

PATHFINDER[®]

PLAYER COMPANION[™]



CHRONICLE OF LEGENDS



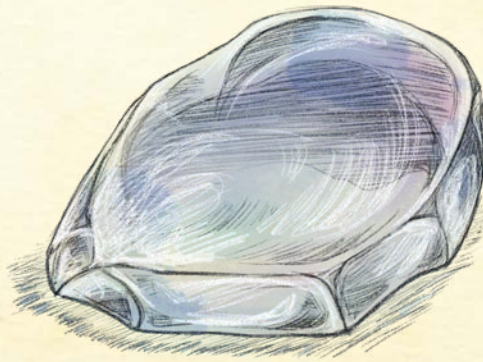
ASPIS CONCERNS

THE ASPIS CONSORTIUM HAS GROWN MORE BRAZEN IN THE PAST YEARS. THEIR ATTACK ON THE GRAND LODGE WAS A GREAT CONCERN, SO WE MUST MAKE SURE TO REMAIN EVER VIGILANT AGAINST ANY FUTURE ASPIS SCHEMES.



PATHFINDER RECRUITMENT

NOW, MORE THAN EVER, WE MUST WORK ON FINDING WORTHWHILE RECRUITS TO THE SOCIETY. MARCOS MAY NEED TO WORK DOUBLE AND HAVE TO COME UP WITH NEW STORIES TO TELL ALL OF THE INCOMING RECRUITS. I'M SURE HE'S UP TO THE TASK.



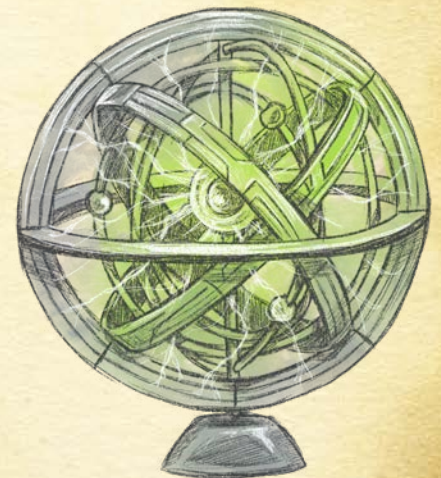
ELEMENTAL GEMS

THE *UNTOUCHABLE OPAL* MAY BE ONE OF SEVERAL PRISONS FOR THE LOST ELEMENTAL LORDS. UNFORTUNATELY THE TRAIL ON THE OTHER GEMS HAS GROWN COLD. WHILE I FEEL THAT WE MAY TRACK MORE DOWN, IT MAY NOT BE IN MY LIFETIME.



PATHFINDER CHRONICLES

THE LATEST VOLUME OF THE *CHRONICLES* HAS FINALLY APPEARED ON MY DESK. I'VE BEEN POKED AND PRODDED PLENTY FOR ITS RELEASE AND I'LL BE GLAD ONCE IT'S OUT IN THE WORLD. OF COURSE, I MUST GIVE IT ONE MORE REVIEW FOR ACCURACY...



ON THE SKY KEY

REPEATED ATTEMPTS TO REACTIVATE THE *SKY KEY* HAVE RESULTED ONLY IN DISAPPOINTMENT. IT MAY BE THAT OUR FIRST ACTIVATION WAS OUR LAST ONE AS WELL. I'VE CALLED OFF ALL FURTHER WORK ON THE *SKY KEY* FOR THE MOMENT.

PATHFINDER

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REFERENCE

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

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 4</i>	B4
<i>Adventurer's Guide</i>	AG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Pathfinder Unchained</i>	PU
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE

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ON THE COVER



Oloch, Quinn, Shandra, and Kolo take on the might of a stone colossus in this legendary illustration by David Alvarez!

INTRODUCTION



“As requested by Venture-Captain Ambrus Valsin last month, I’ve collected and prepared several excerpts from the Grand Lodge’s libraries. This chronicle holds knowledge distilled from tales of grand heroes and champions, details of prestigious techniques of elite adventurers, studies of the intricacies of advanced fields of magical research, and the secrets of powerful magical relics. In addition, I’ve taken the liberty of providing some notes from my own research on exemplars of grand concepts for the venture-captain’s consideration. I can only hope that the collected knowledge assembled here is found worthy of the Pathfinder Society.”

—Lady Altaire Iadella, Pathfinder Society field agent

EXEMPLARS OF GOLARION

This section introduces a new variety of traits known as exemplar traits. A character can have only one exemplar trait, and selecting an exemplar trait takes the place of two regular traits. Each exemplar trait is tied to a trait category, such as combat traits or regional traits; a character with an exemplar trait is no longer restricted to a single trait of that category and can select any number of such traits when gaining further traits. In addition, a character with an exemplar trait can select the Additional Traits feat (*Pathfinder RPG Advanced Player’s Guide* 150) any number of times and use the feat to gain an exemplar trait of a valid trait category for which she qualifies. Each of the following entries details one hero from the Inner Sea that serves as a model of these exemplars.

DRACONOS THE FLAMETONGUE

This Taldan knight and hero of the Third Army of Exploration was among that nation’s mightiest masters of war. His contemporaries lauded his efforts at finding peaceful resolutions whenever possible, be they through diplomacy or with a demonstration of his daunting martial prowess. While Draconos sought to avoid conflict, he was at his best when forced to engage in combat. The kinetic knight wielded a lash of liquid fire like an artist’s brush, carving a path through Belkzen’s hordes with his handpicked vanguard of elite knights, effortlessly defeating in single combat those orc champions brave enough to oppose the Taldan forces.

Artist of Battle in All Forms (Combat Exemplar): You employ complex combat tactics with ease. Choose a type of combat maneuver. You gain a +1 trait bonus on combat maneuver checks to perform that maneuver, and you do not provoke an attack of opportunity from the target unless that creature has the appropriate Improved feat, such as Improved Grapple if you attempt a combat maneuver check to grapple. For every two other combat traits you have, choose an additional type of combat maneuver to gain these benefits.

IOMEDAE THE INHERITOR

The example set by Iomedae, a mortal paladin risen to godhood, acts as inspiration to followers of many faiths

and philosophies. Her deeds of courage and valor were legend across the Inner Sea region even before she emerged in radiance from the Starstone Cathedral. Even the Inheritor's enemies cannot deny her truly exceptional dedication to her faith as a mortal and to her ideals in divinity, and many would-be heroes seek to emulate her steadfast devotion in service to their own ideals.

Faith Unshakable and Unassailable (Faith Exemplar): Your dedication to your ideals is stronger than steel. You gain a +2 trait bonus on Will saves against charm, compulsion, and fear effects. For every two other faith traits you have, this bonus increases by 1.

MAJA RYN THE ARCHIVIST

The mystic writings of Maja Ryn are still found in libraries across the Inner Sea to this day. A silksworn occultist of the Nexian court, the enigmatic mystic shrouded herself in layers of silk and veils. Maja's stock of magical lore was the envy of every Arclord, yet they shared their knowledge freely and without compunction, for their goal was the magical enlightenment of all. Their efforts led to massive throngs of hopeful students traveling to Maja Ryn for an opportunity to study under the occultist. While Maja Ryn has not been seen in centuries, their library still stands in Quantum, with magical wards and bound outsiders ensuring that none gain dominion over the palace of lore.

Curator of Mystic Secrets (Magic Exemplar): Your broad collection of lore grants unparalleled understanding of magic's underlying principles. Twice per day when spontaneously casting a spell altered by metamagic, you can do so without increasing the spell's casting time. For each other magic trait you have, you can use this trait's benefit an additional time each day.

THE TRAVELING HEARTS, AMIRIEL AND PAI SY

While travelers are found in every part of Golarion, none journeyed so widely or explored so thoroughly as the elf duelist Amiriël and the gnome alchemist Pai Sy. Wanderers, off-and-on lovers, and connoisseurs of all forms of alcohol, the women spent their long lives visiting every corner of the Inner Sea region and beyond. Tales say the explorers even found their way into Thuvia's Citadel of the Alchemist—entirely by accident—and fled with enough *sun orchid elixirs* to continue their journeys for centuries to come.

Traveler of a Hundred Lands (Regional Exemplar): You have learned the ways of many lands. Choose any two skills; each of those skills becomes a class skill for you. For every other regional trait you have, select an additional skill to treat as a class skill.

