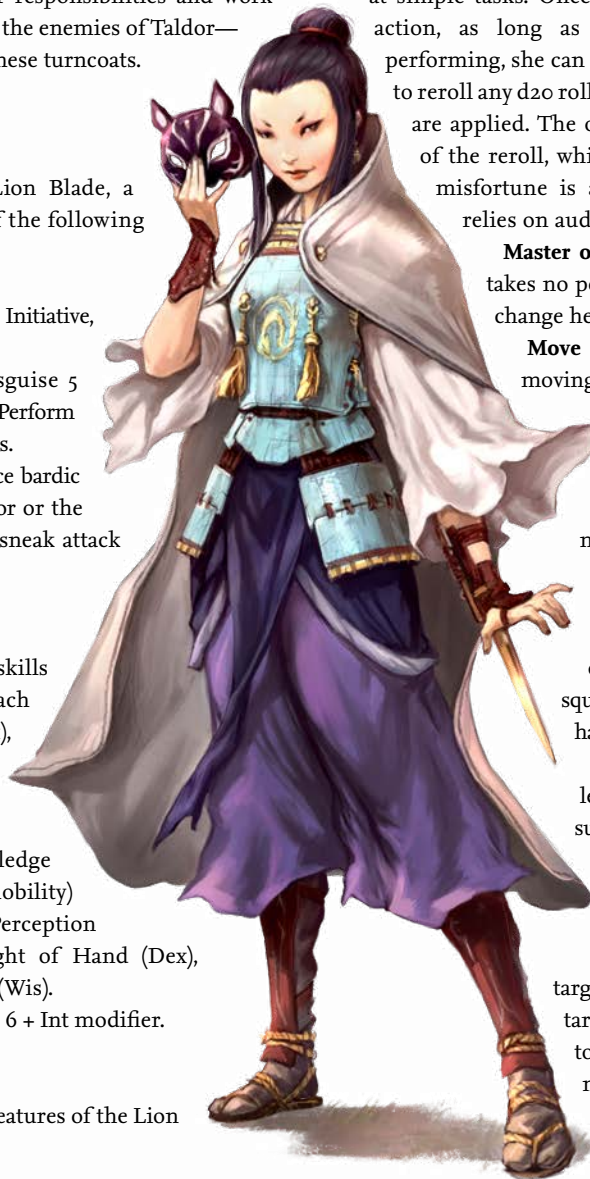
Inspiring Poise (Ex): A Lion Blade gains a +2 competence bonus on checks with a skill of her choice for as long as she maintains the performance. The bonus increases to +4 at 5th level and +6 at 9th level. The performance is ended by any condition that imposes a penalty to her Dexterity score or immobilizes her.

Dirge of Misfortune (Su): A Lion Blade of 5th level or higher can use her performance to break the concentration of her enemies, causing them to fail even at simple tasks. Once per round as an immediate action, as long as the Lion Blade continues performing, she can force a creature within 30 feet to reroll any d20 roll it just made before the effects are applied. The opponent must use the result of the reroll, which has a -2 penalty. Dirge of misfortune is a mind-affecting ability that relies on audible and visual components.

Master of Disguise (Ex): A Lion Blade takes no penalties on Disguise checks to change her gender, race, or age.

Move with the Crowd (Ex): When moving through groups of intelligent Small, Medium, or Large creatures that would normally count as difficult terrain, the Lion Blade instead moves normally. In addition, she gains a +5 competence bonus on Acrobatics checks to avoid attacks of opportunity or move through an enemy's square when moving faster than half speed.

Slowing Strike (Su): At 2nd level, once per round upon successfully hitting a target with a sneak attack, a Lion Blade can choose to deal 1 fewer die of sneak attack damage and instead reduce one of the target's speeds by 5 feet. Once a target's speed has been reduced to 0 feet, it is immobilized (but not helpless). A target's fly speed can be reduced this way only if it uses wings to





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Lion Blade

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|---------------------------------------------------------------------------------|
| 1st | +0 | +0 | +1 | +1 | Bardic performance, inspiring poise +2, master of disguise, move with the crowd |
| 2nd | +1 | +1 | +1 | +1 | Slowing strike, sneak attack +1d6 |
| 3rd | +2 | +1 | +2 | +2 | Hide in the crowd, unexpected suggestion |
| 4th | +3 | +1 | +2 | +2 | Expeditious advance, perfect surprise |
| 5th | +3 | +2 | +3 | +3 | Dirge of misfortune, inspiring poise +4 |
| 6th | +4 | +2 | +3 | +3 | Crowd strike, sneak attack +2d6 |
| 7th | +5 | +2 | +4 | +4 | Cloud the mind, secret step |
| 8th | +6 | +3 | +4 | +4 | Narrow miss |
| 9th | +6 | +3 | +5 | +5 | Grandmaster of disguise, inspiring poise +6 |
| 10th | +7 | +3 | +5 | +5 | Silent soul, sneak attack +3d6 |

fly. The movement penalties imposed by slowing strike can be removed by healing the affected target to full hit points or a *lesser restoration* spell.

Sneak Attack (Ex): At 2nd level, a Lion Blade gains sneak attack +1d6, as the rogue ability. This extra damage increases by 1d6 at both 6th level and 10th level. These increases stack with sneak attack damage granted by other sources.

Unexpected Suggestion (Su): At 3rd level, once per day, a Lion Blade can use *suggestion* on a flat-footed target. Her caster level is equal to her Lion Blade level. The save DC is equal to 10 + 1/2 the Lion Blade's ranks in Bluff + her Intelligence modifier.

Hide in the Crowd (Su): At 3rd level, a Lion Blade can use the Stealth skill even when the only cover she has is that provided by other creatures.

Expeditious Advance (Ex): At 4th level, a Lion Blade's land speed is faster than normal for her race by 10 feet. This benefit applies only when she is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the Lion Blade's speed because of any load carried or armor worn.

Perfect Surprise (Ex): At 4th level, a Lion Blade can deliver a devastating blow to anyone she catches unaware. Whenever she hits a foe with a sneak attack at the end of a charge or while using Spring Attack, she can make the blow a perfect surprise as an immediate action. The target must succeed at a Fortitude saving throw (DC = 10 + the Lion Blade's class level + her Intelligence modifier) or fall unconscious for 1 round per Lion Blade level. Once targeted by this ability, a victim is immune to perfect surprise for 24 hours.

Crowd Strike (Ex): When a Lion Blade reaches 6th level, all crowd squares (*Core Rulebook* 436) count as enemies threatening adjacent squares for the purpose of determining whether the Lion Blade is flanking an opponent. In addition, she can use the Stealth skill to snipe at foes even when making melee attacks as long as she attacks from a square containing at least one other creature within one size category of her.

Secret Step (Ex): At 7th level, a Lion Blade's movement through crowds that would normally be difficult terrain costs only half as many squares of movement as normal. In addition, the Acrobatics bonus she gains from move with the crowd increases to +10.

Cloud the Mind (Su): At 7th level, whenever a Lion Blade's opposed Disguise or Stealth check is exceeded by one or more observers' Perception checks, she can trick the observers into thinking they imagined noticing anything wrong as an immediate action. She attempts a Bluff check opposed by the targets' Sense Motive checks. Each target who fails this opposed check ignores the fact that he saw her. The Lion Blade also gains an amount of spell resistance equal to 10 + her class level against divination spells. If a spell is foiled by her spell resistance, she learns the spell's normal effect and can choose a substitute result for the divination rather than causing it to obviously fail.

Narrow Miss (Su): At 8th level, a Lion Blade can dodge erratically as a swift action, gaining 20% concealment until her next turn. She can use this ability once per day for every 2 Lion Blade levels she has.

Grandmaster of Disguise (Ex): At 9th level, a Lion Blade can improvise a disguise using materials on hand that is as effective as one crafted using an actual disguise kit. She gains a +2 circumstance bonus on Disguise checks (this does not stack with the bonus from an actual disguise kit). She can attempt a Disguise check at a -20 penalty to create a disguise as a full-round action.

Silent Soul (Ex): At 10th level, a Lion Blade has mastered the ability to still her thoughts and her movements to an amazing degree. The Lion Blade gains a +10 circumstance bonus on Stealth checks. She also gains spell resistance 20 against mind-affecting effects. If a spell is foiled by her spell resistance, she learns the spell's normal effect and can make it appear as if she were affected by it rather than causing it to obviously fail. If the spell provides a telepathic link, it functions normally, but she can disregard whichever commands she desires.

ARCHETYPES

Full rules for archetypes can be found in *Pathfinder RPG Advanced Player's Guide*.

Anaphexia Thought-Killer (Vigilante Archetype)

Anaphexia thought-killers worship Norgorber's Reaper of Reputation aspect from their secret home in Ustalav. In sacrifice to him, they cut out their own tongues to gain magical protection from exposure and hunt down secrets to steal before they can be spread—which usually requires executing those who already knew them.

Tongue Sacrifice (Su): An Anaphexia thought-killer's social identity is as a Pharasmin priest, one whom many people assume has taken a vow of silence since they speak so infrequently. In order to assume her vigilante identity, an Anaphexia thought-killer must cut out her own tongue as a standard action—an act that deals 1d4 points of damage plus 1 point of bleed damage and leaves her unable to speak (even to cast spells). The thought-killer gains the ability to cast *regenerate* as a spell-like ability once per day, and only to restore her own tongue.

Monastic Communication (Ex): At 2nd level, an Anaphexia thought-killer is skilled at maintaining a disguise without speaking. She can communicate simple concepts through body language and pantomime as though passing a secret message using the Bluff skill, in half the time normally required to do so. The Anaphexia thought-killer gains a bonus on this check equal to 1/2 her vigilante level.

This replaces the social talent gained at 2nd level.

Silent to Magic (Su): At 6th level, an Anaphexia thought-killer is protected by *nondetection* in her social identity but only against mind-reading effects. Her effective caster level is equal to her vigilante level. At 10th level, this protection also applies to the thought-killer's vigilante identity.

This ability replaces the social talent gained at 6th level.

Thought-Scent (Su): At 7th level, an Anaphexia thought-killer can smell a significant thought. As a standard action, she can choose one fact or idea she already knows, such as a secret she wishes to keep hidden, and can locate any creature within 30 feet who knows it as with the scent ability. The range increases to 60 feet if the creature is upwind and drops to 15 feet if the creature is downwind. She can discern the direction to the creature until she is adjacent, at which point she can pinpoint the creature's square. This is a mind-affecting divination effect. The Anaphexia thought-killer can use this ability for up to 1 minute per level. These minutes need not be consecutive but must be used in 1-minute intervals.

This replaces the vigilante talent gained at 7th level.

False Reading (Su): At 15th level, an Anaphexia thought-killer is immune to all effects attempting to read her mind in both her social and vigilante identities. The Anaphexia thought-killer can attempt a Bluff check to

provide false results to the creature attempting to read her thoughts, which the target can see through with a successful opposed Sense Motive check.

This replaces the vigilante talent gained at 15th level.

Bonded Investigator (Investigator Archetype)

Bonded investigators use intelligent familiars to assist them in their investigations. They are common in the Inner Sea region's bustling cities, where a rat, cat, raven, or another small animal can go largely unnoticed.

Familiar (Ex): At 2nd level, a bonded investigator gains a familiar to aid him. This familiar functions as the wizard arcane bond class feature, using the bonded investigator's class level to determine the familiar's special abilities. The bonded investigator's extracts are considered spells for the purposes of familiar abilities like share spell and deliver touch spells.

This ability replaces poison lore, poison resistance, and poison immunity.

Inspired Familiar (Ex): At 4th level, a bonded investigator's familiar becomes a cunning assistant to the investigator. The familiar can access the investigator's inspiration pool to augment its own actions; the use of inspiration is deducted from the investigator's number of daily uses as normal. The familiar can use the inspiration ability (and gains the increased benefits of investigator talents that affect the bonus dice used in this ability) but cannot expend uses of inspiration for other purposes.

This ability replaces the studied strike damage gained at 4th level.

Studied Strike (Ex): At 6th level, a bonded investigator gains studied strike +1d6. At 10th level and every 4 investigator levels thereafter, this damage increases by +1d6.

This ability alters studied strike.

Improved Familiar (Ex): At 7th level, a bonded investigator gains the Improved Familiar feat as a bonus feat, treating his investigator level as his arcane caster level for the purposes of determining what familiars are available to him.

This replaces the investigator talent gained at 7th level.

Investigator Talents: The following investigator talents complement the bonded investigator archetype: *effortless aid*^{ACG}, *perceptive tracking*^{ACG}, *tenacious inspiration*^{ACG}, and *unconventional inspiration*^{ACG}.

Frozen Shadow (Ninja Archetype)

Frozen shadows belong to a rare ninja clan operating in Avistan, having migrated to the Lands of the Linnorm Kings decades ago. Most members are Tian, Ulfen, and Varki humans, and they work as thieves, power brokers, and spies loosely guided by secretive masters with unknown agendas.

Class Skills: A frozen shadow adds Survival to his list of class skills, instead of Diplomacy.



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This ability alters the ninja's class skills.

Hardy Killer (Ex): At 2nd level, a frozen shadow has become incredibly injured to his surrounding climate. At the beginning of any day, the frozen shadow can spend 1 point from his ki pool to benefit from the effects of an *endure elements* spell. The frozen shadow does not treat any Acrobatics skill check to jump as if he had a running start, and at 10th level he cannot reduce the DC of Acrobatics skill checks made to jump by half.

This ability alters ki pool.

Track Victim (Ex): Starting at 4th level, a frozen shadow adds half his ninja level on Survival checks to follow tracks and on Perception checks to see through disguises. Additionally, if the frozen shadow sees a creature that has changed its appearance using the Disguise skill, he can always attempt a Perception check to see through the disguise, even if the disguised creature did nothing to draw attention to itself. The frozen shadow also gains a +2 bonus to Will saving throws when attempting to disbelieve an illusion affecting a creature or creatures.

This ability replaces uncanny dodge.

Swift Tracker (Ex): At 8th level, a frozen shadow can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving up to twice his normal speed while tracking. Additionally, his bonus on Will saving throws to disbelieve illusions affecting a creature or creatures increases to +4.

This replaces improved uncanny dodge.

Ninja Tricks: The following ninja tricks complement the frozen shadow archetype: bleeding attack^{UC}, darkvision^{UC}, deadly range^{UC}, fast stealth^{UC}, hidden weapons^{UC}, sudden disguise^{UC}, vanishing trick^{UC}, and wall climber^{UC}.

Advanced Ninja Tricks: The following advanced ninja tricks complement the frozen shadow archetype: assassinate^{UC}, ghost step^{UC}, invisible blade^{UC}, master disguise^{UC}, and see the unseen^{UC}.

Galtan Agitator (Rogue Archetype)

Galtan agitators fight mightily to cast down the enemies of their ideals within the shambles of the tumultuous nation of Galt. Any rogue (including the rogue from *Pathfinder RPG Pathfinder Unchained*) can select the Galtan agitator archetype.

Reputation (Ex): This ability functions as the renown vigilante social talent (*Pathfinder RPG Ultimate Intrigue* 12). In addition to improving attitudes, it also improves the Galtan agitator's starting influence (*Ultimate Intrigue*

102) and reputation with contacts (*Pathfinder RPG Ultimate Campaign* 148) in the area by one level or step.

For the purpose of vigilante social talents, the Galtan agitator does not have a vigilante identity and is always considered to be in her social identity, unless she has another identity (such as from the vigilante class). If the Galtan agitator has another identity, she does not gain any benefits from renown while in that identity unless she has the renown social talent or a similar ability.

This ability replaces trapfinding.

Ready for Betrayal (Ex): At 3rd level, a Galtan agitator gains a +1 bonus on Perception checks to recognize disguises and notice hiding creatures and on Sense Motive checks to disbelieve lies. These bonuses increase by 1 every 3 rogue levels thereafter (to a maximum of +6 at 18th level).

This ability replaces trap sense.

Enthralling Agitation (Su): At 4th level, a Galtan agitator can captivate a crowd once per day, as per the spell *enthrall*. (DC = 10 + 1/2 the Galtan agitator's rogue level + her Charisma modifier).



During the spell's effect, the Galtan agitator can attempt a DC 15 Charisma check to increase her individual or organizational influence with the members of the crowd by 1 rank or step. Or, if the crowd members' attitudes toward the Galtan agitator are indifferent or worse, this check can improve their attitudes by 1 step. The Galtan agitator can never use this ability to increase her individual or organization influence or improve the crowd's attitude by more than 2 ranks or steps.

This replaces the rogue talent gained at 4th level.

Revolutionary's Cause (Su): At 8th level, the Galtan agitator can lift an enthralled crowd's emotions and turn them toward a common purpose. As a standard action after she has used her enthralling agitation—but before the enthrall effect wears off—she can target the affected creatures with a plausible *suggestion* (DC = 10 + 1/2 her rogue level + her Charisma modifier), that has a duration of up to 1 day.



This ability replaces the rogue talent gained at 8th level.

Leadership (Ex): At 12th level, a Galtan agitator gains Leadership as a bonus feat. If the Galtan agitator already has the Leadership feat, she doubles her Charisma modifier when calculating her base Leadership score.

This replaces the rogue talent gained at 12th level.

Rogue Talents: The following rogue talents complement the Galtan agitator archetype: canny observer^{APG}, coax information^{APG}, follow clues^{APG}, hard to fool^{APG}, and strong impression^{APG}.

Advanced Rogue Talents: The following advanced rogue talents complement the Galtan agitator archetype: feat, thoughtful reexamining^{APG}, and skill mastery.

God Caller (Summoner Archetype)

God callers follow a fractured tradition that originated in the now-lost nation of Sarkoris. They speak to an assortment of ancient divine powers to lead their communities and sometimes stir up reformations in faiths with ideals similar to their personal convictions. Any summoner (including the summoner from *Pathfinder Unchained*) can select the god caller archetype.

Class Skills: A god caller adds Diplomacy and Intimidate to his list of class skills, instead of Knowledge (dungeoneering, engineering, geography, and nature) and Use Magic Device.

This ability alters the summoner's class skills.

Guidance (Sp): A god caller's eidolon has a tiny spark of divinity. It can use *guidance* as a spell-like ability at will. However, the eidolon and the god caller must remain within 50 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 50 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by half.

This ability alters life link.

Divine Word (Ex): At 8th level, if a god caller's eidolon would grant him a bonus with the aid another action on a Diplomacy or Intimidate check, the god caller can instead choose to roll twice and take the better result. He makes the choice before rolling. Once per day while his eidolon uses the aid another action to assist him in such a check, if the god caller would improve a target's attitude toward him, or gain a success if using the individual influence rules (*Ultimate Intrigue* 102), he instead improves that target's attitude by 2 steps or it counts as 2 successes.

This ability replaces transposition.

Divine Awareness (Sp): At 10th level, after 10 minutes of concentration, a god caller's eidolon can see from afar as per *clairaudience/clairvoyance*. The eidolon can do this once per day at 10th level, and an additional time per day every 4 summoner levels thereafter (maximum of 3 times per day at 18th level).

This ability replaces aspect.



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Divine Might (Ex): At 18th level, a god caller's eidolon's attacks are treated as epic for the purpose of overcoming damage reduction and harming mythic creatures.

This ability replaces greater aspect.

Overwhelming Presence (Sp): At 20th level, a god caller's eidolon can use *overwhelming presence* (*Pathfinder RPG Ultimate Magic* 230) three times per day. The save DC is equal to 19 + the eidolon's Charisma modifier.

This ability replaces twin eidolon.

Guardian of Immortality (Investigator Archetype)

Guardians of immortality are Thuvian investigators charged with hunting down those who would attempt to steal or learn for themselves the secret to creating the *sun orchid elixir*.

Guardian's Gaze (Ex): At 2nd level, a guardian of immortality adds 1/2 his investigator level as a bonus on Sense Motive checks.

This ability replaces poison lore.

Desert Survivor (Ex): At 2nd level, a guardian of immortality is trained by the druids of Duwwor to survive the hazards of the desert. He gains Endurance as a bonus feat and does not treat sand as difficult terrain. At 5th level, he gains resist fire 10. At 8th level, he can see twice as far in sandstorms, clouds, and fog, and whenever he gains an advantage in a desert tile during a pursuit (*Ultimate Intrigue* 142), he gains an additional advantage.

This ability replaces poison resistance.

Liar's Familiarity (Ex): At 7th level, a guardian of immortality learns Lamasaran decoy and forgery techniques to better defeat them. His inspiration applies automatically without using an action or a use of inspiration on saving throws to disbelieve illusions, Disguise skill checks, Perception checks to see through disguises, and Linguistics checks to create or detect forgeries.

This replaces the investigator talent gained at 7th level.

Orchid's Drop (Ex): At 11th level, a guardian of immortality is entrusted with a secret solution designed by Thuvian alchemists to emulate certain aspects of the *sun orchid elixir*, granting him a +1 alchemical bonus on all saving throws.

This ability replaces immunity to poison.

Teleportation Warden (Su): At 13th level, a guardian of immortality is trained by the mages of Pashow to sense the impending arrival or departure of creatures using teleportation. This ability constantly functions like *trace teleport* (*Ultimate Intrigue* 226). In addition, the guardian of immortality can use *conjunction foil* (*Ultimate Intrigue* 207) once per day as an immediate action.

This replaces the investigator talent gained at 13th level.

Investigator Talents: The following investigator talents complement the guardian of immortality archetype: alchemist discovery^{ACG}, combat inspiration^{ACG}, greater

combat inspiration^{ACG}, inspired alertness^{ACG}, stealing strike^{ACG}, and toppling strike^{ACG}.

Guerrilla (Rogue Archetype)

Guerrillas fight against oppressive leadership and governments—often under cover of night—including Chelish colonization in Sargava and the power structures in Cheliah proper, Nidal, and Razmiran. Any rogue (including the rogue from *Pathfinder Unchained*) can select the guerrilla archetype.

Skilled Liar (Ex): Whenever a guerrilla uses Bluff to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her rogue level (minimum +1). A guerrilla can still use Disable Device to disarm magic traps.

This ability replaces trapfinding.

Cover of Night (Ex): At 2nd level, a guerrilla learns to use darkness to her advantage. She gains a +5 bonus on Disguise, Sleight of Hand, and Stealth checks while she is in areas of dim light or darkness, and can create mundane disguises in dim light or darkness with a full-round action (instead of the normal 1d3 × 10 minutes). Additionally, while in dim light or darkness, if a guerrilla would have concealment, she instead has total concealment.

This ability replaces evasion.

Secret Messenger (Ex): At 3rd level, a guerrilla gains a +1 bonus on Bluff checks to convey secret messages and on Sense Motive checks to discern secret messages. These bonuses increase by 1 every 3 rogue levels thereafter (to a maximum of +6 at 18th level).

This ability replaces trap sense.

Guerrilla Sniping (Ex): At 4th level, when a guerrilla is in an area of dim light or darkness, she takes only a –10 penalty on her Stealth check to maintain her obscured location while sniping.

This ability replaces uncanny dodge.

Uncanny Dodge (Ex): At 8th level, a guerrilla gains uncanny dodge.

This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the guerrilla archetype: camouflage^{APG}, fast stealth, powerful sneak^{APG}, rogue crawl, stand up, and surprise attack.

Advanced Rogue Talents: The following advanced rogue talents complement the guerrilla archetype: deadly sneak^{APG}, master of disguise^{APG}, stealthy sniper^{APG}, and opportunist.

Keleshite Prophet (Oracle Archetype)

Keleshite prophets help guide and serve the vast Padishah Empire of Kelesh and its interests across Golarion.

Recommended Mysteries: Any.

Class Skills: A Keleshite prophet adds Perception, Perform (dance), and all Knowledge skills to her list of class skills.

These replace the additional skills gained from the oracle's mystery.

Bonus Spells: A Keleshite prophet gains the following bonus spells: *clairaudience/clairvoyance* (6th), *prying eyes* (10th), *true seeing* (12th), *prediction of failure*^{UM} (16th), *foresight* (18th).

These replace the bonus spells at those levels gained from the oracle's mystery.

Revelations: A Keleshite prophet must take the following revelation at 1st level.

Divining Dance (Su): Once per day, you can perform a sacred meditative dance that gives you great clarity of mind and prepares you for what lies ahead. This dance must last for at least 1 minute, uninterrupted, and you can take no other actions during the dance.

When you dance, attempt a Perform (dance) check; the results of the check determine the benefits you gain for the next 24 hours, as listed below. You can always choose the benefit from a lower result, if you wish (for example, if your Perform [dance] result is 15, you can choose to gain a +1 bonus on your divinations' saving throws instead of choosing to use *augury* once as a spell-like ability).

Perform (Dance)

| Result | Benefit |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0-9 | Increase the saving throw DC of any divination spells you cast by 1. |
| 10-19 | Once in the next 24 hours, as an immediate action, you can use <i>augury</i> as a spell-like ability, using your oracle level as your caster level. |
| 20-29 | Once in the next 24 hours, you can use <i>divination</i> as a spell-like ability, using your oracle level as your caster level. If you are at least 8th level, you can cast it in 1 minute instead of 10 minutes. |
| 30-39 | Once in the next 24 hours, you can use <i>commune</i> as a spell-like ability, using your oracle level as your caster level. If you are at least 10th level, its casting time is in 1 minute instead of 10 minutes. |
| 40+ | Once in the next 24 hours, you can use <i>contact other plane</i> as a spell-like ability, using your oracle level as your caster level. |

Lantern Bearer (Ranger Archetype)

Lantern bearers are entrusted with secretly eliminating the drow and containing any knowledge of their existence. While the vast majority of lantern bearers are elves from Kyonin, a rare few members of the organization have proven themselves trustworthy and dedicated enough to join their ranks despite their non-elven heritage.

Daylight: A lantern bearer treats *daylight* as a 3rd-level ranger spell.

Enhanced Vision (Ex): A lantern bearer hones his senses to better combat subterranean enemies. He gains low-light vision. If the lantern bearer already has low-light vision, he can instead see three times as far as humans in areas of dim light.

This ability replaces wild empathy.

Poison Resistance (Ex): At 3rd level, a lantern bearer gains a +4 bonus on saving throws against poison.

This ability replaces endurance.

Favored Terrain (Ex): At 3rd level, a lantern bearer selects a favored terrain as normal. The skill bonus and initiative bonus granted in this favored terrain increase by 2 at 8th level and every 5 ranger levels thereafter.

This modifies favored terrain.

Cavern Stride (Ex): At 7th level, a lantern bearer's movement is unimpeded by nonmagical difficult terrain underground and nonmagical webs.

This ability replaces woodland stride.

Darkvision (Ex): At 8th level, a lantern bearer's senses fully attune to the darkness, granting him darkvision to a distance of 60 feet. If the lantern bearer already has darkvision, its range increases by 30 feet.

This replaces the favored terrain gained at 8th level.

Poison Immunity (Ex): At 12th level, a lantern bearer gains immunity to poison.

This ability replaces camouflage.

Stunning Light (Su): At 13th level, a lantern bearer learns to increase the effectiveness of bright light on creatures with light blindness. *Daylight* spells cast by the lantern bearer or other sources of bright light wielded by him cause creatures with light blindness within the area of bright light to become stunned for 1 round in addition to being blinded.

This replaces the favored terrain gained at 13th level.

Camouflage (Ex): At 17th level, a lantern bearer gains camouflage.

This ability replaces hide in plain sight.

Paralyzing Light (Su): At 18th level, a lantern bearer can stop light-blind enemies in their tracks, often gaining a great edge in battle. *Daylight* spells cast by the lantern bearer or sources of bright light wielded by him cause creatures with light blindness within the area of bright light to become paralyzed for 1 round in addition to being blinded and stunned.

This replaces the favored terrain gained at 18th level.

Magic Warrior (Magus Archetype)

Trained in a tradition stretching back to Old-Mage Jatembe's Ten Magic Warriors, magic warriors renounce their identities to master magical might and serve as champions of culture and learning across the Mwangi Expanse and beyond.



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Class Skills: A magic warrior adds Knowledge (history and nature) to her list of class skills, instead of Knowledge (dungeoneering and planes).

This ability alters the magus's class skills.

Nameless Mask (Ex): A magic warrior gains strength in hiding her identity behind an animalistic mask, but also suffers drawbacks from doing so. While wearing her mask, a magic warrior gains a +2 bonus on saving throws against divinations in the scrying subschool. However, NPCs who are unfamiliar with or have a poor opinion of the magic warrior tradition have a starting attitude of unfriendly toward the magic warrior while she wears her mask. If using the influence system (*Ultimate Intrigue* 102), it takes one additional success to increase her influence level over such an NPC.

The magic warrior cannot reveal her name or remove her mask in front of anyone she has never met before or in front of anyone she does not trust. If she violates this taboo, she must discard her mask and create or obtain a new mask and wear it before she can gain any benefits that result from wearing her mask.

Magic Warrior's Aspect (Su): At 3rd level, a magic warrior can gain an aspect of an animal's might. The animal must suit the magic warrior's mask (and the animal changes if the magic warrior must create or obtain a new mask). As a standard action, the magic warrior gains one ability possessed by that animal from the list of abilities given in *beast shape I* (this ability does not allow her to change her size). The ability lasts for 1 minute per magus level.

This ability replaces the magus arcana gained at 3rd level.

Nameless Anonymity (Su): At 8th level, a magic warrior's nameless masked identity protects her from divinations. Once per day, as long as she is in her masked identity, she can cast *nondetection* using her magus level as her caster level.

This ability replaces improved spell combat.

Improved Spell Combat (Ex): At 14th level, a magic warrior gains improved spell combat.

This ability replaces greater spell combat.

Magaambya Spell Access (Su): At 19th

level, a magic warrior learns ancient secrets to using natural magic. She learns seven spells from the druid's spell list and places them in her spellbook as magus spells of her druid level. She gains one of each of the following druid spells not on the magus spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level. She can ignore the divine focus component of these spells.

This ability replaces greater spell access.