THE WITCH OF ROSES

It is possible that the Witch of Roses never existed, yet her influence over Chelish culture rivals that of Aroden himself. The villain of the Old Chelish operatic tragedy *The Winter of White Roses*, the Witch—reimagined under

Throne rulership as an antiheroine—was said to have ruled the port city of Ostenso through cunning politicking and woven webs of words, such that none could even whisper a plot against her. While she is largely believed to be a playwright's creation, white roses are a common sight in Ostenso to this day, even where they have never been planted or nurtured.

Charming Smile, Cunning Soul (Social Exemplar): You know how to guilefully weave words, sway hearts and minds, verbally destroy rivals, and pierce cunning lies. You gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks. This bonus increases by 1 for every two other social traits you have.

RULES INDEX

The following rules options in this book are detailed on the indicated pages. A number of new options are grouped together by type or theme.

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CHRONICLES OF HEROES

"I know some of you fresh-faced recruits signed up for the Swords because you value fighting over studying. Well, learning from the past isn't just for scholars and sages. The Grand Lodge's libraries hold accounts of warriors and heroes from every corner and every age of Golarion, along with the hard-won secrets of their martial techniques. Scoff all you like, but knowledge is a deadlier weapon than the sharpest sword and a stronger defense than the thickest armor of dragonhide. So, study hard—what you learn here may save your life."

—Marcos Farabellus, Pathfinder Society Master of Swords

FLYING THE FLAG OF WAR

Some knights inspire and direct their allies with specialized tactics. A cavalier or samurai can select one of the following battle standards upon gaining the banner class feature, and its benefits replace the normal benefits of the banner and greater banner class features. A battle standard functions as the banner or greater banner class feature except where otherwise noted. A cavalier or samurai who replaces the banner or greater banner class feature via an archetype cannot select a battle standard, with the following exception: a standard bearer^{UC} cavalier can select a battle standard at 1st level, and its effects increase as per the standard bearer's banner.

Fleet Standard (Ex): These banners are common among Jininese samurai. An ally who benefits from this standard increases her land speed by 5 feet and gains a +1 dodge bonus to AC during any round in which she moved at least 10 feet. This increase to land speed is an enhancement bonus. At 10th level and every 5 levels thereafter, the bonus to speed increases by 5 feet. At 14th level, an ally benefiting from the banner gains a +2 morale bonus on Reflex saving throws against effects that target an area, such as *fireball* or breath weapons. When the cavalier or samurai waves this standard, each ally within 60 feet can move up to her speed as an immediate action.

Jinx Standard (Ex): These grim fetishes are common among Jadwiga cavaliers. An ally who benefits from this standard gains a +1 bonus on caster level checks to bypass spell resistance and a +1 bonus to the DC of her hexes and necromancy or enchantment spell she casts. At 10th level and every 5 levels thereafter, the bonus on caster level checks increases by 1. At 14th level, an ally benefiting from the banner gains a +2 morale bonus on saving throws against spells or effects that deal hit point damage. When the cavalier or samurai waves this standard, a number of allies equal to the cavalier or samurai's Charisma modifier (minimum 1) within 60 feet can attempt an Intimidate check to demoralize a foe as an immediate action.

Knave Standard (Ex): The knave standard is common among cavaliers of the River Kingdoms. An ally who benefits from this standard gains a +2 dodge bonus to AC against attacks of opportunity provoked by movement and a

+1 morale bonus on attack rolls that benefit from flanking. At 10th level and every 5 levels thereafter, the bonus to AC increases by 1. At 14th level, an ally benefiting from the banner gains sneak attack +1d6; this stacks with other sources of sneak attack. When the cavalier or samurai waves this standard, a number of allies equal to the cavalier or samurai's Charisma modifier (minimum 1) within 60 feet can each attempt a feint against a foe she threatens as an immediate action.

Stalwart Standard (Ex): These banners are common among the dwarven defenders of Kraggodan. An ally who benefits from this standard gains a +2 morale bonus to CMD and a +1 morale bonus on attack rolls to creatures threatening an ally. At 10th level and every 5 levels thereafter, the bonus to CMD increases by +1. At 14th level, an ally benefiting from the banner is treated as one size category larger for the purposes of determining which creatures can affect him with combat maneuvers. When the cavalier or samurai waves this standard, each ally within 60 feet can move up to 10 feet without provoking attacks of opportunities and ignoring difficult terrain as an immediate action.

DEEDS OF RENOWN

Swashbucklers and gunslingers perform impressive deeds through their grit and panache, but some are capable of truly spectacular acts known as renowned deeds. A swashbuckler or gunslinger (though not members of other classes) can select a renowned deed for her class upon reaching the class level listed in the deed's description. This replaces the specific listed deed or deeds; if the character would not gain the appropriate deeds, she cannot select the renowned deed, as if selecting an archetype.

GUNSLINGER RENOWNED DEEDS

The following renowned deeds are available for gunslingers.

Thundering Shot (Ex): The gunslinger's shots explode with deafening reports. At 1st level, as a standard action the gunslinger can spend 1 point of grit and make a single ranged attack with a firearm. All creatures in a 15-foot cone, starting at the corner of the gunslinger's square closest to the target and extending directly toward the target, must succeed at a Fortitude save (DC = 10 + half the gunslinger's class level + the gunslinger's Wisdom modifier) or be deafened for 1 minute. This deed replaces the gunslinger's dodge deed and one other 1st-level deed.

Gruesome Parry (Ex): Some gunslingers wield guns and blades in concert, readying a shot to unbalance attackers and then eviscerating their assailants. At 7th level, the gunslinger can spend 1 grit point when she readies an action to make a ranged attack with a firearm against a creature that declares a melee attack against her. If she does, the readied ranged attack does not provoke attacks of opportunity. If this readied attack hits, she gains a +4 dodge bonus to AC against

the triggering attack, and she can make a single melee attack with a slashing or piercing weapon against the creature that attacked her; if this melee attack hits, it is considered to be a critical threat. This deed replaces the dead shot deed and one other 7th-level deed.

Lethal Patience (Ex): While wild flurries of bullets are certainly effective at felling foes, veteran gunslingers appreciate the value of lining up the perfect shot. At 15th level, the gunslinger can spend 1 grit point to line up a shot against a target as a full-round action. On her next turn, she can make an attack against the target as a standard action, and if the attack hits, the attack is treated as a critical threat. This deed replaces the slinger's luck deed and one other 15th-level deed.

SWASHBUCKLER RENOWNED DEEDS

The following renowned deeds are available for swashbucklers.

Vengeful Heart (Ex): Some swashbucklers are driven by vengeance above all else. At 1st level, the swashbuckler gains the samurai's resolve class feature, treating her swashbuckler level as her samurai level. Whenever the swashbuckler spends a use of resolve, she must also spend a point of panache or a use of charmed life, or the use of resolve has no effect. This deed replaces the derring-do deed and one other 1st-level deed.

Hilt Hammer (Ex): Precise strikes with a slender blade do little to hinder amorphous or incorporeal creatures; when encountering such threats, some swashbucklers abandon precision in favor of brutish strikes. At 3rd level, the swashbuckler can activate this deed before rolling the attack roll when making an attack that would benefit from precise strike. An attack altered this way deals only half the normal damage from precise strike, but this damage is not treated as precision damage. This deed alters (but does not replace) the precise strike deed and replaces one other 3rd-level deed.

Dodging Dance (Ex): The swashbuckler moves around her opponents' attacks to open them up for strikes. At 7th level, a swashbuckler can spend 1 panache point to move up to half her speed as a move action. If a creature makes an attack of opportunity against her due to this movement, she can attempt an Acrobatics check with a DC equal to the attacking creature's CMD. If she succeeds, the attack of opportunity misses, and the swashbuckler can make an attack of opportunity against the attacking creature instead. She can attempt to evade multiple attacks of opportunity during this movement, but the DC of the Acrobatics check increases by 2 for each additional opponent that makes an attack of opportunity against her during this movement. If the swashbuckler has an ability that grants her additional attacks of opportunity, she can use them to respond to multiple missed attacks of

opportunity with her own attacks. This deed replaces the swashbuckler's grace deed and one other 7th-level deed.

Vengeful Soul (Ex): Sometimes vengeance can take years or even decades, forcing the aggrieved swashbuckler to push the limits of her endurance. At 11th level, the swashbuckler gains the samurai's greater resolve class feature. At 19th level, the swashbuckler gains the samurai's true resolve class feature. The swashbuckler must have the vengeful heart renowned deed to select this deed. This deed replaces the subtle blade and cheat death deeds, plus an additional 11th-level deed.

MYSTICS, MASKS, AND MURDER

Not all warriors choose to fight face-to-face. Ninjas, slayers, and vigilantes use deadly tricks and sly talents to achieve their goals.