Magus Arcana: The following magus arcana complement the magic warrior archetype: accurate strike^{UC}, arcane accuracy^{UM}, arcane cloak^{UC}, arcane edge^{UC}, bane blade^{UC}, devoted blade^{UC}, empowered magic^{UM}, maximized magic^{UM}, quickened magic^{UM}, silent magic^{UM}, spell blending^{UM}, still magic^{UM}.

Nexian Spellspy (Witch Archetype)

Among that nation's highly competitive arcane communities, Nexian spellspies are witches who use their familiars and divining talents to spy on their rivals and protect themselves from similar intrusions.

Nondetection: A Nexian spellspy treats *nondetection* as a 4th-level witch spell.

Infiltrating Vessel (Su): At 3rd-level, a Nexian spellspy cannot use her familiar to deliver touch spells for her. Instead, the Nexian spellspy can cast divination spells through her familiar. When the Nexian spellspy does this, she casts the spell as normal, but she treats her familiar's location as hers for purpose of determining the spell's area of effect or range. The Nexian spellspy receives the spell's results as normal. This ability does not allow her to see through her familiar's eyes; for example, the Nexian spellspy would know about a powerful magic item detected through her familiar, but she would not know its exact location or exactly what the item looked like. Whenever a familiar would be able to deliver a hex, the Nexian spellspy can use the familiar as a vessel for her divinations in this way.

This alters the witch's familiar.

Prepare Results (Su): At 4th level, a Nexian spellspy's familiar can store the results of divinations for the purposes of providing false results to a rival diviner who has targeted the



spellspy. As a standard action, the spellspy can store the results of one or more divinations she has cast within the past 24 hours. She can store results from any number of spells with a total spell level equal to the highest spell she can cast.

The next time a rival spellcaster would receive results from any of the specific divinations whose results are stored in her familiar in this manner, the stored results are transmitted to the rival caster (and are removed from the familiar) in place of any real results.

The rival spellcaster receives a Will saving throw (DC = 10 + 1/2 the Nexian spellspy's witch level + her Intelligence modifier) to recognize that the results are falsified. Depending on the spell, the stored results from the familiar might make this falsification obvious (and thus no Will saving throw is necessary to determine the falsification).

This ability replaces the witch's 4th-level hex.

Hexes: The following witch hexes complement the Nexian spellspy archetype: *beast of ill-omen*^{UM}, *evil eye*^{APG}, and *tongues*^{APG}.

Major Hexes: The following major hexes complement the Nexian spellspy witch archetype: *beast eye*^{UM}, *hag's eye*^{APG}, and *vision*^{APG}.

Grand Hex: The following grand hex complements the Nexian spellspy archetype: *dire prophecy*^{UM}.

Nithveil Adept (Druid Archetype)

Nithveil adepts learn the secret magic of the First World fey in the moving, reality-phasing city of Nithveil, which appears on the new moon at seemingly random locations in the Grungir Forest in the Lands of the Linnorm Kings. The most common deities worshiped by these druids are the Green Mother and the Lantern King, Eldest patrons of intrigue and trickery.

Nithveil Skills: A Nithveil adept adds Bluff, Diplomacy, Disguise, Sense Motive, Perform (any), and Stealth to her list of class skills.

This ability replaces nature sense.

Nature Bond (Su): A Nithveil adept cannot select an animal companion, and can take only a domain. If she worships an Eldest, the Nithveil trickster can choose any of the domains or subdomains granted by that Eldest in addition to those normally available to druids.

This ability alters nature bond.

Animal Speech (Su): A Nithveil adept can imbue normal animals with the ability to speak for a brief period. Once per day as a standard action, the Nithveil adept can touch an animal to grant it the ability to speak any language the druid knows for 1 minute per druid level. This does not increase the animal's Intelligence or improve its attitude, and the animal behaves as though communicating with someone under the effects of a *speak with animals* spell, save that it can speak with anyone who understands the language the Nithveil adept grants it. The Nithveil adept

gains one additional use of this ability at 4th level and every 4 levels thereafter.

This ability replaces spontaneous casting.

Resist Fey Influence (Ex): At 4th level, a Nithveil adept gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. Once per day before attempting such a saving throw, the Nithveil adept can choose to roll two dice and take the better result, applying the +4 bonus as normal.

This ability replaces resist nature's lure.

Locate Nithveil (Sp): At 9th level, a Nithveil adept can cast *find the path* as a spell-like ability, but only to locate Nithveil. The spell's duration is extended until the druid reaches her destination or until Nithveil recedes from the Material Plane at the end of the new moon. This ability can be used only once per month, during the new moon.

Perfect Scholar (Monk Archetype)

Perfect scholars, often worshipers of Irori, hone their minds and bodies through the accumulation of knowledge. They study and annotate the holy texts of Irori and other philosophies as well as collect lore on anatomy, medicine, philosophy, martial arts, and history, among other topics of erudition.

Class Skills: A perfect scholar adds Knowledge (all) and Linguistics to his list of class skills, instead of Intimidate and Perform.

This ability alters the monk's class skills.

Lore (Ex): At 3rd level, the perfect scholar gains a bonus equal to 1/2 his monk level on Knowledge checks and can attempt Knowledge checks untrained.

This ability replaces still mind. For the monk from *Pathfinder Unchained*, this ability is gained at 4th level.

Learn from Failure (Ex): At 4th level, when the perfect scholar misses with an attack roll or fails a Research check (*Ultimate Intrigue* 148), he gains a +1 insight bonus on his next attack roll or Research check against the same target attempted in the next 24 hours. An individual target cannot be affected by this ability more than once in a 24-hour period. At 6th level, and every 2 monk levels thereafter, this bonus increases by 1.

This ability replaces slow fall. For the monk from *Pathfinder Unchained*, this ability replaces the ki power gained at 4th level.

Eye of the Sun and Moon (Ex): At 17th level, a perfect scholar can read all languages and write all languages he has read or heard.

This ability replaces tongue of the sun and moon. For the monk from *Pathfinder Unchained*, this ability is gained at 13th level.

Walk with the Master (Su): At 20th level, the perfect scholar has mastered his spiritual resonance, allowing him to travel as if using *etherealness*, *plane shift*, or *shadow walk* at his monk level by spending only 1 point from his



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ki pool. He cannot bring other creatures with him. He is treated as an outsider rather than his original type, although he can be brought back to life as if he were still of his former type.

This ability alters perfect self.

Provocateur (Bard Archetype)

Provocateurs are bards who use their art to make controversial political statements, undermine enemies' reputations, and upset the status quo on a large scale. They can be found most often in areas of political unrest such as the unruly Chelish city of Kintargo, throughout rebellion-fraught Galt, and among the backstabbing upper classes of Absalom, Brevoyn, and Taldor.

Provocateur (Ex): A provocateur adds 1/2 his bard level on skill checks to reduce a target's influence (*Ultimate Intrigue* 102) and on skill checks to reduce a target's attitude toward another creature or organization.

This replaces bardic knowledge.

Calumny (Ex): At 2nd level, a provocateur can use his Perform (comedy, oratory, or sing) modifier in place of his Bluff and Diplomacy modifier on checks to spread a rumor and in place of his Intimidate modifier on checks to demoralize foes. This ability replaces the versatile performance gained at 2nd level.

Damning Performance (Su): At 4th level, a provocateur can cause all observers fascinated by her fascinate performance to become less friendly to a target creature or group of her choice for 10 minutes per bard level. Affected observers' attitudes toward the target, the target's influence (*Ultimate Intrigue* 102) with affected observers, and affected observers' trust level as contacts (*Ultimate Campaign* 148) for the target are all reduced by one step. If she reveals information during the performance that would reduce those creatures' attitudes anyway, those attitudes worsen by an additional step for the duration. If the provocateur engages in a verbal duel (*Ultimate Intrigue* 176) against the target with an audience affected by damning performance, she automatically gains two edges.



At 18th level, the duration increases to 1 day per bard level. This ability replaces *suggestion* and *mass suggestion*.

Royal Accuser (Inquisitor Archetype)

Royal accusers serve the prince of Ustalav, cutting through the nation's baroque politics and quietly facing its many threats.

Class Skills: A royal accuser adds Knowledge (local) to his list of class skills, instead of Knowledge (nature).

This alters the inquisitor's class skills.

Meticulous Inspection (Ex): A royal accuser gains a morale bonus equal to 1/2 his inquisitor level on all Perception checks (minimum +1).

This ability replaces stern gaze.

Detect Monsters and Secrets (Sp): At 2nd level, a royal accuser can use *detect aberration*^{APG}, *detect secret doors*, and *detect undead* at will. He can only use one of these at any given time.

This ability replaces detect alignment.

Favored Enemy (Ex): At 3rd level, a royal accuser gains favored enemy, as the ranger class feature. He must choose his favored enemy from the following list: aberration, dragon, humanoid (orc), humanoid (shapechanger), and undead. He gains another favored enemy at 9th and 15th levels.

This replaces solo tactics and the teamwork feats gained at 3rd, 9th, and 15th levels.

Informed Hunch (Su): At 6th level, once per day, a royal accuser can contemplate an ongoing investigation he is involved in and potentially know whether his hunches are on the right track.

This functions as *augury*, except if it succeeds, the royal accuser gets one of the following results in place of weal, woe, or weal and woe. The royal accuser treats his inquisitor level as his caster level.

- Correct (if the hunch is the exact truth, such as if a particular individual is responsible for a

crime, or if a particular organization is behind a series of events).

- Incorrect (if the hunch is entirely off base, such as if a suspected individual had nothing to do with a crime, or a suspected organization had no interest or hand in a series of events).
- On the right track (if the hunch is partially correct, such as if a suspected individual participated in a criminal conspiracy or had foreknowledge of the crime in question, or if a suspected organization directly profited from and knew about but did not entirely orchestrate a series of events).

This replaces the teamwork feat granted at 6th level.

Greater Detect Magic (Sp): At 12th level, a royal accuser can use *greater detect magic* (*Ultimate Intrigue* 212) at will.

This ability replaces the teamwork feat granted at 12th.

Final Sway (Ex): At 18th level, a royal accuser's word and intuition are greatly trusted and valued. Once per day, when using the influence system (*Ultimate Intrigue* 102) and interacting with an individual or organization with whom he has at least minor sway or is respected (rank 2), the royal accuser can treat his influence as two steps higher for the purposes of making a single request of that individual or organization. Alternatively, he can treat an individual's attitude toward him as up to two steps higher for the purpose of such a request.

This replaces the teamwork feat granted at 18th level.

Studious Librarian (Bard Archetype)

Studious librarians are bards that have studied long in great libraries of the Inner Sea region, such as Taldor's Kitharodian Academy in Oppara, Forae Logos and the Pathfinder Society's Skyreach in Absalom, and the Grand Library of Eto in Osirion.

Scribe Scroll: A studious librarian gains Scribe Scroll as a bonus feat.

This ability replaces distraction.

Comparative Arcane Studies (Su): At 6th level, the studious librarian is exposed to a wide variety of magical writing, and can use his own magic to duplicate spells from other classes' spell lists. Once per day, a studious librarian can cast any spell from the bard, sorcerer/wizard, or witch spell lists from a scroll or spellbook in hand as if it were one of his bard spells known, expending a bard spell slot of the same spell level to cast the desired spell. Casting a spell from a scroll this way does not cause the spell to vanish from the scroll. A spell cast in this way cannot be modified by metamagic. The studious librarian gains one additional daily use of this ability at 10th level and again every 4 bard levels thereafter, to a maximum of four times per day at 18th level.

This ability replaces *suggestion* and jack-of-all-trades.

Critical Research Focus (Ex): At 8th level, the studious librarian threatens a critical hit on a Research check

(*Ultimate Intrigue* 148) with a roll of 18, 19, or 20. He gains a +4 bonus on Research checks to confirm a critical hit.

This ability replaces dirge of doom.

Perfect Recollection (Ex): At 19th level, the studious librarian can always take 20 on Knowledge checks.

This ability replaces *mass suggestion*.

One with the Library (Ex): At 20th level, the studious librarian can replace one of her spells known with any bard spell from a scroll once per day by studying the scroll for 1 hour. Doing so erases the spell from the scroll.

This ability replaces deadly performance.

Tinkerer (Alchemist Archetype)

Tinkerers constantly dabble in clockworking, creating special familiars that they regularly upgrade and with which they form bizarre bonds. Many worship Brigh and can be found throughout Golarion, especially in dwarven and gnome communities.

Clockwork Bond (Ex): At 1st level, a tinkerer forms a bond with one of her creations, and begins play with it at no cost. This functions as the familiar option of the wizard's arcane bond class feature, with the tinkerer's effective wizard level equal to her alchemist level. If a tinkerer would gain a familiar through another class, those levels stack for purposes of determining the familiar's abilities.

A tinkerer's familiar can take any shape the tinkerer wishes, but its statistics and abilities are identical to a clockwork spy (*Pathfinder RPG Bestiary* 3 58) with the normal adjustments and abilities for a familiar applied, and it is a construct with the clockwork subtype. At 3rd level, if the tinkerer has the infusion^{APG} discovery, a clockwork spy familiar can deliver the tinkerer's extracts with a range of touch for her. At 7th level, a clockwork spy can communicate with constructs with the clockwork subtype. Unlike most familiars, a clockwork spy does not grant special abilities to its master.

With 1 minute of work and a successful DC 15 Heal check, a tinkerer can restore 1d4 hit points to her clockwork spy familiar. At 4th level, a tinkerer can restore 1d6 hit points to her familiar in this same way. This amount increases to an additional 1d6 hit points every 4 levels thereafter (2d6 at 8th level, 3d6 at 12th level, 4d6 at 16th level, and 5d6 at 20th level).

This ability replaces mutagen. A tinkerer cannot choose the cognatogen^{UM} or mutagen^{UM} discoveries.

Tinkering (Ex): At 2nd level, a tinkerer can spend 1 hour working on her clockwork spy familiar to enhance it with one of the options from the following list. At 5th level, the tinkerer can choose a second option from the list. The same option cannot be chosen twice.

A tinkerer can change the enhancements applied to her familiar, but doing so takes 1 hour of work per enhancement she wishes to change.



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- The clockwork spy familiar gains DR 2/adamantine.
- The clockwork spy familiar gains resist cold 5.
- The clockwork spy familiar gains resist fire 5.
- The clockwork spy's slam attack deals 1d3 points of damage.
- The clockwork spy gains a +5 alchemical bonus on Stealth checks.
- The clockwork spy gains darkvision 120 feet.
- The clockwork spy gains a +2 resistance bonus on Reflex saving throws.
- The clockwork spy gains a +2 resistance bonus on Will saving throws.
- The clockwork spy gains a +2 natural armor bonus.
- The clockwork familiar's maneuverability is average.
- This ability replaces poison resistance +2, poison use, and poison resistance +4.

Clockwork Familiar (Ex): At 6th level, the tinkerer turns her familiar into a clockwork familiar (*Pathfinder RPG Bestiary 5 57*) that takes any form she wishes. She must choose which type of item is installed in the clockwork familiar. She gains the clockwork familiar at no cost, as if she were a 7th-level spellcaster with the Improved Familiar feat.

This ability replaces swift poisoning.