NINJA ADVANCED TRICKS

The following advanced tricks are available for ninjas.

Acceleration of Form (Su): A ninja with this trick can spend 1 ki point as a standard action to gain the benefits of *displacement* and *haste* for 1 round per 2 ninja levels.

All the Stars in the Sky (Ex): Certain master ninjas possess a seemingly limitless supply of their trusted weapons. Whenever a ninja with this trick buys a set of 50 identical magic shuriken, she thereafter replenishes them at no cost and never runs out. This stock of magical shuriken can be upgraded as though it were a normal magic weapon, and shuriken upgraded this way likewise never run out.

False Face (Su): Like oni who take mortal shapes to infiltrate society, some ninjas can mold their flesh to pass unsuspected.



A ninja with this trick gains the change shape (any Small or Medium humanoid, *alter self*) universal monster rule as long as she has at least 1 ki point.

Fractured Mirror (Su): By sending phantom selves across the battlefield, one may fight as many. When a ninja with this trick uses the shadow clone ninja trick, she gains an additional clone for every 3 ninja levels she has, to a maximum of eight clones. In addition, while she has shadow clones deployed, the ninja can cause any number of her clones to split from herself as part of a move action. The shadow clones move up to the ninja's speed at her will each time she uses a move action to move. Shadow clones separated in this way are not considered part of the shadow clone trick until they return to the ninja's square, though they can still be destroyed while separated. Shadow clones separated from the ninja have an AC equal to the ninja's AC - 5 and cannot take any actions, though they can provide flanking. Shadow clones do not occupy any space and a creature can freely enter a shadow clone's square. The ninja must have the shadow clone ninja trick to select this trick.

Kami Warden (Su): Ninjas can act as bodyguards as well as assassins or spies; some mystically emulate the relationship between kami and their wards when protecting their charges. A ninja with this trick gains Bodyguard^{APG} and In Harm's Way^{APG} as bonus feats, ignoring their prerequisites. When using In Harm's Way to intercept an attack, the ninja can spend 1 ki point to gain DR 10/cold iron and resistance 10 to acid, electricity, and fire for that attack.

Spiritual Companion (Ex): While ninjas are accustomed to solitude, some form pacts with magical beings to seek aid and advice. A ninja with this trick gains an improved familiar, treating her ninja level as her wizard level. The ninja can select any of the following as her familiar: calligraphy wurm (*Pathfinder Player Companion: Legacy of Dragons* 26), pipefox^{B4}, shikigami kami^{B3}, or spirit oni^{B3}. The ninja must have an alignment compatible with the chosen familiar.

SLAYER ADVANCED TALENTS

The following advanced talents are available for slayers.

Armored Marauder (Ex): Some elite slayers exchange leather and chain for plate when stalking prey. A slayer with this talent gains proficiency with heavy armor. In addition, the armor check penalty of any heavy armor the slayer wears is reduced by 1 for every 6 class levels he has.

Armored Swiftess (Ex): In time, the heaviest armor can become like a second skin. A slayer with this talent can move at full speed in heavy armor. In addition, the maximum Dexterity bonus of heavy armor the slayer wears increases by 1 for every 6 class levels he has. A slayer must have the armored marauder slayer talent to select this talent.

Marksman's Shot (Ex): Those who seek to slay with a single shot must have keen eyes and perfect poise. As an attack action, the slayer makes a single ranged attack at his

highest attack bonus with a ranged weapon he wields. The target of the attack must be the slayer's studied target. On a successful hit, the slayer doubles the number of sneak attack dice applied to the attack; if the attack was not a sneak attack, this benefit does not apply.

Reaping Stalker (Ex): Some slayers prefer weapons with grim symbolism of lives cut short and can wield such weapons with unparalleled lethality. A slayer with this talent treats any sickle or scythe he wields as though it were one size larger for the purpose of determining its damage dice. In addition, the slayer increases the critical threat range of any sickle or scythe he wields by 1; this does not stack with other effects that alter a weapon's threat range.

Swallow Reversal (Ex): This technique, a creation of a legendary Minkaian duelist, mimics the movement of a bird in flight to pierce an opponent's defenses. As an attack action, the slayer can make a single melee attack against his studied target at his highest base attack bonus. When attempting a swallow reversal, the slayer rolls two attack rolls and uses the highest result. If the attack is a critical threat, the slayer attempts to confirm the critical hit as normal. The slayer can use swallow reversal at will, but it can only be used against a given target once per day.

VIGILANTE SOCIAL TALENTS

The following social talents are available for vigilantes.

Always Prepared (Ex): The vigilante can set aside resources to plan for future contingencies. The vigilante gains the Brilliant Planner feat (*Pathfinder RPG Ultimate Intrigue* 75) except he can spend up to 100 gp per character level for his brilliant plan fund and only requires 1 minute to enact his brilliant plan. In addition, while in a settlement for at least 1 week, he can spend 24 hours and up to 500 gp per character level to create a stash somewhere within the settlement. Once per day, the vigilante can take 1 hour to retrieve a stash, retrieving any number of items that would have been available in a settlement he visited at the time of making the stash, regardless of the weight of the items. Once he retrieves a stash in this way, he subtracts the price of the items from the stash's value and the stash is exhausted and lost, regardless if he used the full value of the stash. The vigilante can maintain any number of stashes, but a stash is lost if he does not spend 1 hour to maintain the stash at least once per month. A vigilante's stash is well-hidden and only the vigilante knows the location of a stash he creates.

Morphic Mask (Su): The vigilante's physical form in his vigilante identity can differ significantly from that of his social identity, within the norms for his race—this can include changes to the vigilante's proportions, coloration, gender characteristics, and other physical characteristics. This increases the vigilante's bonus from seamless guise by 2 for every significant change, as per the Disguise skill. The vigilante always assumes the same form when using this ability. A vigilante with multiple natural forms, such as a kitsune^{ARG}, can alter each of his forms using this talent.

VIGILANTE TALENTS

The following talents are available for vigilantes.

Leap and Bound (Ex): A vigilante with this talent adds his Strength bonus on Acrobatics checks in addition to his Dexterity modifier. He is always treated as having a running start when jumping, and his high jumps are treated as long jumps when determining the DC. When the vigilante jumps, he does not fall until the end of his turn, allowing him to attack or perform other actions in midair. If the vigilante grapples a creature capable of bearing his weight, he does not fall, instead remaining adjacent to the creature as it moves. A vigilante must be at least 10th level to select this talent.

Malleable Flesh (Su): Whether through mutation or alchemy, some vigilantes have flesh that is as moldable as clay and as fluid as ink. A vigilante with this talent gains the shapechanger subtype and the compression universal monster rule. In addition, the vigilante can alter his appearance as *disguise self*, except that the changes are physical rather than illusory. However, aspects of the vigilante's aesthetic persist in all forms, halving the bonus on Disguise checks gained from this effect and from seamless guise. At 12th level, the vigilante can pass through narrow openings, even mere cracks, along with any item he wears or carries (to a maximum of his light load).

Morphic Weaponry (Ex): The vigilante can shape his body into weaponry. This acts as the oozeform (*Pathfinder RPG Ultimate Wilderness* 81) shifter's morphic weaponry ability, treating the vigilante's level as his shifter level. The vigilante must have the shapechanger subtype to select this talent.

Steel Soldier (Ex): Some vigilantes ceaselessly tinker with their armor until the two seem inseparable; masked maidens^{AG} are particularly prone to developing this obsession. The vigilante can spend 1 day and 100 gp per class level modifying a set of armor with which he is proficient. The vigilante can conceal one set of unworn modified armor on his person as though it were an extraordinarily small object, as per Sleight of Hand, and can don modified armor without aid. The armor skin talent also applies to armor with this ability. At 8th level, the vigilante treats modified armor's enhancement bonus (if any) as a weapon enhancement bonus when making attacks with the armor's gauntlets, if the armor has any. Only an avenger vigilante can select this talent.

Volatile Arrows (Ex): A vigilante with this talent gains the ability to attach an alchemist bomb to a ranged attack he makes with a bow or crossbow as part of firing the attack. If the attack hits, it deals an additional amount of damage equal to that of an alchemist bomb, using the vigilante's level as his alchemist level to determine the bomb's damage. He can use this ability a number of times per day equal to 3 + his Intelligence modifier. The vigilante can take this talent multiple times. Each time he does, he can use the ability one additional time per day and he gains one alchemist discovery that can modify bombs, treating his vigilante level as his alchemist level for any prerequisites. He can apply these discoveries to his bombs as normal.