Greater Tinkering (Ex): At 8th level, a tinkerer can spend 1 hour working on her familiar to enhance it with one of the options from the following list. A tinkerer can change the enhancement applied to her familiar, but doing so takes 1 hour.

- The clockwork familiar's bite attack deals 1d4 points of damage.
- The clockwork familiar gains DR 10/adamantine.
- The clockwork familiar gains any feat for which it qualifies as a bonus feat.
- The clockwork familiar gains a +10 alchemical bonus on Stealth checks.

This ability replaces poison resistance +6.

Clockwork Upgrade (Ex): At 10th level, a tinkerer has learned how to change the type of magic item her clockwork familiar can carry. This requires 1 hour of uninterrupted work. A tinkerer can change the type of item her clockwork familiar carries only once every 24 hours. Additionally, a tinkerer can remove a spent item and install a new one as a move action.

This ability replaces poison immunity.

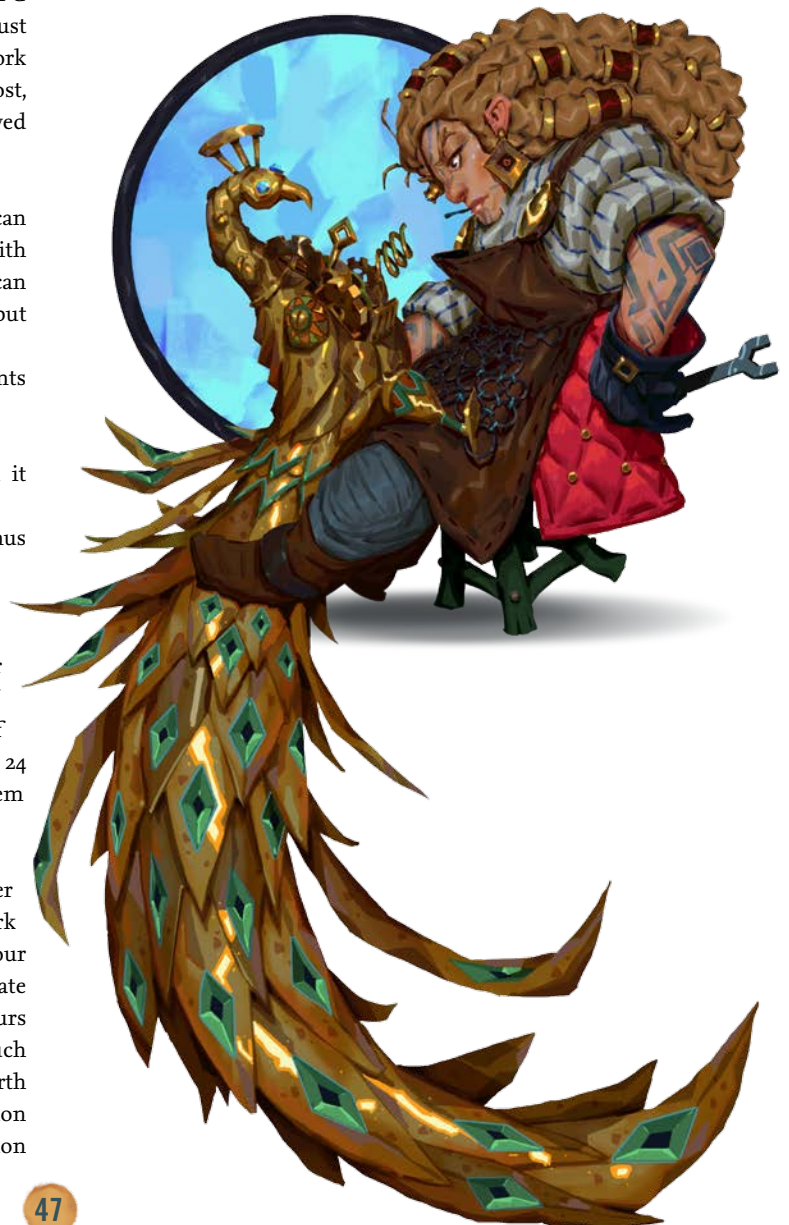
Clockwork Mimicries (Ex): At 14th level, a tinkerer can use her mechanical mastery to create clockwork mimicries of powerful magic items. Doing so takes 1 hour of uninterrupted work, and allows the tinkerer to create a wondrous item that functions for a number of hours per day equal to her alchemist level. When creating such a clockwork item, the tinkerer must use materials worth an amount equal to the wondrous item's construction cost. She need not meet any of the item's other creation

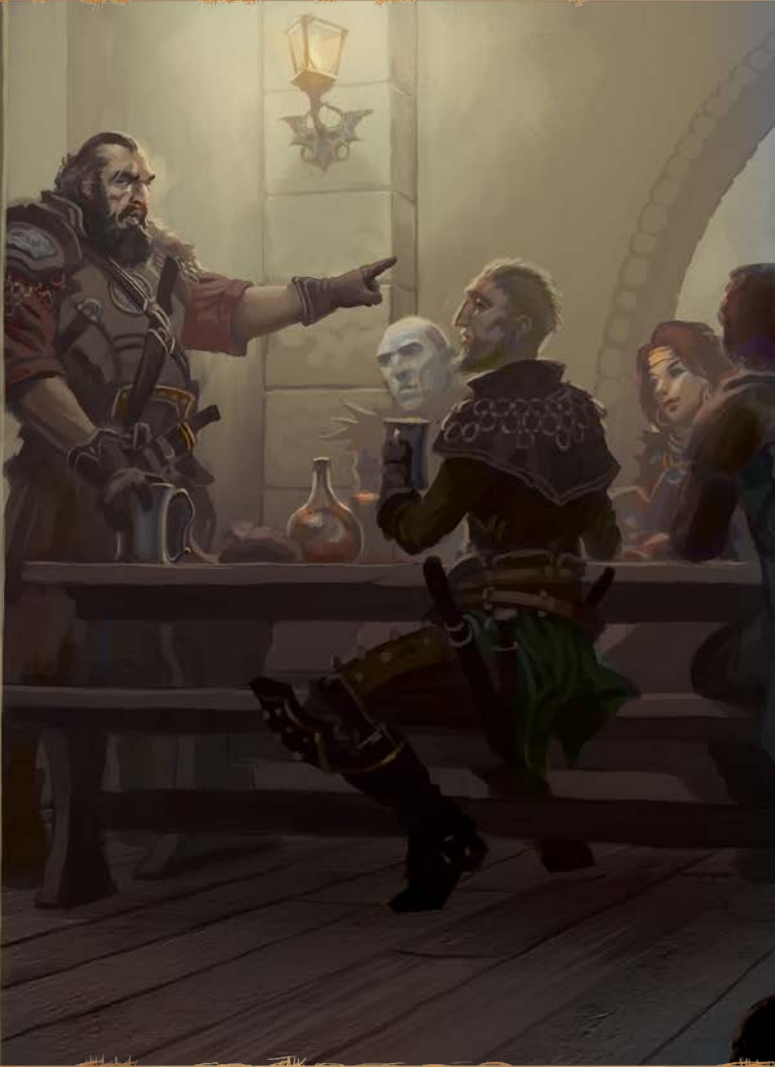
requirements. A tinkerer cannot create a mimicry of a consumable wondrous item or a wondrous item with finite charges, and she can have only one mimicry at a time. The clockwork item never functions as a wondrous item for any other creature.

The tinkerer can spend 1 hour disassembling a clockwork mimicry and reassembling it into a mimicry of a different wondrous item. When she disassembles a clockwork mimicry, she can salvage parts worth half of the mimicry's creation cost. She still must pay the full creation cost for the new mimicry. This resets the duration the mimicry functions per day.

This replaces persistent mutagen.

Discoveries: The following discoveries complement the tinkerer archetype: combine extract^{APG}, dilution^{APG}, elixir of life^{APG}, enhance potion^{APG}, eternal potion^{APG}, extend potion^{APG}, infusion^{APG}, and promethean disciple^{OA}.





Intrigue Toolbox

“If you ever find yourself on a job and the hilt of your weapon doesn’t feel quite right, or the taste of your gruel is off, beware. Nothing may happen for a while—hours, even. The best poisons hit you when you least expect it. You could be relaxing with a pint, only to feel your fingers go numb. Or you could take a punch in a bar fight and suddenly become terrified. That’s when your enemies will strike. The worst of it isn’t even really the poison; it’s knowing that every odd smell might eventually cost you your mark, or even kill you. It’s fighting dirty. Then again, no one ever said life is fair.”

—Latenia Mavonus, noted Varisian thief and scoundrel



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Any character undertaking a scheme benefits from having the right tools for the job—whether they are alchemical equipment, mundane gear, poisons, magic items, or specialized spells. Whatever form they might take, having a bevy of tricks up one's sleeve can be the only way to stay one step ahead of the competition.

The equipment and magic presented in this chapter are designed to tie intrigue-focused characters closer to the organizations and nations of the Inner Sea region; some of these options were formulated by a specific group to accomplish a specific task, while others serve a more general purpose and typically see wider use. GMs should keep in mind that many of these options are available only from appropriate experts or on the black market, and should use discretion when determining whether they are available in a general locale.

Where applicable, the nation, faith, or organization tied to each option is listed in the entry's descriptive text or as part of its name. However, an option associated with a specific nation could still see use among organizations elsewhere in the Inner Sea region, or even in more distant places on Golarion. In these cases, the options are often known by slightly different names and yet usually retain the same details and functions.

EQUIPMENT

The alchemical items, gear, and poisons presented in this chapter are available for the prices indicated below.

Alchemical Items

| Item | Price | Weight | Craft DC |
|----------------------|--------|--------|----------|
| Antidote | Varies | — | Varies |
| Calistria's kindness | 3 gp | — | 20 |
| Chameleon pill | 100 gp | — | 15 |
| Wasp guts | 100 gp | 2 lbs. | 20 |

Other Gear

| Item | Price | Weight |
|------------------|----------|---------|
| Broadsheet | 6 sp | — |
| Piecemeal weapon | 50 gp | 10 lbs. |
| Wing staff | 1,000 gp | 6 lbs. |

Poisons

| Poison | Type | Fort DC | Onset | Frequency | Effect | Cure | Price |
|--------------------------|----------|---------|------------------|-------------------|-------------------------------------------------|---------|----------|
| Blackfingers' silence | Injury | 14 | — | 1/rd. for 4 rd. | Muteness 1 rd. | 1 save | 400 gp |
| Breath of the Mantis God | Inhaled | 21 | Injury | 1/min. for 6 min. | 1d4 bleed; see text/1d3 Con | 2 saves | 1,300 gp |
| Calistria's revenge | Ingested | 16 | Drinking alcohol | 1/min. for 6 min. | 1d2 Dex | 2 saves | 500 gp |
| Chelish deathapple | Ingested | 23 | 1 min. | 1/min. for 2 min. | Deathlike trance 1 min./deathlike trance 8 hrs. | 1 save | 200 gp |
| Marvelous fear gas | Inhaled | 17 | Injury or fear | 1/min. for 4 min. | Shaken 10 min./1d2 Wis | 1 save | 150 gp |
| Twilight illness | Contact | 19 | Eating food | 1/hr. for 8 hr. | Nauseated 1 hr. and sickened 1 day | 1 save | 750 gp |
| Vessel between | Ingested | 20 | Sickened | 1/min. for 4 min. | 1d2 Con and Wis | 2 saves | 400 gp |

MAGIC ITEMS

In addition to weapon special abilities, rings, a rod, and various wondrous items on the table below are presented in this chapter. This chapter also presents new building materials (see page 56) and room augmentations (see page 57) to complement the downtime rules found in *Pathfinder RPG Ultimate Campaign*.

The random treasure table below can be used to supplement those presented in the *Pathfinder RPG Core Rulebook*, or you can roll on this table instead of using the "roll twice" option when it appears on another table.

Rings, Rod, and Wondrous Items

| d% | Item | Price | Source |
|--------|--------------------------------------|-----------|---------|
| 1-7 | <i>Brastlework brew</i> | 150 gp | Page 52 |
| 8-13 | <i>Platter of exquisite feasting</i> | 250 gp | Page 55 |
| 14-19 | <i>Elixir of amnesia</i> | 500 gp | Page 53 |
| 20-25 | <i>Kitharodian pen</i> | 720 gp | Page 54 |
| 26-31 | <i>Charmer's kiss</i> | 750 gp | Page 53 |
| 32-37 | <i>Medicinal bezoar</i> | 1,600 gp | Page 55 |
| 38-41 | <i>Mask of the cursed eye</i> | 2,500 gp | Page 54 |
| 42-45 | <i>Spectacles of lip reading</i> | 3,000 gp | Page 56 |
| 46-49 | <i>Holdout wand wrap</i> | 4,000 gp | Page 54 |
| 50-53 | <i>Bloodlink</i> | 4,800 gp | Page 52 |
| 54-58 | <i>Kyonin bliss</i> | 4,800 gp | Page 54 |
| 59-62 | <i>Memory musk gourd</i> | 4,800 gp | Page 55 |
| 63-66 | <i>Toastmaster's teacup</i> | 5,000 gp | Page 56 |
| 67-70 | <i>Masterful gray gloves</i> | 5,400 gp | Page 55 |
| 71-73 | <i>Chelish listening trumpet</i> | 10,000 gp | Page 53 |
| 74-76 | <i>Chalice of poison</i> | 10,800 gp | Page 53 |
| 77-79 | <i>Forger's friend</i> | 11,200 gp | Page 53 |
| 80-82 | <i>Triple eyes of vivid auras</i> | 15,000 gp | Page 56 |
| 83-85 | <i>Saboteur's gloves</i> | 15,240 gp | Page 55 |
| 86-88 | <i>Hat of infinite disguises</i> | 25,000 gp | Page 54 |
| 89-91 | <i>Rod of the alicorn</i> | 25,000 gp | Page 55 |
| 92-94 | <i>Witness hunter's ring</i> | 25,200 gp | Page 56 |
| 95-96 | <i>Harrow deck of secret schemes</i> | 32,400 gp | Page 53 |
| 97-98 | <i>Survivor's ring</i> | 56,160 gp | Page 56 |
| 99-100 | <i>Seamless skin</i> | 70,000 gp | Page 55 |

EQUIPMENT

The following alchemical items, gear, and poisons are available from disreputable Inner Sea merchants.

Alchemical Items

All of these alchemical substances can be made by a character with the Craft (alchemy) skill; the DC to craft each item is listed in its description.

| | |
|-----------------|--------------|
| ANTIDOTE | PRICE varies |
| | WEIGHT — |

Generally stored in a glass vial, an antidote is formulated to counteract a specific poison chosen at the time of the antidote's creation. Drinking the antidote grants a +10 alchemical bonus on saving throws against that poison for 4 hours. If the imbiber succeeds at a saving throw with this bonus, she is automatically cured even if she would not normally be cured by successful saving throws or the number required to cure her has not been met yet. However, the antidote has no effect against other poisons. An antidote's price is half that of the poison it counteracts. An antidote has no effect against a magical poison. The Craft (alchemy) DC to create an antidote is equal to the save DC of the poison.

| | |
|-----------------------------|------------|
| CALISTRIA'S KINDNESS | PRICE 3 GP |
| | WEIGHT — |

This tonic reduces menstrual pains and dramatically reduces the chances of conception during sexual intercourse if taken daily for 1 month. The effects last as long as it is taken daily thereafter. Each bottle contains 30 doses. Crafting it requires a successful DC 20 Craft (alchemy) check.



| | |
|-----------------------|--------------|
| CHAMELEON PILL | PRICE 100 GP |
| | WEIGHT — |

This pill causes the imbiber's skin to shift colors and patterns to match whatever is behind her. As long as a significant portion of her skin is exposed (her head and forearms, for example), the imbiber gains a +4 circumstance bonus on Stealth checks for 4 hours. This bonus doesn't stack with that granted by *invisibility*, *vanish*^{APG}, or similar magical effects. Crafting a chameleon pill requires a successful DC 15 Craft (alchemy) check.

| | |
|-----------------|---------------|
| WASPGUTS | PRICE 100 GP |
| | WEIGHT 2 lbs. |

This golden, oily alchemical reagent can be applied to any surface or delivered as a touch attack (the wielder exposes herself unless she uses a glove and disposes of it afterward). A creature or object marked with waspguts attracts angry insects. Vermin within 30 feet attack the target over other available creatures. Wasps are affected at a range of up to 1 mile; in most environments where wasps live, the target is stung by at least one wild wasp per hour. The effect lasts 8 hours or until washed or scraped off (a full-round action). Waspguts can also

be thrown as a splash weapon. A direct hit deals no damage, but exposes the target to the waspguts' effects. Crafting waspguts requires a successful DC 20 Craft (alchemy) check.

Adventuring Gear

The following gear is available from many vendors, particularly those with shady reputations.

| | |
|-------------------|------------|
| BROADSHEET | PRICE 6 SP |
| | WEIGHT — |

Most broadsheets circulate the latest news in the city where they were printed. Most cities in technologically developed nations with printing presses have multiple wealthy or government-backed publishers that put out broadsheets. A broadsheet typically provides information as if the reader had attempted a Diplomacy check to gather information about the topic of the broadsheet (usually news of current politics, scandals, or business) and the result of the check were 10. Rather than 1d4 hours, gathering information in this way takes only as long as is required to read the broadsheet. Broadsheets printed with engraved-plate printing presses are at least a few weeks out of date, but those printed with movable-type presses can contain news from as recently as yesterday.

| | |
|-------------------------|----------------|
| PIECEMEAL WEAPON | PRICE 50 GP |
| | WEIGHT 10 lbs. |

This set of belts, buttons, straps, and metal pieces can be disassembled and reassembled with 1 minute of effort to create any light or one-handed melee or martial weapon with which the assembler is proficient (no further Craft check is required).



It can be used this way repeatedly. All weapons created with a piecemeal weapon have and cannot lose the broken condition. A piecemeal weapon can be used to create only a single weapon at a time, and it can't be enhanced to create magical weapons. A light weapon created with a piecemeal weapon grants a +4 bonus on Sleight of Hand checks to hide it on one's person.

| | |
|-------------------|----------------|
| WING STAFF | PRICE 1,000 GP |
| | WEIGHT 6 lbs. |

This quarterstaff can unfold two sails on each side to become a simple glider that takes up no more space than its wielder. With a successful DC 10 Fly check as a full-round action, any Small or Medium creature holding the unfurled glider can glide downward at a 45-degree angle in a straight or diagonal line at a speed of 60 feet per round. Unfolding the wings is a full-round action. The wing staff imposes a -4 penalty on Fly checks because of its poor maneuverability and cannot be used to fly at other angles. A character may gain an advantage in an appropriate terrain tile during a pursuit (*Pathfinder RPG Ultimate Intrigue* 142), such as



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taking a shortcut by gliding over a forest. A wing staff's sails have AC 9 and hardness 0, and take double damage from acid and fire attacks. The sails have 20 hit points; if they take 9 points of damage, the sails and the staff gain the broken condition, and the sails don't function until repaired. When the sails are furled, a wing staff functions as a normal quarterstaff and can be enhanced as normal (this doesn't affect the sails), though if the staff gains the broken condition, the sails are also broken.

Poisons

Many shadowy organizations around the Inner Sea have developed unique poisons to advance their schemes.

Triggered Poisons: Numerous Inner Sea poisons are designed to take effect only after exposure to a particular stimulus. Poisons in this section with onset triggers list the specific triggers in their Onset entries (rather than a number of rounds, minutes, or days). A character who fails his Fortitude saving throw upon exposure doesn't start attempting saving throws against the poison's effects until exposed to the listed stimulus.

Some triggered poisons have initial and secondary effects. The first time after an affected character triggers the poison and fails a saving throw to resist the poison, the character suffers the initial effect. If the affected character fails any subsequent saving throws, he suffers the secondary effect. Unless noted otherwise, a triggered poison that isn't triggered after 1 day has no effect.

BLACKFINGERS' SILENCE

PRICE 400 GP
WEIGHT —

Type injury; **Save** Fortitude DC 14

Frequency 1/round for 4 rounds

Effect unable to speak (even to cast spells) for 1 round;

Cure 1 save

This poison is typically used by cultists of Norgorber to silence those who might tell secrets they want kept.

BREATH OF THE MANTIS GOD

PRICE 1,500 GP
WEIGHT —

Type inhaled; **Save** Fortitude DC 21

Onset injury; **Frequency** 1/minute for 6 minutes

Effect 1d4 bleed; see text; **Secondary Effect**

1d3 Constitution damage; **Cure** 2 saves

This red toxin is made only by Red Mantis assassins to ensure a target's death, and Red Mantis often task initiates with creatively administering it to victims

before their assassination. Once an affected creature fails its saving throw against this poison's initial effect, if the creature dies before this poison is cured or runs its course, any spellcaster who attempts to raise the creature from the dead must first attempt a concentration check (DC = 10 + the dead creature's total Hit Dice).



CALISTRIA'S REVENGE

PRICE 500 GP
WEIGHT —

Type ingested; **Save** Fortitude DC 16

Onset consuming one or more alcoholic drink; **Frequency** 1/minute for 6 minutes

Effect 1d2 Dexterity damage; **Cure** 2 saves

This poison is traditionally brewed as part of Calistrian revenge plots against traitorous lovers.

CHELISH DEATHAPPLE

PRICE 200 GP
WEIGHT 1/2 lb.

Type ingested; **Save** Fortitude DC 23

Onset 1 minute; **Frequency** 1/minute for 2 minutes

Effect enter a deathlike trance for 1 minute; see below;

Secondary Effect remain in this deathlike trance for 8 hours; **Cure** 1 save

This poison is culled from specially bred thornapples, and is often administered on the skin of an apple itself. It is typically employed to fake the deaths of dissidents so their disappearances don't attract attention. Creatures in the deathlike trance this poison causes are unconscious and can't be woken by mundane means; a successful DC 25 Heal check is required to realize the victim is alive. The victim can be shaken from this trance with any magical healing (including *lesser restoration*, as appropriate).

MARVELOUS FEAR GAS

PRICE 150 GP
WEIGHT 1/2 lb.

Type inhaled; **Save** Fortitude DC 17

Onset injury or affected by any fear condition or effect;

Frequency 1/minute for 4 minutes

Effect shaken for 10 minutes (this can't produce a more severe fear effect); **Secondary Effect** 1d2 Wisdom damage; **Cure** 1 save

This poison is the creation of the Guild of Wonders in Absalom, whose members hunt down and intimidate their enemies.

TWILIGHT ILLNESS

PRICE 750 GP
WEIGHT —

Type contact; **Save** Fortitude DC 19

Onset eating food; **Frequency** 1/hour for 8 hours

Effect nauseated for 1 hour and then sickened for 1 day; **Cure** 1 save

This poison is used by Twilight Talons to render targets too ill to work for a day—long enough to impersonate them.

VESSEL BETWEEN

PRICE 750 GP
WEIGHT —

Type ingested; **Save** Fortitude DC 20

Onset sickened; **Frequency** 1/minute for 4 minutes

Effect 1d2 Constitution and Wisdom damage; **Cure** 2 saves

Daggermark assassins speak of this poison as if it were a companion helping them bear their victims along the road from life to death.

MAGIC ITEMS

The following magic items and weapon special abilities are popular among information brokers, thieves, and other agents of intrigue throughout the Inner Sea region.

Weapon Special Abilities

Shady characters from across the Inner Sea region employ the following weapon special abilities with dastardly intent.

| OBLIVIATING | |
|--------------------------------|----------------|
| PRICE +2 bonus | CL 10th |
| AURA modern enchantment | |

This special ability can be placed only on bludgeoning melee weapons. Whenever the wielder deals critical hit damage or sneak attack damage with an *obliviating* weapon, the victim loses all memory of the previous 1d6 minutes unless it succeeds at a DC 16 Fortitude saving throw. If it fails the saving throw, it becomes flat-footed until the start of its next turn.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST +2 bonus |
|----------------------------------|----------------------|

Craft Magic Arms and Armor, *modify memory*

| TRAINING | |
|---------------------------------|---------------|
| PRICE +1 bonus | CL 3rd |
| AURA faint transmutation | |

Popular among those who seek to impersonate skilled warriors, a *training* weapon grants one combat feat to the wielder as long as the weapon is drawn and in hand. The feat is chosen when this special ability is placed on the weapon. That feat cannot be used as a prerequisite for any other feats and functions for the wielder only if she meets its prerequisites. Once chosen, the feat stored in the weapon cannot be changed.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST +1 bonus |
|----------------------------------|----------------------|

Craft Magic Arms and Armor, *magic weapon*, creator must have the chosen combat feat and its prerequisites

| TRANSFORMATIVE, GREATER | |
|----------------------------------|----------------|
| PRICE +15,000 GP | CL 15th |
| AURA strong transmutation | |

A *greater transformative* weapon becomes any other weapon the wielder desires when a command word is spoken. The weapon cannot become ammunition, but can freely change between simple, martial, exotic, light, one-handed, two-handed, melee, and ranged. The weapon retains all of its enhancement bonuses and weapon special abilities. However, abilities prohibited by its current shape do not function. For example, a *keen greater transformative* weapon functions normally in the form of a piercing or slashing weapon, but cannot use the *keen* special ability when in the shape of a bludgeoning weapon. A double

weapon that loses the double quality cannot use the abilities on one of its ends (wielder's choice), whereas a non-double weapon that gains the double quality applies all its abilities to only one end. When unattended for 1 day, the weapon reverts to its true shape.

| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST +7,500 GP |
|----------------------------------|-----------------------|

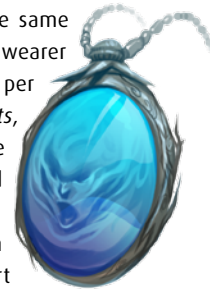
Craft Magic Arms and Armor, *polymorph any object*

Specific Magic Items

The Inner Sea region abounds with magic items crafted for underhanded purposes.

| BLOODLINK | | | |
|------------------------------------------|-----------------|------------------|---------------|
| PRICE 4,800 GP | WEIGHT — | SLOT neck | CL 3rd |
| AURA faint evocation and illusion | | | |

This amulet allows the wearer to use the same spells many drow can cast innately. The wearer can use each of the following spells once per day as a spell-like ability: *dancing lights*, *darkness*, and *faerie fire*. In addition, while wearing this item, the wearer is granted the ability to speak and understand Undercommon and gains proficiency with the hand crossbow, the rapier, and the short sword. While the target is wearing the amulet, she radiates the aura of a chaotic evil creature for the purposes of spells such as *detect chaos* and *detect evil*. A *bloodlink* can serve as the focus for a *recorporeal incarnation* spell (see page 61).



| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 6,075 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *bestow weapon proficiency^{UC}*, *comprehend languages*, *dancing lights*, *darkness*, *faerie fire*, *misdirection*

| BRATTLEWARK BREW | | | |
|-------------------------------|---------------------|------------------|---------------|
| PRICE 150 GP | WEIGHT 1 lb. | SLOT none | CL 3rd |
| AURA faint enchantment | | | |

This magical alcoholic beverage was invented by brewers of Brastlewark engaged in a contest to produce the most inventive heady ale. It is most often drunk willingly, though some bartenders throughout the Inner Sea region serve it to unsuspecting patrons as an expensive but ultimately harmless prank. The drinker finds any joke unbearably funny for 1 minute. Any Perform (comedy) check with a result of at least 10 + the drinker's Will save modifier attempted within 30 feet causes the drinker to collapse in gales of laughter, unable to take any action but attempt suppress the laughter as a full-round action (Will DC 15). If the drinker succeeds at the save, that laughing fit ends, but this success offers no protection against future jokes.

| | |
|----------------------------------|-------------------|
| CONSTRUCTION REQUIREMENTS | COST 75 GP |
|----------------------------------|-------------------|

Craft Wondrous Item, *hideous laughter*



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CHALICE OF POISON

PRICE 10,080 GP | **WEIGHT** 1 lb. | **SLOT** none | **CL** 7th
AURA moderate necromancy

This chalice can be made to a variety of specifications, but is usually elegantly designed. Once per day when the user speaks a command word, the next time any potable liquid is poured into the chalice, it is infused with *poison*, as per the spell (Fortitude DC 16), which can be delivered as an ingested or contact poison (chosen when the command word is spoken). The poison remains potent for 24 hours, after which it becomes inert.



CONSTRUCTION REQUIREMENTS | **COST** 5,040 GP

Craft Wondrous Item, *poison*

CHARMER'S KISS

PRICE 750 GP | **WEIGHT** — | **SLOT** none | **CL** 7th
Aura moderate enchantment

This small stick of colored wax is encased in a wooden cylinder to allow for easier application to the lips. As a standard action, a dose of *charmer's kiss* can be applied to the user's lips; this dose lasts for 4 hours or until discharged. During that time, the user can deliver the lipstick to one target creature as a standard action (for willing targets) or a melee touch attack. The target of this attack must succeed at a DC 16 Will saving throw or be affected by *charm monster* for 7 minutes. A target of a creature type different from the wearer receives a +2 bonus on this saving throw. One stick of *charmer's kiss* has enough wax for 3 doses. This is a mind-affecting charm and *poison^{UM}* effect.

CONSTRUCTION REQUIREMENTS | **COST** 375 GP

Craft Wondrous Item, *charm monster*

CHELISH LISTENING TRUMPET

PRICE 10,800 GP | **WEIGHT** 1 lb. | **SLOT** none | **CL** 5th
Aura faint divination

This silver ear trumpet resembles the popular mundane item used for listening to Chelish opera and has elaborate spirals carved along its 1-foot length. While held to the ear, the trumpet makes it easier to hear sounds in a 200-foot cone emanating from the trumpet; the user ignores the DC increase for distance applied to sound-based Perception checks. However, this does not negate the DC modifiers for listening through closed doors, walls, or the like.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

ELIXIR OF AMNESIA

PRICE 500 GP | **WEIGHT** — | **SLOT** none | **CL** 5th
AURA faint enchantment

This elixir, derived from ambergris and cytillesh fungus, is used by spies, secret agents, and hidden cultists to erase their own memories if they might become a liability to themselves or their allies. When drinking the elixir, the drinker can select one event or specific piece of information (such as the password to enter a thieves' guild, the secret identity of a local vigilante, or the location of stashed loot) to forget (Will DC 14 negates). The forgotten memory can be restored only with a *modify memory* spell or similar effect. This is a mind-affecting compulsion enchantment.