CHRONICLES OF PRESTIGE

"Since the gods gave us legs, we've been running, and we're only getting faster. It's what set us apart from the divine—our continuous efforts to change and improve ourselves. I've seen Andoren country boys with crackling power in one hand and a sword in the other, Tians covering the world in fire, a halfling bravo shatter an orc battleaxe with a single thrust. The gods gave us the potential, but it's on us to discover that potential, reach new heights, and inspire the next generation to surpass us."

—from the *Pathfinder Chronicles* issue "On Legends of Golarion" by Disdemona "Dizzy" Locke



Some characters become truly exceptional, capable of feats beyond those of typical adventurers. These characters have achieved high prestige and have unique abilities. This section presents new feats for characters with levels in a prestige class from the *Pathfinder RPG Core Rulebook*.

FEATS OF PRESTIGE

The following feats are suitable for any character with levels in a prestige class.

Arcing Weapon (Combat)

You can send magical blasts through your weapon.

Prerequisite: Diverse training class feature.

Benefit: As a standard action, you can cast a ray spell that requires a ranged touch attack and deliver the effect through your melee weapon, either through a melee attack or as a ranged attack. If you deliver this spell as a melee attack, this functions as the magus spellstrike ability. If you deliver the spell as a ranged attack, the spell is a ranged touch attack that discharges from your weapon and applies the weapon's enhancement bonus to the spell's damage. When fired in this way, the spell uses the weapon's critical threat range, but the spell effect deals only $\times 2$ damage on a successful critical hit. You can use a ranged touch attack spell that targets more than one creature (such as *scorching ray*), but you make only one attack through your weapon to deliver one ranged touch effect; additional ranged touch attacks from the spell are wasted and have no effect.

Battle Planner

Your study of heroes and combat has made you exceptionally suited for directing allies to their most advantageous positions.

Prerequisite: Inspire action class feature.

Benefit: When using the inspire action ability to grant an extra move action, you can affect all allies within 30 feet.

Expanded Enhance Arrows

Your magical arrows produce a wider range of powers.

Prerequisite: Enhance arrows class feature.

Benefit: You add *corrosive*^{UE} to the list of special properties you can grant your nonmagical arrows with your enhance arrows ability at 3rd level. At 5th level, you can add the *ghost touch*, *limning*^{UE}, or *planar*^{UE} special ability instead of *distance*. At 7th level, you can add the *corrosive burst*^{UE} special ability.

Explosive Weapon (Combat)

You can channel magical power through your weapon to devastating effect.

Prerequisites: Arcing Weapon, diverse training class feature.

Benefit: As a standard action, you can cast a spell with an area of effect and a duration of instantaneous, such as *fireball*, and release it through your melee weapon as part of a melee attack. This functions as the magus spellstrike ability, except the spell damage does not multiply on a critical hit, the spell effect is centered on you, and you are excluded from its effects.

Extra Hail of Arrows (Combat)

You are a master at raining arrows upon your foes.

Prerequisite: Hail of arrows class feature.

Benefit: You can use your hail of arrows ability one additional time per day.

Special: You can select this feat multiple times. Each time you take the feat, you can use this ability one additional time per day.

Extra Spell Synthesis

You push your combination of magic to greater heights.

Prerequisite: Spell synthesis class feature.

Benefit: You can perform one additional spell synthesis per day.

Special: You can select this feat multiple times. Each time you take the feat, you can use this ability one additional time per day.

Lesser Spell Synthesis

Your skill in two different branches of magic allows you to combine your powers in unorthodox ways.

Prerequisite: Combined spells class feature.

Benefit: Once per day as a full-round action, you can cast two spells, each from a different spellcasting class. Both spells must have a casting time of 1 standard action and must be a spell level equal to or lower than the level of spells you can prepare with the combined spells ability. You can make any decisions concerning the spells, such as the spells' targets, independently.

Special: You can gain this feat multiple times. Each time you take the feat, you can use this ability one additional time per day.

Lingering Breath

Your powerful draconic breath coats the battlefield.

Prerequisite: Dragon disciple level 3rd.

Benefit: A creature that fails its save against your breath weapon is covered in a clinging effect that deals a number of points of damage equal to $1d6 \times$ the number of times per day you can use your breath weapon. This lingering damage is of the same energy type as your breath weapon. The lingering breath effect remains for a number of rounds equal to your dragon disciple level, but in each subsequent round, a creature can spend a standard action to attempt another save against your breath weapon DC to remove the effect.

Mind Strike (Combat)

Your sneak attacks strike not only your target's body but also their willpower.

Prerequisite: Ranged legerdemain class feature.

Benefit: Whenever you deal sneak attack damage, you fluster your foe, causing your target to take a penalty on Will saves equal to the number of sneak attack dice you rolled on the attack for 1 round. This penalty does not stack with itself, but each time you deal sneak attack damage to an affected target, the duration is extended by 1 round.

Murderous Sniper (Combat)

Your study of death allows you to pinpoint weaknesses from afar.

Prerequisite: Death attack class feature.

Benefit: You can make a death attack using a ranged weapon. Your target must be within 30 feet when attempting the death attack. For every additional round you spend studying the target, you can extend the range from which you can make a ranged death attack by 10 feet.

Secret of Magical Discipline

Your study and devotion to magic allows you to access spells beyond your ken.

Prerequisite: Secret class feature.

Benefit: Once per day, you can cast any spell as if it were one of your prepared spells or spells known. This action expends either a spell slot or a prepared spell of the same spell level. Casting a spell this way always has a minimum casting time of 1 full round.

Special: You can gain this feat multiple times. Each time you take the feat, you can use this ability one additional time per day.

Shadow's Embrace

Shadows rise and fall at your whim.

Prerequisite: Shadow illusion class feature.

Benefit: Your shadow illusion ability can encase you in shadows as the *darkness* spell, using your shadow dancer level as the caster level. As a standard action, you can raise or lower the illumination level of the effect, from darkness up to normal light.

Storm of Arrows (Combat)

You can rain arrows upon a greater number of foes.

Prerequisite: Hail of arrows class feature.

Benefit: When using hail of arrows, you can target up to two targets for every arcane archer level you have.

Surprising Strategy (Combat)

Your quick swordsmanship leaves your opponents struggling to predict your moves.

Prerequisite: Riposte class feature.

Benefit: In addition to the attack of opportunity you can make when you successfully parry an attack, you can attempt a dirty trick^{APG}, disarm, or sunder combat maneuver with a +2 morale bonus without provoking an attack of opportunity against the creature whose attack you parry, so long as the creature is within reach.

ESOTERIC KNIGHT

"It was the strangest fight I ever witnessed. Every time I anticipated the warrior's next move, I was wrong. She eschewed traditional combat styles; her weapon changed properties; she was in one place, then another. Or were there two of her? One of the assassins nearly had her—but he collapsed, screaming, clutching his head. It seemed she was fighting a battle I could see, with her body and weapons, and a battle that existed only in her mind—and the minds of her enemies."

—From the *Pathfinder Chronicles* issue "Encounters Abroad and Beyond" by Venture-Captain Diya Akan

Mysterious warriors and wielders of psychic powers, esoteric knights are as rare as the obscure techniques they obsessively practice. While others seek the perfection of mind and body in the pursuit of tranquility, these warriors aim to become perfect, dangerous weapons by learning occult secrets and mastering deadly fighting moves. Esoteric knights know that balance between mind and body is an advantage they can exploit against those who favor brains or brawn.

Every esoteric knight is different. They rarely form orders or train apprentices and guard their unique secrets with unmatched paranoia. Though anyone with the right mix of abilities can become an esoteric knight, the road to becoming one is filled with dead ends, eldritch dangers, and unexpected twists. Esoteric knights are most commonly found in the Impossible Kingdoms of Vudra, where mastery of both body and mind are common pursuits.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Special: Kinetic blast class feature or ability to cast 1st-level psychic spells.

CLASS SKILLS

The esoteric knight's class skills are Appraise (Int), Climb (Str), Knowledge (arcana) (Int), Knowledge (planes) (Int),

Knowledge (religion) (Int), Linguistics (Int), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the esoteric knight prestige class.

Weapon and Armor Proficiency: An esoteric knight is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per Day: At the indicated levels, an esoteric knight gains new spells per day as if she had also gained a level in a psychic spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one psychic spellcasting class before becoming an esoteric knight, she must decide to which class she adds the new level for purposes of determining spells per day.