CONSTRUCTION REQUIREMENTS | **COST** 250 GP

Craft Wondrous Item, *modify memory*

FORGER'S FRIEND

PRICE 11,200 GP | **WEIGHT** 5 lbs. | **SLOT** none | **CL** 7th
AURA moderate divination

This leather satchel contains a forger's kit—quills, ink, parchment, and sealing wax—as well as personal oddments ranging from braids of hair to heirloom brooches. When attempting to create a forgery, the user can place within the *forger's friend* a personal possession or other item connected to the person whose handwriting the user wants to forge. After 24 hours, any forgery made with paper or parchment also kept within the satchel for that duration is supernaturally convincing beyond the +2 circumstance bonus granted by the forger's kit itself. A creature attempting to detect the forgery takes a penalty on its Linguistics check equal to the penalty a target of a *scrying* spell would take based on the contents of the *forger's friend*. The *forger's friend* can acclimate the forging gear within to only one creature at a time.

CONSTRUCTION REQUIREMENTS | **COST** 5,600 GP

Craft Wondrous Item, *scrying*

HARROW DECK OF SECRET SCHEMES

PRICE 34,400 GP | **WEIGHT** — | **SLOT** none | **CL** 9th
AURA moderate divination

Members of Absalom's prominent houses sometimes employ this variant harrow deck (*Pathfinder Campaign Setting: The Inner Sea World Guide* 293) to communicate covertly with their fellow schemers. The deck includes the standard 54 cards plus an additional six trump cards. The trumps cards can be removed from the deck, which can then be used to perform normal harrowings.



As a standard action, the user can hand a trump card from the deck to a willing creature. By performing a variant

harrowing that involves only the user and takes 10 minutes to complete, the user can learn the name of the most recent spell or magic item used to divine information about the trump card's recipient or learn the content of messages sent concerning the recipient within 1 mile.

Once per day, the user can speak a command word to reveal the information carried by the most recent such divination or message, as well as an identifying feature of the caster or item user. The caster or item user can negate this intrusion with a successful DC 16 Will saving throw. (If the saving throw fails and the user later casts *scrying* or uses a similar magical effect targeting the caster or item user, the user is treated as if he had met the target.)

The recipient of the trump card can convey a simple message of up to 25 words to the deck's user by concentrating while tearing up the card as a standard action. The next variant harrowing performed as described above reveals the message instead of its usual effect. Once all six trumps have been destroyed, the deck loses its power. A trump card can be returned to the deck instead of being used to convey a message.

| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST 16,200 GP |
|----------------------------------|-----------------------|

Craft Wondrous Item, *detect scrying, sending*

| HAT OF INFINITE DISGUISES | | | |
|-------------------------------|---------------------|------------------|----------------|
| PRICE 25,000 GP | WEIGHT 1 lb. | SLOT head | CL 11th |
| AURA moderate illusion | | | |

This large, elaborate, and colorful hat is festooned with trinkets from at least a dozen different cultures. The wearer can disguise herself (but not other creatures) at will with a command word, as per *veil*. A second command word removes the disguise. When part of a disguise, the hat can be changed to appear as any appropriate accessory.

| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST 12,500 GP |
|----------------------------------|-----------------------|

Craft Wondrous Item, *veil*

| HOLDOUT WAND WRAP | | | |
|-------------------------------|-----------------|------------------|----------------|
| PRICE 4,000 GP | WEIGHT — | SLOT none | CL 10th |
| AURA moderate illusion | | | |

Each end of this unassuming, 8-inch leather cord is adorned by a polished silver bead. A wand around which a *holdout wand wrap* has been wound and tied (a standard action) can be commanded to change its shape and appearance to assume the form of another object of a similar size and shape (such as a feather, a folded fan, or a spoon). The wand retains all its properties (including its weight) when so disguised but does not radiate magic. Only *true seeing* or similar magic reveals the true nature of a wand disguised by a *holdout wand wrap*. Whenever the disguised wand is activated, the *holdout wand wrap's* effects are suppressed for 1 minute.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 2,000 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *disguise self, magic aura*

KITHARODIAN PEN

| | | | |
|---------------------------------|-----------------|------------------|---------------|
| PRICE 720 GP | WEIGHT — | SLOT none | CL 1st |
| AURA faint transmutation | | | |

The *Kitharodian pen* is an ink pen that produces its own ink and never needs to be refilled. The user or last person to touch the pen can speak a command word to cause it to begin taking dictation, recording all words audible from its square. The pen has a Perception modifier of +0 and can write in all languages but does not translate or enable its user to read what it has written. If held in hand, the user can relax while the pen writes, seeming to be taking the dictation, but the pen ceases to move of its own accord as long as the user intentionally attempts to control its movements. The pen writes as quickly as the words are spoken, but if multiple creatures speak over each other, each speaker must attempt a Charisma check each round and the pen transcribes only the words of the speaker with the highest result. A different command word causes the pen to cease writing. The pen transcribes for up to 1 hour per day in 10-minute increments.

| | |
|----------------------------------|--------------------|
| CONSTRUCTION REQUIREMENTS | COST 360 GP |
|----------------------------------|--------------------|

Craft Wondrous Item, *disguise self, unseen servant*

KYONIN BLISS

| | | | |
|-------------------------------|-----------------------|------------------|---------------|
| PRICE 4,800 GP | WEIGHT 1/2 lb. | SLOT none | CL 3rd |
| AURA faint enchantment | | | |

This minty-smelling salve is commonly used by Calistrian elves to render unsuspecting victims more susceptible to magical manipulation, typically to glean information from them in intricate revenge plots. When applied to the skin as a standard action—usually incorporated into a massage or cosmetic procedure—*Kyonin bliss* creates a sense of mild euphoria that lasts for 10 minutes (Will DC 14 negates). The salve can be applied to an unwilling creature as a melee touch attack. A creature affected by *Kyonin bliss* must attempt a concentration check to cast spells (DC = 15 + the spell's level). Additionally, the victim rolls twice and takes the lower result on saving throws against divinations, enchantments, and illusions. This is a mind-affecting poison^{UM} effect.



| | |
|----------------------------------|--------------------|
| CONSTRUCTION REQUIREMENTS | COST 250 GP |
|----------------------------------|--------------------|

Craft Wondrous Item, *touch of idiocy*

MASK OF THE CURSED EYE

| | | | |
|------------------------------|---------------------|------------------|---------------|
| PRICE 2,500 GP | WEIGHT 1 lb. | SLOT face | CL 3rd |
| AURA faint necromancy | | | |

This mask is decorated with a staring, bloodshot eye. Anyone other than an ally who observes the wearer using a *scrying* spell or pierces any of his magical disguise (including invisibility and polymorph effects) with a divination spell is blinded for 1d4 minutes (Fortitude DC 16 negates) and the



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wearer receives a brief mental glimpse of the perpetrator. This is enough to enable *scrying* or teleportation to investigate the perpetrator, but the wearer is considered to have no familiarity with the subject. The mask can trigger only once per day, after which it falls dormant until the next midnight.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 1,250 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *blindness/deafness*

MASTERFUL GRAY GLOVES

| | | | |
|-----------------------|-----------------------|-------------------|---------------|
| PRICE 5,400 GP | WEIGHT 1/2 lb. | SLOT hands | CL 3rd |
|-----------------------|-----------------------|-------------------|---------------|

AURA faint illusion

These dark-gray leather gloves are extremely supple and are popular among the worshipers of Norgorber. They grant a +10 bonus on Sleight of Hands checks to take something from a creature unnoticed.



Additionally, three times per day, when a creature notices the wearer's Sleight of Hand check to take something from it, the wearer can cause the object to become invisible as an immediate action, allowing the wearer to disavow the theft.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 2,700 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *invisibility*

MEDICINAL BEZOAR

| | | | |
|-----------------------|-----------------------|------------------|---------------|
| PRICE 1,600 GP | WEIGHT 1/2 lb. | SLOT none | CL 8th |
|-----------------------|-----------------------|------------------|---------------|

AURA moderate conjuration

Anyone who swallows this finger-sized stony mass is subject to *neutralize poison* and gains a +4 bonus on saving throws against addiction for 24 hours. Once swallowed, the bezoar dissolves and its power is spent.

| | |
|----------------------------------|--------------------|
| CONSTRUCTION REQUIREMENTS | COST 800 GP |
|----------------------------------|--------------------|

Craft Wondrous Item, *neutralize poison*

MEMORY MUSK GOURD

| | | | |
|-----------------------|---------------------|------------------|----------------|
| PRICE 4,800 GP | WEIGHT 1 lb. | SLOT none | CL 16th |
|-----------------------|---------------------|------------------|----------------|

AURA strong enchantment

This delicious-looking gourd is infused with a pungent musk derived from plants gathered in the southern jungles of the Mwangi Expanse. The gourd can be thrown as a splash weapon. Anyone within 10 feet of the point of impact is dazed and blinded by the fumes for 1d4 rounds and forgets the events of the previous round.



A successful DC 20 Will saving throw mitigates the effect. Those who succeed at the saving throw are merely dazzled for 1 round. This is a mind-affecting poison^{UM} effect. A wielder with the bombs class feature can spend 1 use of that ability to use the ability's DC instead.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 2,400 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *modify memory, waves of ecstasy^{UM}*

PLATTER OF EXQUISITE FEASTING

| | | | |
|---------------------|---------------------|------------------|---------------|
| PRICE 250 GP | WEIGHT 1 lb. | SLOT none | CL 1st |
|---------------------|---------------------|------------------|---------------|

AURA faint transmutation

This silver, oval-shaped platter can hold up to 1 cubic foot worth of food. Once per day, the platter's user can activate the item to transform its contents into another type or quality of food of the user's choosing. The transformed food looks and smells just like actual food of its new type, but retains its original texture, taste, nourishment, and level of fulfillment. Spoiled or poisoned food remains so and is detectable as such under magical or supernatural scrutiny.

| | |
|----------------------------------|--------------------|
| CONSTRUCTION REQUIREMENTS | COST 125 GP |
|----------------------------------|--------------------|

Craft Wondrous Item, *purify food and drink*

ROD OF THE ALICORN

| | | | |
|------------------------|----------------------|------------------|---------------|
| PRICE 25,000 GP | WEIGHT 5 lbs. | SLOT none | CL 9th |
|------------------------|----------------------|------------------|---------------|

AURA moderate conjuration

This twisted wooden rod resembles the horn of a unicorn. Three times per day, the user can touch the rod to a target as a standard action and heal it with *cure light wounds*. Once per day, the user can heal a creature in this way with *cure moderate wounds*. Once per day, the user can also cast *neutralize poison* on a target in this way.



| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST 12,500 GP |
|----------------------------------|-----------------------|

Craft Rod, *cure light wounds, cure moderate wounds, neutralize poison*, creator must be good-aligned

SABOTEUR'S GLOVES

| | | | |
|------------------------|-----------------------|-------------------|---------------|
| PRICE 15,240 GP | WEIGHT 1/2 lb. | SLOT hands | CL 8th |
|------------------------|-----------------------|-------------------|---------------|

AURA moderate abjuration

These gloves of thick leather do not impair delicate work and grant a +4 competence bonus on Disable Device checks to disable magic traps. Once per day, a wearer trained in Disable Device can command the gloves to alter an unattended magic item she touches to incorporate a trap. The wearer attempts a caster level check using the higher of her caster level or the gloves' caster level (DC = 11 + the target item's caster level). If the check is successful, the target item is marked with a *glyph of warding* (blast glyph only) that lasts for up to 1 day.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 7,620 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *glyph of warding*

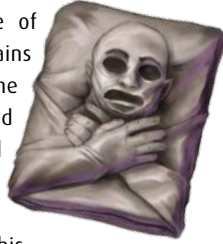
SEAMLESS SKIN

| | | | |
|------------------------|----------------------|------------------|----------------|
| PRICE 70,000 GP | WEIGHT 8 lbs. | SLOT body | CL 14th |
|------------------------|----------------------|------------------|----------------|

AURA strong necromancy

This skin has been removed from a specific humanoid creature and magically preserved. Any creature no more than one size category different from the skinned creature

can don the skin with 1 minute of effort, whereupon the wearer gains the physical appearance and size the skinned creature had while alive, and its abilities as defined in the spell *alter self*, but not its immunities, weapon proficiencies, weaknesses, or spell resistance. Otherwise, this effect functions like *recorporeal incarnation*.



| | |
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| CONSTRUCTION REQUIREMENTS | COST 35,000 GP |
|----------------------------------|-----------------------|

Craft Wondrous Item, *recorporeal incarnation* (see page 61)

SPECTACLES OF LIP READING

| | | | |
|-----------------------|---------------------|------------------|---------------|
| PRICE 3,000 GP | WEIGHT 1 lb. | SLOT eyes | CL 1st |
|-----------------------|---------------------|------------------|---------------|

AURA faint divination

These eyeglasses are engraved with owl's feathers. The wearer can understand the words of anyone she can see speaking a language she understands if she succeeds at a DC 0 Perception check (modified by distance and conditions as normal).

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 1,500 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *comprehend languages*

SURVIVOR'S RING

| | | | |
|------------------------|-----------------|------------------|----------------|
| PRICE 56,160 GP | WEIGHT — | SLOT ring | CL 18th |
|------------------------|-----------------|------------------|----------------|

AURA strong illusion

This ring is shaped like a silver snake with an onyx in its mouth. Once per day, if the wearer would be reduced to 0 or fewer hit points but not be dead, she is instead reduced to 0 hit points and subject to an effect similar to *mislead*. Her illusory double appears to die or to take on the dying condition in her place, as appropriate for the negated effect. The wearer cannot control the double. In addition, the wearer can touch the ring's stone as a standard action once per day to use *dimension door* but only while the ring's *mislead* effect is active.

| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST 25,080 GP |
|----------------------------------|-----------------------|

Forge Ring, *death ward*, *dimension door*, *mislead*

TOASTMASTER'S TEACUP

| | | | |
|-----------------------|-----------------------|------------------|---------------|
| PRICE 5,000 GP | WEIGHT 1/4 lb. | SLOT none | CL 5th |
|-----------------------|-----------------------|------------------|---------------|

AURA faint abjuration

This porcelain teacup is used by poisoners to administer lethal doses to even the most suspicious of victims. When a dose of ingested poison is placed in the toastmaster's teacup and a command word is spoken, the cup absorbs the poison so it cannot be detected. When the teacup's user speaks a second command word (it need not be the same user), the poison reappears and taints any liquid within the cup.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 2,500 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *nondetection*, *poison*

TRIPLE EYES OF VIVID AURAS

| | | | |
|------------------------|---------------------|------------------|---------------|
| PRICE 15,000 GP | WEIGHT 1 lb. | SLOT eyes | CL 5th |
|------------------------|---------------------|------------------|---------------|

AURA faint divination

These three-eyed goggles allow the wearer to discern subtler auras that would normally be hidden by more powerful auras when using *detect evil*, *detect magic*, *identify*, and other detection spells, provided the auras are no more than one step different in strength.



If the detection would normally be automatically foiled by an illusion or abjuration but *arcane sight* (or another detection effect of 3rd level or lower) would have a chance of seeing through that effect, the wearer gets a chance to see through it even with lower-level detection effects.

Three times per day, the wearer of the *triple eyes of vivid auras* can use *greater detect magic*^{UI} with a command word.

| | |
|----------------------------------|----------------------|
| CONSTRUCTION REQUIREMENTS | COST 7,500 GP |
|----------------------------------|----------------------|

Craft Wondrous Item, *arcane sight*, *greater detect magic*^{UI}

WITNESS HUNTER'S RING

| | | | |
|------------------------|-----------------|------------------|---------------|
| PRICE 25,200 GP | WEIGHT — | SLOT ring | CL 7th |
|------------------------|-----------------|------------------|---------------|

AURA moderate divination

This ring's deep red stone hides the image of an eye within an eye or the symbol of a secret society, since many secret societies create these rings to protect their most important agents and leaders. By concentrating on the ring as a move action, the wearer learns whether he is being observed and whether it is by one or by more than one creature. Once per day, the wearer can use *locate creature* on command to target creatures that are currently observing him. In addition, the wearer can cast *detect scrying* once per day on command.

| | |
|----------------------------------|-----------------------|
| CONSTRUCTION REQUIREMENTS | COST 12,600 GP |
|----------------------------------|-----------------------|

Forge Ring, *detect scrying*, *locate creature*

BUILDING MATERIALS

Master architects across the Inner Sea region and beyond use the following building materials to protect against thieves and spies as well as invaders.

Dead-Magic Wall: Dead-magic walls incorporate cold iron runes that negate all magic passing through, as described in the spell *antimagic field*. If a room is enclosed on all sides (including the ceiling and floor) by dead-magic walls, the area within functions as an *antimagic field*. Creating a dead-magic wall requires the spell *antimagic field*, the expenditure of 3,000 gp for each 5-foot-wide-by-10-foot-tall section of wall, and the creator to have the Craft Wondrous Item feat.

Lead-Lined Walls: Lead-lined walls block nearly all divinations from passing through, but are ineffective as long as any door is open so much as a crack. Detection and location magic generally is blocked as long as there is



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an unbroken lead barrier directly between the caster and the protected creature or object, but scrying effects, *discern location*, and other spells that aren't limited to straight lines of effect are blocked only if the protected creature or object is seamlessly enclosed by lead-lined walls. Because of this and the fact that they are rumored to cause insanity in anyone who dwells within long enough, these walls are rarely used in any structures other than vaults and panic rooms. The price includes adding lead lining to any doors, shutters, and other openings into the room so that the lead seal is complete when they are closed. A room sealed fast against divination from all directions by lead is also airtight, potentially suffocating anyone trapped inside. A lead-lined wall costs an extra 250 gp for each 5-foot-wide-by-10-foot-tall section of wall. This augmentation cannot be applied to paper walls.

Secrecy Runes: Magically reinforced walls can incorporate secrecy runes to prevent magic from allowing someone to see within. Sounds cannot pass out of an area enclosed by secrecy runes on all sides (including ceilings and floors), as long as all exits are closed. In addition, the runes block divinations of or below a specified spell level (as indicated on the table below) from entering an area enclosed by secrecy runes on all sides (including ceilings and floors), even while portals to the area are open. See the table below for prices and the maximum level of spells each type of runes can block. Creating secrecy runes requires the Craft Wondrous Item feat, the spell *mage's private sanctum*, and the expenditure of the listed amount of gold for each 5-foot-by-10-foot section of wall.

| Runes of Secrecy | Maximum Spell Level of Divination Blocked | Cost per Section of Wall* |
|------------------|-------------------------------------------|---------------------------|
| Lesser | 3rd | 350 gp |
| Medium | 5th | 1,050 gp |
| Superior | 7th | 2,100 gp |

* A section of wall is 5 feet wide by 10 feet tall.

ROOM AUGMENTATIONS

The following room augmentations can be used to incorporate the above modifications to rooms and structures described in the downtime rules (*Pathfinder RPG Ultimate Campaign* 90).

DEAD MAGIC WALLS (AUGMENTATION)

Benefit suppresses all magic in the room

Create 150 Goods, 75 Labor, 435 Magic (48,000 gp); **Time** 90 days

Size as original room, up to 8 squares

All walls in the room are dead magic walls, as described above.

LEAD-LINED WALLS (AUGMENTATION)

Benefit blocks all divinations when all portals are closed

Create 100 Goods, 100 Labor (4,000 gp); **Time** 20 days

Size as original room, up to 8 squares

All walls in the room are lead-lined walls, as described above.

RUNE-INScribed WALLS, LESSER (AUGMENTATION)

Benefit prevents eavesdropping and divinations of 3rd level or lower from being used to spy on the room

Create 30 Goods, 10 Labor, 48 Magic (5,600 gp); **Time** 15 days

Size as original room, up to 16 squares

All walls in the room are built with lesser secrecy runes, as described above.

RUNE-INScribed WALLS, MEDIUM (AUGMENTATION)

Benefit prevents eavesdropping and divinations of 5th level or lower from being used to spy on the room

Create 60 Goods, 20 Labor, 152 Magic (16,800 gp); **Time** 30 days

Size as original room, up to 16 squares

All walls in the room are built with medium secrecy runes, as described above.

RUNE-SCRIBED WALLS, SUPERIOR (AUGMENTATION)

Benefit prevents eavesdropping and divinations of 7th level or lower from spying on the room

Create 120 Goods, 40 Labor, 304 Magic (33,600 gp); **Time** 45 days

Size as original room, up to 16 squares

All walls in the room are built with superior secrecy runes, as described above.



SPELLS

The following spells are used by spellcasters dabbling in intrigue across the Inner Sea region and beyond.

APATHY

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** bard 4, mesmerist 4, psychic 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components S, V, M (a shiny bead)

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

Target one creature

Duration 1 hour/level

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

You cause a creature to temporarily lose interest in a passion or pursuit, taking the heat off your trail to facilitate a getaway, the finalization of a scheme, or the elimination of incriminating evidence. When casting the spell, you designate a subject or activity about which the target becomes indifferent. While under the effects of *apathy*, the target takes a –5 penalty on all skill checks and ability checks to investigate, pursue, or otherwise advance its goals in relation to the designated subject. In most cases, however, the target does not attempt such checks if they can be avoided, as it simply has no interest in putting effort into the endeavor.

If the chosen activity is something that would be harmful for the target to refrain from doing (such as eating, sleeping, or holding its breath underwater), the target receives a +5 bonus on the saving throw or other check required by its inaction, and receives a new saving throw to negate the effects of this spell with the same +5 bonus immediately after. The bonus on these saving throws and checks increases by 1 for each subsequent check required by the same condition. If you directly interact with the target of this spell (such as engaging it in combat or targeting it with another spell or effect), the spell immediately ends.

ASSUMED LIKENESS

School illusion (phantasm) [emotion^{UM}, mind-affecting];

Level bard 1, magus 2, medium 1, mesmerist 1, occultist 2, psychic 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

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

Duration 10 minutes/level (D)

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

You draw upon the memories of the targets to create a visual disguise for yourself that only they can see. When you cast the spell, you choose an emotion from the table below. Each target perceives you as a creature it feels that way toward. If it doesn't feel that way toward anyone, it instead perceives you as a stranger with features likely to

evoke that emotion (e.g., if you choose respect, a guard who was taught to respect her elders but who currently knows no elders might see you as an elderly version of yourself). Since you don't know how you will appear to each target, you must match your actions and statements to fit with the illusion as best you can. While the spell grants a +10 bonus on Disguise checks like *disguise self* does, you also take a –5 penalty on Disguise checks until you can get a sense of who the target thinks you are. Each target who fails to disbelieve the phantasm and is fooled by your Disguise check takes a –2 penalty on Sense Motive checks to notice your lies, and each emotion choice grants you an additional benefit against such targets, as listed in the table below.

| Emotion | Effect |
|---------|--------------------------------------------|
| Fear | +4 bonus on Intimidate checks |
| Hate | +2 bonus on attack rolls, –2 penalty to AC |
| Lust | +4 bonus on Sleight of Hand checks |
| Respect | +4 bonus on Diplomacy checks |
| Trust | +4 bonus on Bluff checks |

BRIGHTEST LIGHT

School evocation [light]; **Level** bard 4, cleric 4, druid 4, inquisitor 4, magus 4, occultist 4, paladin 4, ranger 4, shaman 4, sorcerer/wizard 4

Duration 1 hour/level (D)

This trademark spell of the Lantern Bearers, a secret elven organization, functions as *daylight*, except it lasts longer and automatically dispels lower-level darkness spells when their points of origin enter its illumination.

In addition, as a standard action once during the spell's duration, you can will the light to try to snuff out a magical darkness effect that is of an equal or higher spell level and located within 60 feet of the light this spell emits. Attempt a dispel check (1d20 + your caster level), with a DC equal to 11 + the caster level of the darkness effect. If you succeed, the darkness effect ends. Regardless of whether you are successful, the *brightest light* dims to the brightness of a torch for the spell's remaining duration.

CALISTRIA'S GUARDIAN WASPS

School conjuration (summoning); **Level** druid 3, psychic 3, ranger 3, sorcerer/wizard 3

Casting Time 10 minutes; see text

Components V, S, M (a glob of spiced honey)

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

Effect swarm of wasps that builds a nest; see text

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You summon a wasp swarm (*Pathfinder RPG Bestiary* 275) that builds a 10-foot-by-10-foot nest in the place you designate—typically under the eaves of a house, amid the rafters of a tavern, or in another obscured place. The wasp swarm takes the spell's casting time to build its nest; if the



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swarm is disrupted in any way (such as by being attacked) before you finish casting this spell, the wasps disappear and the spell fizzles.

Once the wasp swarm has built its nest, this spell also wards the area. As per *alarm*, when intruders that do not speak the password pass within 20 feet, the swarm is alerted and immediately leaves its nest and attacks the nearest intruder. The swarm pursues that intruder as best it can. Once the swarm attacks an intruder, you have no control over its target or direction of travel. When the spell ends, if the wasps have not left their nest, they and their nest disappear.

COMMUNE WITH TEXTS

School divination; **Level** bard 5, cleric 6, inquisitor 6, medium 4, occultist 4, psychic 6, sorcerer/wizard 5, spiritualist 6

Casting Time 1 minute

Components V, S, M (incense worth 250 gp)

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

Target a collection of texts

Duration 1 hour/level

You quickly absorb the knowledge in the target, which can be any assortment of books, scrolls, or other texts. During the spell's duration, you can search the texts and immediately find the most relevant information regarding any topic the collection holds, potentially including singling out spellbooks or scrolls containing individual or particular types of spells. You can attempt Knowledge checks related to the collection's topics as if you were trained in those skills, and you know whether the collection contains any information about which you failed a Knowledge check in the past 24 hours. The bonus on Knowledge checks granted by the collection of texts (if any) increases by 2.

Additionally, you always deplete the maximum number of knowledge points from a library whenever you succeed at a Research check (*Pathfinder RPG Ultimate Intrigue* 148) using the target texts while this spell is in effect, even if completing the Research check takes longer than this spell lasts. Once during the duration of this spell, for a number of minutes equal to your caster level, you can also speak with the texts about anyone who has read or handled them previously, as per *stone tell*.

DAGGERMARK'S EXCHANGE

School transmutation [poison^{UM}]; **Level** alchemist 2, cleric 3, druid 2, occultist 3, psychic 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a dose of poison)

Range personal

Target you

Duration instantaneous

You swallow a dose of poison with no effect and regurgitate a dose of a different poison (your choice) into the old container (or another you have on hand). Attempt a Craft (alchemy) check against the new poison's DC. If you succeed, you create a dose of your chosen poison. If you fail, the poison you regurgitate is inert. If you roll a natural 1, you expose yourself to the original poison (although you remain immune to that poison if you have venom immunity or a similar class feature or ability). The new poison's price must be the same as or less than the original poison's price.



DIMINISHED DETECTION

School abjuration; **Level**

alchemist 2, bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components S, V, M (a piece of wool)

Range personal

Target you

Duration 1 hour/level

You can avoid being detected when you are on the edges of some divination spells' ranges. Whenever you would normally be within the area of effect of a detection spell (such as *detect magic*, *detect evil*, or *detect undead*), the area of effect is reduced by half for the purposes of the spell's caster detecting you or your possessions. The caster of the detect spell is unaware of this reduction in her spell's range; she simply does not detect you.

DONGUN SHAPER'S TOUCH

School transmutation; **Level** alchemist 2, occultist 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** no

You create an alchemical residue on your hands that allows you to reshape any nonmagical, unattended object with

hardness 19 or less as though it were clay. Objects with hardness 9 or less are like soft clay, allowing you to reshape up to 1 cubic foot per round of effort. Objects with hardness 10 or higher are harder to mold, allowing you to reshape up to 1/4 cubic foot per round. The object retains its new shape for 24 hours before returning to its original shape. This spell does not allow you to reshape a portion of a large object, such as a wall; you must be able to reshape the entire target within the spell's duration or the spell fizzles and has no effect.

DREAM REALITY

School illusion (compulsion) [mind-affecting]; **Level** alchemist 5, bard 5, cleric 6, mesmerist 5, occultist 5, psychic 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V

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

Target one creature

Duration 1 minute/level (D)

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

You cause the target to perceive the world as if in a dream. When the spell ends, the target forgets all identifying details of events that transpired while the spell lasted. The memories were not taken from it; rather, its mind never recorded the memories as real in the first place. If *modify memory* is cast upon it before the spell ends, the target remembers these events. A target under the effect of *lullaby* before this spell is cast applies its penalty to the saving throw against this spell.

IMPLANT URGE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, medium 1, mesmerist 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 hour/level

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

You make the target unconsciously desire a goal you define when you cast this spell. The DC of any Diplomacy check to ask the target to act in a way that it believes will lead it toward that goal decreases by 5. The target takes a -2 penalty on saving throws against mind-affecting effects that compel it to act in a way that it believes will lead it toward that goal. Spells that reveal the target's goals or thoughts reveal the implanted urge as the target's most important goal and the target does not register as thinking of anything else as long as it is presented with the focus of its urge or a way to move toward its goal. Anyone studying the target's thoughts can notice the implanted nature of this urge with a successful caster level check.

INVEIGLE MONSTER

School enchantment (charm) [mind-affecting]; **Level** bard 5, mesmerist 5, psychic 6, sorcerer/wizard 7, witch 7

Target one living creature

Duration 1 day/level

This spell functions as *inveigle person* except as noted above.