Instead of choosing a spellcasting class, a character with levels in a class that grants the kinetic blast class feature can add these effective levels to that class. If she does, she increases her effective kineticist level for purposes of determining the highest level of wild talents she can select, the effective spell level of her kinetic blast and defense wild talents, and the amount of burn she can accept each round. She continues to gain utility wild talents and infusions as if these levels of esoteric knight were levels of her class that grants kinetic blast. She does not gain or increase other related class features, such as infusion specializations.

Martial Esoterica: At 1st level and every 2 levels thereafter, the esoteric knight gains a bonus combat feat. She must meet the prerequisites of the feat. Her esoteric knight levels count as fighter levels and stack with any levels of fighter she might have for meeting the prerequisites for feats.

An esoteric knight can learn a new combat feat in place of the most recent martial esoterica feat she has learned either by expending a 1st-level spell slot or, if she is a character with the burn class feature (such as the kineticist), by accepting

ESOTERIC KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Martial esoterica	—
2nd	+2	+1	+1	+1	Psychic esoterica	+1 level of existing class
3rd	+3	+2	+1	+2	Martial esoterica	—
4th	+4	+2	+1	+2	Psychic esoterica	+1 level of existing class
5th	+5	+3	+2	+3	Martial esoterica	—
6th	+6	+3	+2	+3	Psychic esoterica	+1 level of existing class
7th	+7	+4	+2	+4	Martial esoterica	—
8th	+8	+4	+3	+4	Psychic esoterica	+1 level of existing class
9th	+9	+5	+3	+5	Martial esoterica	—
10th	+10	+5	+3	+5	Psychic esoterica	+1 level of existing class

1 point of burn as a standard action. In effect, the esoteric knight loses the bonus feat in exchange for the new one. She can change only the most recent combat feat gained. She can change only the most recent combat feat gained. Whenever she gains a new bonus combat feat, the previous feat becomes set and cannot be changed again.

Psychic Esoterica: As an esoteric knight gains experience, she learns a number of psychic esoterica that enhance her offensive and defensive capabilities. At 2nd level and every 2 levels thereafter, an esoteric knight gains one psychic esoterica. Each esoterica can be selected only once.

Some esoterica require a character to expend one or more spell slots to activate. A character with the burn class feature (such as a kineticist) can accept burn instead of expending spell slots. She can accept 1 point of burn instead of expending a 1st-level or lower spell slot, or 2 points of burn instead of expending a 3rd-level or lower spell slot.

Battle Mind (Su): By expending a 1st-level spell slot as a free action while casting a spell or using a kinetic blast, the esoteric knight can cast the spell as if it were modified by the Intuitive Spell^{OA} and Logical Spell^{OA} feats or grant the kinetic blast the benefits of the Point-Blank Shot and Precise Shot feats.

Confounding Projection (Su): By expending a 1st-level spell slot as a swift action, an esoteric knight can project a duplicate of herself into the mind of an enemy within 30 feet for 1 round. This duplicate appears to the enemy to occupy an adjacent space and grants the esoteric knight the benefits of flanking, even against enemies who are normally immune to flanking. This is a mind-affecting effect.

Eldritch Armor (Su): When wearing armor or using a shield, the esoteric knight adds 1 point of her Intelligence or Charisma bonus (if any; whichever is higher) per esoteric knight class level as an enhancement bonus to her armor or shield (maximum +5). The esoteric knight can forgo 1 point of enhancement bonus per ability to instead grant the benefit of the *glamered*, *shadow*, or *slick* armor special abilities.

Each day when regaining spell slots, the esoteric knight can adjust these benefits and can transfer them to a different armor or shield; the benefits cease to function if the esoteric knight is not wearing the armor or wielding the shield.

Eldritch Weapon (Su): By expending a 1st-level spell slot as a swift action, the esoteric knight can grant a magic weapon she is

wielding any one of the following special abilities for 1 minute: *defending*, *flaming*, *frost*, *keen*, *merciful*, or *shock*. This benefit stacks with (but cannot duplicate) any existing weapon enhancements. The esoteric knight can alternatively cause the weapon to be treated as cold iron or silver for the purpose of bypassing damage reduction for 1 minute.

Phantom's Armory (Su): By expending a 2nd-level spell slot as a swift action, the esoteric knight can cause her attacks (whether weapon attacks or kinetic blasts) and her armor to be treated as *ghost touch* weapons and armor for 1 minute, regardless of weapon or armor type or any other abilities modifying the weapons and armor.

Shadow Projection (Su): By expending a 3rd-level spell slot as a standard action, the esoteric knight can summon a phantom ally resembling herself. This ability functions as the shadowdancer's summon shadow ability (*Pathfinder RPG Core Rulebook* 392) except that the summoned creature remains for 1 minute per esoteric knight level, and there is no penalty for the creature's death or dismissal.

Step through Reality (Sp): By expending a 3rd-level spell slot as a swift action, the esoteric knight can teleport to a space within 30 feet as if using *dimension door*. This movement does not provoke attacks of opportunity. The esoteric knight cannot bring other creatures with her.



RITUALIST

"I stood transfixed, possibly for moments, possibly for hours. The creature's mouths—or were they eyes?—made noises that haunt me to this day. Before the thing could devour me, the portal spiraled shut. The ritualist steadied my quivering hands. 'Sorry,' she said, 'that happens sometimes. Shall we try again?' I knew that asking the Esoteric Order for help could have unforeseen consequences, but I never expected the things I saw that night. I got what I asked for. I will never ask again."

—From the *Pathfinder Chronicles* issue "Encounters Abroad and Beyond" by Venture-Captain Diya Akan

Long-forgotten occult rituals offer great power at a terrible price. While most traditional spellcasters consider these occult rituals dangerous and unreliable, some spellcasters hone their skills with such rituals, making the strange spells more likely to succeed and less likely to cause unintended harm. As ritualists deepen their understanding of ritual magic, they broaden their understanding of all things occult, becoming true masters of mysteries which others have no ability to comprehend. Even those uninitiated in the art of magic can cast rituals and interact with the fabric of magic, but their rituals pale in comparison to the power of those who have sacrificed, specialized, studied, and trained to perfect such arts.

Becoming a ritualist requires a vast amount of knowledge, time, and training. Those who take up the calling of ritualist are typically high-ranking members of esoteric orders, though their pursuits often lead them down paths that even their peers versed in the occult shy away from. By seeking and honing such dangerous magic, ritualists regularly risk death—or worse. If a ritualist reaches the height of her power before losing sight of her soul or becoming lost in the dark voids between worlds, she becomes a force beyond reckoning, able to learn and perform powerful rituals at alarming speeds.

Ritualists who repeatedly put their peers in grave danger rarely last long as members of organized groups, often becoming outcasts. These outcast ritualists are typically

some combination of fatalistic, obsessive, and unpredictable in their search for occult power.

Hit Die: d6.

REQUIREMENTS

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

Skills: Knowledge (arcana or history) 8 ranks.

Spells: Ability to cast 3rd-level spells.

Special: The character must be a member of a group that regularly deals with the occult, such as the Esoteric Order of the Palatine Eye or the Night Heralds. The character must have successfully cast at least one occult ritual as the primary caster.

CLASS SKILLS

The ritualist's class skills are Appraise (Int), Knowledge (all) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the ritualist prestige class.

Spells per Day: When a ritualist gains a level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective level of spellcasting. If a character has more than one spellcasting class, she must decide to which class she adds the new level for the purpose of determining spells per day.

Esoteric Discovery (Ex): At 1st level, 3rd level, and every 3 levels thereafter, a ritualist selects one skill. When using that skill to cast an occult ritual, the ritualist can take 10 on the skill check, but only once per skill during any given ritual.

RITUALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Esoteric discovery,	+1 level of existing spellcasting class
					student of mysteries	
2nd	+1	+1	+1	+1	Stabilize ritual	+1 level of existing spellcasting class
3rd	+1	+1	+1	+2	Esoteric discovery,	+1 level of existing spellcasting class
					occult expertise	
4th	+2	+1	+1	+2	Cautious rituals	+1 level of existing spellcasting class
5th	+2	+2	+2	+3	Expedited rituals	+1 level of existing spellcasting class
6th	+3	+2	+2	+3	Esoteric discovery	+1 level of existing spellcasting class
7th	+3	+2	+2	+4	Independent rituals	+1 level of existing spellcasting class
8th	+4	+3	+3	+4	Focused rituals	+1 level of existing spellcasting class
9th	+4	+3	+3	+5	Esoteric discovery	+1 level of existing spellcasting class
10th	+5	+3	+3	+5	Master of mysteries	+1 level of existing spellcasting class

Student of Mysteries (Ex): A ritualist adds half her ritualist level (minimum 1) as a bonus on Intelligence checks made to learn new occult rituals.