INVEIGLE PERSON

School enchantment (charm) [mind-affecting]; **Level** bard 3, mesmerist 3, psychic 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, M (a drop of alcohol)

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

Target one humanoid creature

Duration 1 hour/level

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

You cause the target to become extremely amiable. The target treats all other living creatures as if it were friendly toward them. Any overtly hostile or harmful act toward the target by any living creature ends the spell.

An inveigled creature attempts to fulfill multiple requests in the same manner as it would favors for its true friends. If such requests conflict, it usually chooses the more reasonable option—overriding this preference requires succeeding at an opposed Charisma check, as if under multiple forms of mental control (*Pathfinder RPG Core Rulebook* 209).

NEX'S SECRET WORKSHOP

School abjuration; **Level** medium 4, mesmerist 5, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, summoner 5

Components V, S, M (diamond dust worth 150 gp)

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

Targets any number of creatures or objects in range

Designed to protect a large number of items from rivals of the Arclords of Nex, this spell functions as *nondetection* except as noted above. You can exclude any creatures or objects in the spell's range when casting this spell, if you wish.

OATH OF ANONYMITY

School illusion (glamer); **Level** bard 0, inquisitor 0, medium 0, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 10 minutes/level

You swear an oath not to reveal your identity, magically preventing anyone from discovering it so long as you avoid revealing your face or other easily identifiable features. The spell distorts your voice and subtly alters your body language and the appearance of your gear and any animals you use, whether as companions, mounts, or otherwise. This spell does not make you appear to be a different creature type, nor does it change your apparent height or body type.



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This spell provides you with a +10 bonus on Disguise checks to conceal your identity, but not on checks to impersonate anyone in particular. This spell distorts the appearance of your voice, gear, and animals in the same way each time, essentially creating an alternate persona that can be recognized by those who have observed it before.

RECORPOREAL INCARNATION

School necromancy; **Level** sorcerer/wizard 7, witch 7

Casting Time 10 minutes

Components V, S, F (a gem worth at least 250 gp)

Range touch

Target one willing living creature and one humanoid corpse

Duration 1 week/level

Saving Throw none; **Spell Resistance** no

Recorporeal incarnation effectively replaces the target living creature's body with that of the target corpse. The target corpse must be fresh—either dead for no more than 24 hours or appropriately preserved by an effect such as *gentle repose*. While casting the spell, you must remain in contact with the corpse while touching the living target with the focus item. As the spell is cast, the dead body's flesh unravels like ribbons to sheathe the living target, who must be within one size category of the corpse. While the spell is in effect, the focus item must remain within 30 feet of the target living creature.

The living target gains the physical appearance and size of the corpse, and gains its abilities as defined in *alter self* as well as any immunities, weapon proficiencies, weaknesses, and spell resistance the dead target had while living. The living target gains a +20 circumstance bonus on Disguise checks to impersonate the individual whose corpse is targeted by this spell. The disguise created by *recorporeal incarnation* lasts for a number of weeks equal to your caster level, or until the focus item is moved more than 30 feet away from the living target. When the effect ends, the living target returns to its normal form, sloughing off the corpse's flesh.

The greatest strength of *recorporeal incarnation* is the difficulty of detecting it as a disguise. If subjected to *detect magic*, the living target sheds no magical aura, though the focus item gives off an aura of strong necromantic magic. *True seeing* does not reveal the living target's true form, since the corpse's flesh magically obscures it. The spell *detect undead* and similar effects indicate the living target is an undead creature, but the target is not truly undead, and is not affected by any other effects that target undead creatures. *Recorporeal incarnation* does not disguise the target's alignment.

If the living target of *recorporeal incarnation* dies while the spell is in effect, the spell continues. Any *raise dead* or similar spell cast upon that target resurrects that target, not the corpse flesh. Since *recorporeal incarnation* destroys the majority of the target corpse's physical remains, the target corpse cannot be restored to life except by *miracle*, *resurrection*, *true resurrection*, or *wish*.

Recorporeal incarnation can be made permanent by a 15th-level caster using *permanency* with a material component worth 17,500 gp.

ROTTING ALLIANCE

School necromancy [curse^{UM}, disease^{UM}]; **Level** cleric 8, druid 8, inquisitor 6, occultist 6, witch 8

Casting Time 1 standard action

Components V, S

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

Target one living creature/level, no two of which can be more than 60 feet apart

Duration permanent

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

You curse two or more creatures to sicken and waste away while in each others' company. Each target that fails a Fortitude save becomes cursed with a wasting sickness. The disease has no onset period, and those who contracted it must attempt a second Fortitude save immediately. A target that fails this second saving throw takes 1d6 points of Constitution damage and 1d6 points of Charisma damage. Every day thereafter, each target that was within 100 feet of another target during the previous 24 hours takes 1d6 points of Constitution damage and 1d6 points of Charisma damage (reroll to determine the specific amount of damage each day). A successful Fortitude save negates the damage for that day only.

A target cannot be healed of damage from this disease (naturally or by magic) while the target is within 100 feet of another target. If healed of such damage while away from other targets, a target might take damage again the day they reconvene. This disease is a curse, and can never be cured by successful saving throws. The spell can be ended on a single target only with a successful casting of *remove curse* followed by a successful casting of *remove disease* while the target is within 100 feet of at least one other target. When the curse remains on only one target, it ends automatically.

SEALED SENDING

School conjuration (creation) [language-dependent]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range unlimited

Effect one nonmagical parchment with a written message

Duration 1 hour/level or until discharged

Saving Throw none (harmless); **Spell Resistance** no (harmless)

You create a scroll bearing a message in any language you can speak, with a maximum length of 50 words. The scroll magically appears anywhere you have viewed at least once on the same plane of existence you are on now. When the spell ends or when the message has been read completely, the scroll disintegrates, leaving no trace. This spell cannot be detected, traced, or blocked by any spell of a lower level.

SEARCHING SHADOWS

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect shadows in a 10-foot-radius spread

Duration concentration

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

Strands of shadow probe an area, searching for a creature or object you specify by shape, size, or texture. Each round, the shadows attempt a Perception check on the squares they touch with a total bonus equal to your caster level + your Charisma or Intelligence modifier, whichever is higher. You can move the shadows up to 30 feet or change the search criteria as part of concentrating on the spell. Whenever the shadows come into contact with a creature with spell resistance, you must attempt a caster level check to overcome its spell resistance. If you fail, the spell ends.

When the shadows locate a desired item or creature, you are aware of its shape and size and can order the shadows to try to seize it. If the shadows are seeking a creature, the area they cover becomes difficult terrain for that creature, and the creature must succeed at a Reflex saving throw or become entangled and unable to move. Changing the criteria of the creature or object sought or moving the shadows away from an entangled target frees it. If the target is an object carried by a creature, the shadows attempt a disarm or steal^{APG} combat maneuver check as appropriate, using the same modifier as for their Perception check. The shadows can pick up and move unattended, nonmagical objects that weigh up to 5 pounds.

SEEDS OF INFLUENCE

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** bard 3, medium 3, mesmerist 3, psychic 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components S, M (a rose)

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

Targets one creature

Duration 1 hour/level (D)

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

You leave a magical trace in the mind of a creature with an attitude of at least indifferent toward you. The target takes a cumulative -2 penalty on its Will save to negate the spell for each step by which its attitude is better than indifferent.

The target takes a -2 penalty on saving throws against divination spells you cast. You can target that creature with mind-affecting spells of a spell level lower than *seeds of influence* as if those spells were modified by Enlarge Spell (the modified spell doesn't take longer to cast and doesn't use a higher-level spell slot). Whenever the target succeeds at a saving throw against a divination or mind-affecting spell you cast, *seeds of influence* ends for that target. A creature can

be subject to only one *seeds of influence* spell at a time; later castings of *seeds of influence* remove any previous casting.

SEEDS OF INFLUENCE, GREATER

School enchantment (compulsion) [emotion^{UM}, mind-affecting]; **Level** bard 5, medium 4, mesmerist 5, psychic 7, sorcerer/wizard 7, witch 7

Duration 1 day/level (D)

This spell functions as *seeds of influence*, except that if the target is protected by a spell that grants immunity, spell resistance, or a saving throw bonus against a divination or mind-affecting spell you cast on the target, you can attempt caster level checks to dispel each such effect before applying the effects of those protections against the spell. The DC of the caster level check to dispel each effect is equal to 11 + the effect's caster level. Such spells cast on the target while *greater seeds of influence* is active grant no protection against *greater seeds of influence*.

SEEK SHELTER

School enchantment (compulsion) [fear, mind-affecting]; **Level** bard 4, cleric 5, inquisitor 4, mesmerist 4, psychic 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S

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

Targets all non-hostile creatures with 4 or fewer HD in a 30-ft. spread

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes
You send an empathic urge to seek safety both as fast as possible and in an orderly fashion, and to remain in such secure locations for the duration of the spell. Targets with 5 or more Hit Dice are unaffected. When you cast the spell, you can designate a fortified location—either general (such as “indoors”) or specific (such as “the local garrison”)—for the targets to attempt to reach. If you do not specify a location for the targets to retreat to, they attempt to find safety to the best of their ability. Affected creatures defend themselves normally but attack only if provoked.

SUBSTITUTE TRAIL

School transmutation; **Level** druid 4, ranger 4

Casting Time 1 standard action

Components V, S

Target 1 creature/level; see text

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

This spell can affect any creatures with which you interacted in the last 24 hours. You alter the trails left by the chosen creatures, making it appear that another creature with which you are familiar left the trail instead (you must have met the creature with which you are familiar). If a tracker exceeds the DC of the skill check to follow the trail by an amount equal to



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your caster level, the tracker recognizes that the trail has been manipulated by this spell, although it cannot see the trail's true nature unless it uses magical means, such as *true seeing*.

TRANSFIGURING TOUCH

School transmutation; **Level** alchemist 5, occultist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (alchemical reagents worth 1 gp or the value of the created material, whichever is more)

Range touch

Target object touched, up to 1 cubic foot per level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create an alchemical residue on your hands that gradually converts a touched, unattended, nonmagical object into iron, paper, or wood (your choice). The spell converts at most 1 cubic foot of material per caster level you have; if the object is larger than the maximum volume, the transfiguration stops once that amount of matter has been converted. If your caster level is at least 14th, you can opt to create lead. If your caster level is at least 19th, you can opt to create precious metals. If you create a precious metal, you must use an equivalent value of alchemical reagents as a material component (5 sp per pound of copper, 5 gp per pound of silver, 50 gp per pound of gold, 500 gp per pound of platinum).

TRUE SKILL

School divination; **Level** alchemist 1, bard 1, magus 1, medium 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S, V

Range personal

Target you

Duration 1 minute/level

When faced with an important situation, you grant yourself a magical edge to ensure your success. When casting this spell, select one skill for which you can attempt a skill check. The next time you attempt a skill check using the selected skill (before the spell's duration ends), you gain an insight bonus on the check equal to 1/2 your caster level (minimum 1).

VIOLENT ACCIDENT

School transmutation [curse^{UM}]; **Level** cleric 2, mesmerist 2, occultist 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 day or until discharged

Saving Throw Reflex half; see text; **Spell**

Resistance yes

You curse the target to suffer a violent accident

within the next 24 hours. You have no control over the form the accident takes or when it strikes. The target can avoid being cursed with spell resistance when you cast the spell, but otherwise receives no saving throw. Regardless of the accident's nature, it is magically empowered to deal an amount of damage equal to 1d8 × your caster level (maximum 5d8 points of damage), and the damage is of a type appropriate to the source of damage (such as fire for an explosion or bludgeoning for a falling object). When the accident occurs, the target can attempt a Reflex saving throw to reduce the damage by half. Although others might be surprised or inconvenienced by the accident, it damages only the target.

WANDERING TRAIL

School transmutation; **Level** druid 6

Casting Time 1 standard action

Components V, S

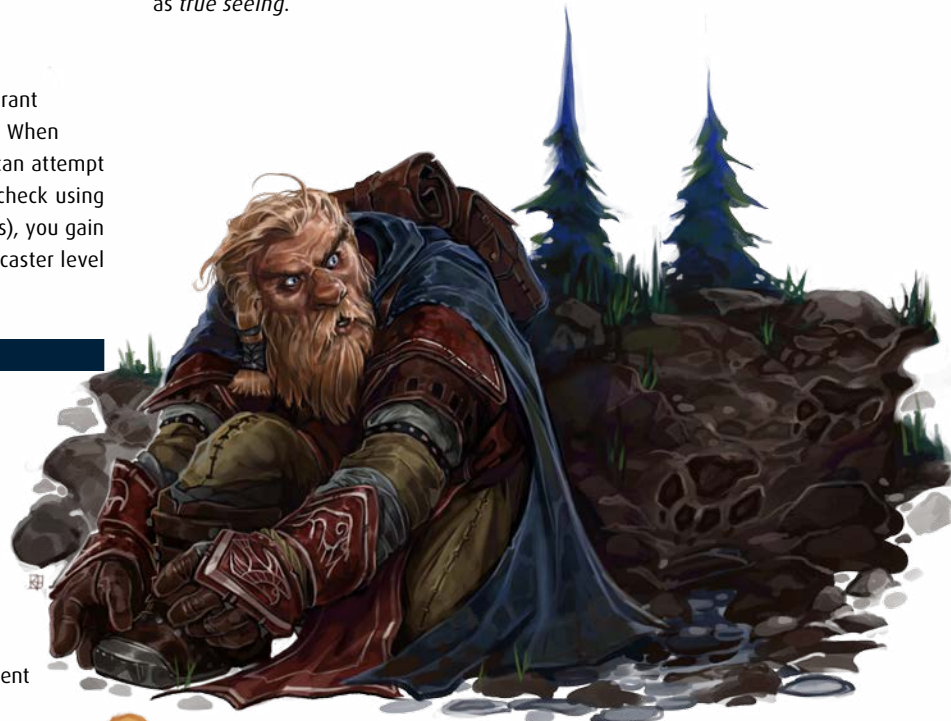
Range 1 mile/level

Target up to one creature/level within 180 feet

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

You cause the trail left by the targets within range to automatically reroute, potentially taking any course within the area. Your modification of the trail within the spell's area can result in a trail at least half the original length or up to twice the original length. If the trail continues beyond the spell's range, you must leave it connecting at that point on the edge of the spell's range. If a tracking creature exceeds the DC of the skill check to follow the trail by an amount equal to your caster level, the tracker recognizes that the trail has been manipulated by this spell, although it cannot see the trail's true nature unless it uses magical means, such as *true seeing*.



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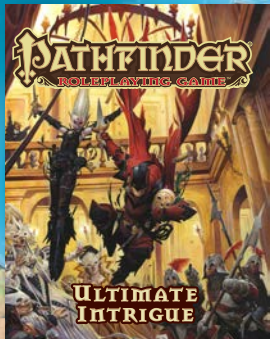
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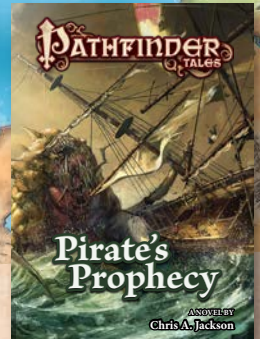
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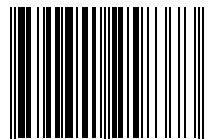
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