Stabilize Ritual (Su): At 2nd level, once per day as a full-round action, a ritualist can refocus a ritual that has been paused, removing any increases to the ritual's skill check DCs that have accrued thus far due to pausing the ritual.

Occult Expertise (Ex): At 3rd level, a ritualist adds half her class level as a bonus on all skill checks when using occult skill unlocks. Additionally, a ritualist can take 10 on skill checks when using occult skill unlocks with skills chosen with the esoteric discovery ability.

Cautious Rituals (Su): At 4th level, once per day when beginning to cast a ritual as the primary caster, a ritualist can decide to cast the ritual as a cautious ritual. The DCs of a cautious ritual's skill checks increase by half the ritual's level (rounded down, minimum 1). However, if the ritual fails, there is a cumulative 10% chance per ritualist level (40% at 4th level, 50% at 5th level, and so on) that the ritual causes none of its usual failure or backlash effects. The ritual still causes backlash if it succeeds.

At 6th level, the ritualist's successful cautious rituals do not cause any backlash to any of their secondary casters.

At 8th level, a ritualist can cast a cautious ritual without increasing the ritual's skill check DCs.

Expedited Rituals (Su): At 5th level, once per day when beginning to cast a ritual as the primary caster, a ritualist can decide to cast the ritual as an expedited ritual. The DCs of an expedited ritual's skill checks increase by half the ritual's level (rounded down). However, the ritualist can cast the ritual as soon as its casters succeed at the requisite number of skill checks rather than waiting for the ritual's full casting time to elapse. A ritual can be both cautious and expedited, but the penalties stack.

At 9th level, a ritualist can cast an expedited ritual without increasing the ritual's skill check DCs.

Independent Rituals (Su): At 7th-level, a ritualist becomes so adept at casting rituals that secondary casters are unnecessary. Once per day when beginning to cast a ritual as the primary caster, the ritualist can decide to cast the ritual as an independent ritual. The ritualist gains a bonus on all skill checks attempted as part of casting the ritual equal to half the ritualist's level, and she can always take 10 when using skills she chose for her esoteric discovery ability. However, none of the ritual's secondary casters, if any, can attempt any of the ritual's skill checks. The ritualist can still include secondary casters as part of a ritual, if it allows secondary casters, to grant them the ritual's effects.

An independent ritual can also be cast as an expedited or cautious ritual (or both).

Focused Rituals (Su): At 8th level, a ritualist can maintain a ritual's focus even under dire circumstances. While performing a ritual as the primary caster, the ritualist can continue the ritual even if some or all of its secondary casters are incapacitated, killed, or moved out of range of the ritual.

Master of Mysteries (Su): At 10th level, a ritualist's knowledge of the occult reaches unfathomable depths, and she can perform rituals with disturbing alacrity. Once per day when casting a ritual as the primary caster, the ritualist can reduce the casting time from 10 minutes per ritual level to 1 round per ritual level, or from 1 hour per ritual level to 1 minute per ritual level. One of the ritual's casters attempts a check every round or every minute of the casting instead of every 10 minutes or every hour, as appropriate.



CHRONICLES OF MAGIC

“The demons stood perfectly still, their snarling faces frozen as my guide pocketed her tree sap and calmly surveyed her spell work. The Tanglebriar was once again still and quiet. Maelwyn motioned for me as she walked amongst the monsters. I shirked at the notion and kept my blade raised, waiting for the defilers to resume their attacks. The druid stifled her laughter and plucked a sprouting pine cone from the end of the demon’s wooden nose. These creatures had been the cause of the corruption, it seemed only fitting that they be part of the cure.”

—From the *Pathfinder Chronicles* issue “A Tanglebriar Excursion” by Meribell Cottingly

FORBIDDEN SPELLS

The following spells, originally locked away in the Dark Archives due to their dangerous nature, have since gone missing and are now cast by spellcasters throughout the Inner Sea region.

REALM RETRIBUTION

School conjuration (teleportation); **Level** cleric 8, inquisitor 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** no

All attacks made by the target match your alignment, counting as either chaotic, evil, good, or lawful as appropriate. If your alignment includes multiple alignment components, such as lawful good, you select one alignment component to impart to the target. Whenever the target confirms a critical hit against or takes damage from a creature, that creature must attempt a Will save. On a failed save, the creature is sent to the Outer Plane matching your alignment, as per *plane shift*, and the spell ends. A warpriest treats this spell as a 6th-level cleric spell for the purposes of preparing the spell, determining DCs, and so forth.

RIVAL’S WEALD

School transmutation (polymorph); **Level** druid 9, shaman 9, witch 9

Casting Time 1 standard action

Components V, S, M (a hardened piece of tree sap)

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

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

Duration permanent

Saving Throw Fortitude negates, Will partial (see text);

Spell Resistance yes

This spell transforms your targets into trees as per *tree shape*, except the targets transform into living trees that resemble their original forms. If a target is in a situation that would prove fatal to a tree created by this spell, such as off the ground or under water, the target receives a +4 bonus on its Fortitude save.

If the spell succeeds, the target must also attempt a Will save. On a failed save, the creature loses the ability to observe what transpires around it, and its mental capacity reverts to that of a tree, rendering it unable to take any kind of action. A target that succeeds at the saving throw can observe the area around it but can’t take any actions other than communicate to those under the effects of a *speak with plants* spell or to other trees. Over the span of 1 year, the target’s appearance becomes more like a common tree and less like its original form.

Any polymorph effects on a target are automatically dispelled when the target fails to resist the effects of *rival’s weald*, and as long as *rival’s weald* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal, gaseous, and plant creatures are immune to *rival’s weald*.

SONG OF DISCORD, GREATER

School enchantment (compulsion) [mind-affecting, sonic];

Level bard 6, mesmerist 6, psychic 8

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

This spell functions as *song of discord* except that affected creatures automatically attack the nearest target each round. In addition, all affected creatures gain a +4 morale bonus to Strength for the duration of the spell. A creature that succeeds at the Will save reduces the effect’s duration to 1 round.

UNCANNY REMINDER

School conjuration; **Level** mesmerist 6, psychic 8, spiritualist 6, summoner 6, wizard/sorcerer 8

Casting Time 1 round

Components V, S

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

Target one living creature

Duration 1 round/level

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

This spell creates an animated replica of the target drawn from the target’s subconscious. This living memory is an animated form of the target’s negative thoughts and emotions and is intent on destroying the target entirely. The living memory appears to be an exact replica of the target creature, but upon inspection it is obviously a construct. It uses the statistics of a clockwork angel (*Pathfinder RPG Bestiary 6 58*) except that it has an Intelligence of 10 and does not have the clockwork trait, the enhance weapon ability, or vulnerability to electricity. If the living memory is destroyed, it vanishes entirely, including any replicas of equipment.

You do not control the living memory. The living memory constantly attacks the target. The nature of the living memory causes the target to become unsettled. Roll on the following table to determine how the target acts while the living memory is in sight. If the result offers a saving throw, the DC is equal to that of this spell. The result remains in effect for as long as the living memory is in sight. If the target loses sight of the living memory and then sees it again, roll on the chart again.

d%	Behavior
1-20	Target is unaffected
21-35	Target takes a -2 penalty on attack rolls
36-50	Target takes a -2 penalty on saving throws
51-65	Target takes a -4 penalty on ability checks, attack rolls, saving throws, skill checks, and weapon damage rolls
66-75	Target is staggered (Fortitude negates)
76-85	Target is fascinated by the living memory (Will negates)
86-95	Target is frightened by the living memory (Will negates)
96-100	Target is nauseated (Fortitude negates)

FORBIDDEN RITUAL

Knowledge of the following ritual was placed in the Dark Archives after an Aspis Consortium attack on a Pathfinder Lodge in Andoran.

EGOIST'S MILITIA

School conjuration; **Level** 8

Casting Time 80 minutes

Components V, S, M (1 pint of the primary caster's blood, diamond dust worth 5,000 gp), F (at least four weapons), SC (at least 2 and up to 10)

Skill Checks Craft (weapons) DC 36, 1 success per martial weapon; Knowledge (arcana) DC 36, 2 successes; Knowledge (nobility) DC 36, 2 successes

Range touch

Target weapons touched

Duration permanent (D) or until the death of the primary caster

Saving Throw none; **SR** no

Backlash The primary caster takes 2d6 points of damage per weapon and is exhausted.

Failure All casters take a -10 penalty on attack rolls for 1 month, and all of the targeted weapons gain the broken condition.

EFFECT

This ritual must be performed in a place that holds a significance related to weapons, such as an armory, an old battlefield, or a warrior's crypt. The primary caster begins this ritual by mixing her blood with the diamond dust, smearing each weapon with the mixture, and placing the weapons in a circle around herself. The primary caster then holds each weapon and demonstrates the weapon in a combat performance. After the primary caster finishes her performance with a weapon, she places the weapon into the air in front of her, now held in midair by her force of ego.

Upon successful completion of this ritual, ghostly apparitions of the primary caster appear and grasp each of the weapons before fading, representing the shards of the primary caster's own ego placed within each weapon. The egoist weapons are treated as if they are held by the primary caster, using her base attack bonus, ability scores, and any relevant feats when calculating their attack and damage rolls, but the weapons function independently from the primary caster. Egoist weapons make attacks on the primary caster's initiative. When moving, egoist weapons have a fly speed of 100 feet. An egoist weapon uses the statistics of the base weapon and retains its magical enhancements and material properties. For every 2 Hit Dice the primary caster has, an egoist weapon has a hardness of 10 and 5 hit points (magical weapons maintain their additional bonuses to AC and HP). When an egoist weapon is reduced to 0 hit points, it is destroyed.

All casters who were part of the ritual can issue simple commands to the egoist weapons, and the weapons follow these commands to the best of their abilities. If an egoist weapon completes its task and does not receive further orders, it remains in its location until it receives additional orders. The primary caster can dispel an individual egoist weapon as a standard action.

This ritual can be used to create more than four egoist weapons. The DC of each skill check increases by 1 for each weapon beyond the fourth added to the ritual.



CHRONICLES OF EXPERTISE

“Studying magic in all its forms is fascinating. It can create, destroy, repair, and protect. It can show visions of the future, offer false visions, and can help us learn more about ourselves. The most interesting practitioners are those who look to push the boundaries of magic. They seek to not just create new spells, but to use old traditional spells in new and exciting ways. This sort of magic not only expands our knowledge of the art but increases our understanding of the capabilities of even the simplest spells.”

—From the *Pathfinder Chronicles* issue “Bending Magic: A Study of Spell Manipulation Outside the Constraints of Metamagic” by Gnosalton Tiberius Gammathumalshire

BENDING MAGIC

Some of the most successful magically inclined Pathfinders have been able to manipulate their magic to become more versatile. This allows them to solve a greater variety of problems with their limited number of spells. Those who share their secrets can embolden new generations of Pathfinder agents. The following feat allows characters to expand the capabilities of their spells.

Magic Trick

Choose one spell. You are able to manipulate that spell beyond its typical uses.

Prerequisite: Ability to cast the chosen spell or spell-like ability.

Benefit: You can use any magic tricks relating to the chosen spell so long as you meet the appropriate magic trick requirements.

Special: You can select the Magic Trick feat multiple times. Each time you take the feat, it applies to a new type of spell.

DAYLIGHT TRICKS

Though many clerics in the church of Sarenrae can conjure powerful light, it was a warpriest named Amnok who learned to focus it through his shield and blind Sarenrae’s foes. He later learned how to conjure a burst of pure daylight, shining like the sun for a several seconds and defeating an entire cabal of vampires. Most of the manipulations of the *daylight* spell come from Amnok’s early work. In addition to the feat, skill, or other requirements listed in parentheses for each of these

tricks, you must have the Magic Trick (*daylight*) feat to use the trick.

Barrier of Light (Shield Focus): When you cast *daylight* on a shield, it sheds bright light in a 120-foot cone and raises the light level by one step for an additional 120 feet. As a standard action, you can end the spell by causing the light to suddenly flash, blinding each creature in the cone for 1d4 rounds unless it succeeds at a Fortitude save against your *daylight* spell DC.

Blades of Light (Knowledge [religion] 6 ranks): When you cast *daylight* on a melee weapon, you can reduce the duration to 1 round per level and grant the weapon the ability to deal additional damage against undead and evil outsiders equal to 1 point per 2 caster levels (maximum +5). This extra damage does not stack with the *holy* weapon enchantment and similar effects.

Burst of Sunlight (Spellcraft 6 ranks or worship deity with Sun domain): You can reduce the duration of your *daylight* spell to 1 round, causing the spell to radiate the equivalent of pure daylight for the purpose of affecting creatures that are damaged, destroyed, or are otherwise affected by such light.

Convincing Halo (Knowledge [religion] 3 ranks): When you cast *daylight* on a piece of headgear, you can make it appear as a halo. This grants the creature wearing the headgear a +2 circumstance bonus on Diplomacy and Bluff checks against good outsiders.

Pin Sunlight (Precise Shot): When you cast *daylight* on a piece of ammunition or thrown weapon, you can cause the spell to transfer to the target of a successful ranged attack with that piece of ammunition or thrown weapon, causing the creature to radiate light from its body. If the creature succeeds at a Will save against your *daylight* spell DC, it instead glows with dim light in a 5-foot radius for 1 minute.

Vessel of Light (no additional prerequisites): When you cast *daylight* on a torch, lantern, or other tool used to produce mundane light, you increase the duration of your spell to 1 hour per level.

FIREBALL TRICKS

Vincent the Pyroclastic is a destructive force in the Society. He has caused permanent damage to and



condemnation of more buildings in the Inner Sea region than any other agent. For him, incineration became an art. In addition to the feat, skill, or other requirements listed in parentheses for each of these tricks, you must have the Magic Trick (*fireball*) feat to use the trick.

Alchemist's Inferno (Craft [alchemy] 9 ranks, Spellcraft 9 ranks): Using alchemist's fire as a material component, your *fireball* sets everything it touches ablaze. The initial blast deals half as much damage, but targets that fail their Reflex saves also catch fire. A creature that catches fire in this way must attempt a Reflex save against the DC of the *fireball* spell to stop burning instead of the typical DC (*Pathfinder Core Rulebook* 444). Unattended objects automatically catch fire, though nonflammable objects burn for only 1 additional round.

Cluster Bomb (Spellcraft 6 ranks): You are able to throw multiple small explosions with a single spell instead of the normal effect. For every 2 caster levels, you toss a miniature *fireball* with a 10-foot radius that deals 2d6 points of fire damage. The grid intersection of all blasts must be within 30 feet of each other. If a creature is in the area of multiple blasts, it attempts a single Reflex save against the combined damage.

Concentrated Fire (Selective Spell^{APG} or Widen Spell, Spellcraft 6 ranks): You can reduce the radius of your *fireball* by increments of 5 feet, to a minimum of a 5-foot radius. For each 5-foot increment you reduce the spell, you increase the spell's damage by 1d6. This additional damage can exceed the spell's maximum damage.

Sculpt Flames (Reach Spell^{APG}, Selective Spell^{APG}): You can alter the shape of your *fireball* to send its fire along the path you desire. When casting the spell, you can change the area to one 5-foot square per caster level. The spell's area must be continuous and unbroken when cast. If its blocked or otherwise interrupted by a 5-foot wide or larger environmental feature like a wall, the spell fails. A creature only takes damage once from a *fireball* cast in this way, even if the spell's area intersects with the creature multiple times.

Where There's Smoke (Craft [alchemy] 6 ranks, Spellcraft 6 ranks): Using a smokestick as a material component, you make your *fireball* leave behind a thick cloud of smoke in the spell's area for 1 minute. A moderate or stronger wind dissipates the smoke in 1 round as a smokestick. When using a smokestick in this way, your *fireball* deals only 1d6 points of damage per 2 caster levels (maximum 5d6).

MAGE HAND TRICKS

Cylindia the Sly was a renowned cat burglar throughout Magnimar. Though she never had any formal magical training, her ancestor's magical blood was all she needed to produce and master the use of *mage hand*. She remains unique in that her adaptations to the spell came entirely from practical applications rather than study and experimentation. In addition to the feat, skill, or other

requirements listed in parentheses for each of these tricks, you must have the Magic Trick (*mage hand*) feat to use the trick.

Dirty Magic Trick (base attack bonus +1, Improved Dirty Trick^{APG}): You can manipulate a target's clothing or a nearby object to attempt a dirty trick combat maneuver against a single opponent in the spell's range, using your combat maneuver bonus for the check.

Powerful Hand (Spellcraft 3 ranks): You can increase the weight of objects you can move by 5 pounds for every 3 ranks you have in Spellcraft.

Ranged Aid (base attack bonus +1): You've learned to use your *mage hand* to tug at an opponent's hair, clothing, and equipment. You can use the aid another action at range, attempting a ranged touch attack instead of a melee attack.

Reaching Hand (Precise Shot or Reach Spell^{APG}): You can focus as a swift action before casting *mage hand* to increase its range to 50 feet + 5 feet per caster level. If the target of your *mage hand* spell is outside of the spell's standard range at the start of your turn, you must spend another swift action to focus again or the spell immediately ends.

Subtle Hand (Deft Hands, Disable Device 6 ranks, Sleight of Hand 6 ranks): You can attempt Disable Device and Sleight of Hand checks within range of your *mage hand*. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check.

Throw Punch (Improved Unarmed Strike): You can use *mage hand* to strike an opponent within the spell's range. This is a melee attack that always deals 1d3 points of force damage. The *mage hand* has an attack bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Spell resistance applies against this ability.

OBSCURING MIST TRICKS

Shastalla of the Shackles was a bloodthirsty pirate, famous for her raids on Chelish patrols under the cover of *obscuring mist*. After Shastalla was caught and executed, the Pathfinder Society purchased her magical library for a small fortune to learn her secrets. In addition to the feat, skill, or other requirements listed in parentheses for each of these tricks, you must have the Magic Trick (*obscuring mist*) feat to use the trick.

Clinging Mist (Extend Spell, Spellcraft 6 ranks): Your thick mist is difficult to escape. A creature that leaves the *obscuring mist* continues to treat other creatures as if they had concealment for 1d4+1 rounds after it leaves.

Hydrating Mist (Survival 3 ranks): Your mist clings to creatures, soaking them and their equipment. This grants each creature a +4 bonus on Fortitude saves to resist effects of heat and a -4 penalty on saves against effects that deal electricity damage and spells with the electricity descriptor. This effect functions as submersion in water for aquatic creatures and penetrates the skin, hydrating creatures in the mist as if they consumed a canteen full of water.

Mist Screen (Heighten Spell): You can shape your *obscuring mist* into a dense wall of mist with an area up to

one 10-foot square per 2 levels. The sections of wall are 5 feet thick and must remain contiguous, but they do not need to be anchored to a solid surface. At least one section of the wall must include your space. Creatures standing within the wall have concealment. Creatures on the opposite side of the wall have total concealment.

Obscure Self (Stealth 6 ranks): You reduce the area of the *obscuring mist* to your space plus all adjacent squares, but the mist is no longer stationary and instead automatically moves with you when you move. This does not create enough concealment to attempt Stealth checks. As a swift action, you can anchor the mist, causing it to become stationary and allowing enough concealment to hide. You can release the mist as a swift action, allowing it to move with you again. If you take any fire damage while this trick is in effect, the spell immediately ends.

Obscure Terrain (Selective Spell^{APG}): Your mist rests low to the ground, blocking sight to all underfoot and making the area difficult to traverse. Your *obscuring mist* takes up the same area, but no longer blocks sight of other creatures. Instead, all creatures moving through the mist treat the area as difficult terrain. A creature can spend a move action to treat the area as normal terrain until the end of its turn.

Quenching Mist (Spellcraft 6 ranks or water subtype): You can issue a forceful blast of pressurized mist in a 15-foot cone instead of casting *obscuring mist* normally. This blast automatically quenches any nonmagical fires and functions

as *dispel magic* against magical fires as long as those fires are Medium or smaller. The duration changes to instantaneous and the spell gains the water descriptor. Creatures with the fire subtype within the cone take 1d6 points of damage for every 2 caster levels (maximum 5d6) you have (half on a successful Reflex save).

PRESTIDIGITATION TRICKS

Though magical practitioners around the multiverse make daily use of *prestidigitation*, Poshment the Peculiar was the first to dabble in *prestidigitation's* many possibilities. Through dedicated study and dubious field tests, he was able to find many more uses than dyeing his clothes and cleaning up a spell component closet. By the time he had graduated from the Arcanamirium in Absalom, he had already learned to permanently dye clothes and even paint on canvas using only his spellwork. Over the years, he expanded *prestidigitation* from a multi-use spell to a work of art. In addition to the feat, skill, or other requirements listed in parentheses for each of these tricks, you must have the Magic Trick (*prestidigitation*) feat to use the trick.

Adjust Scent (Survival 6 ranks): You can adjust the smell of an object or willing creature to become more or less powerful, respectively doubling or reducing by half the distance needed to detect the target with the scent universal monster ability.

Chromatic Savant (Disguise 3 ranks or gnome): When you change the color of an item, the changes are permanent. You can also change the color of part or all of a living being, but the effect gradually fades away in about a month. You must succeed at an appropriate Craft check to create complex or specific designs.

Lasting Changes (Extend Spell): The effects of your *prestidigitation* spells persist for 1 hour per caster level; this does not change its spell level.

Minor Levitation (Spellcraft 3 ranks): You can cause up to 1 pound of material to become weightless and direct it to move up to 5 feet each round as if under the effects of *levitate*.

Repulsive Flavor (Craft [cooking] 3 ranks): You can cause a willing creature to taste foul. Once a creature with a bite attack successfully attacks the target of your spell, the target gains a +2 circumstance bonus to AC and CMD against bite attacks and grapple checks made with a mouth, such as the grab ability or swallow whole, from that creature.

Thaumaturgic Aesthetics (Bluff 3 ranks, Disguise 3 ranks, Deceptive): While you have a *prestidigitation* spell active, you



can thematically change the effects of other spells you cast, such as changing the color of a *fireball*, granting your *magic missile* a specific shape, or adding a floral smell to your *mage armor*. This increases the DC of Spellcraft and Knowledge (arcana) checks to identify your magic by an amount equal to half of your ranks in Disguise (minimum 1).

SHIELD TRICKS

Kah'la is one of the more studious magi to ever graduate from the Arcanamirium. Though her professors had hoped she would make a fine magical theoretician, she joined the Pathfinder Society and put her theories on abjuration to good use. In addition to the feat, skill, or other requirements listed in parenthesis for each of these tricks, you must have the Magic Trick (*shield*) feat to use the trick.

Friendly Shield (Bodyguard^{APG}): When using the Bodyguard feat, you can instead grant your ally the benefit of your active *shield* spell. You lose the spell's benefits and your ally gains these benefits for the spell's duration.

Force Bash (Improved Bull Rush, Improved Shield Bash): While the *shield* spell is active, as a standard action you can cause your *shield* to fly toward a target within 30 feet and attempt to bash it. On a successful ranged attack roll, the spell deals 1d8 points of force damage plus 1 point per 3 caster levels (maximum +5 at 15th level). If it deals damage, you can also attempt a bull rush combat maneuver with the shield as a free action. The *shield* has an attack bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Using the *shield* in this way consumes 1 minute of the spell's duration. Spell resistance applies against this ability.

Force Equipment (Equipment Trick [shield] [Pathfinder Player Companion: Adventurer's Armory 22]): You can use your *shield* spell with the Equipment Trick (shield) feat for the following tricks: Break Ground, Hurl Shield, Little Wall, Ricochet Shield, Shield Gag.

Instant Cover (Spellcraft 6 ranks): While the *shield* spell is active, as an immediate action you can expand your *shield* into a tower shield made of force. Choose one edge of your space. That edge is treated as a *wall of force*, except for each 2 caster levels it has hardness 5 and 5 hit points. At the end of the current creature's turn, the *shield* spell immediately ends.

Reflective Shield (Spellcraft 9 ranks): While the *shield* spell is active, as an immediate action you can reflect *magic missile* spells back on their caster as if using *spell turning*. Using the *shield* in this way consumes 1 minute of the spell's duration.

UNSEEN SERVANT TRICKS

Who better than Seganam, a conjuration professor at Korvosa's Acadamae, to discover a variety of applications for *unseen servant*. Originally he modified the spell to assist with his alchemical experiments, but over time he learned to make these servants function in a variety of ways. Today, armor-clad servants stand perpetual guard outside his office. In addition to the feat, skill, or other requirements listed in parentheses for each of these

REMINDER TO THE READER

"Most of these spells require multidisciplinary study, and it would be absurd to become the master of even one spell, much less all the spells I've listed. My recommendation is to find a trick or two that you find intriguing, master it, and always keep that spell at hand.

Even I cannot perform half of the magical tricks that I've researched. It took Cylindia the Sly months to master *mage hand* and my cousin Poshment practically a decade to perfect *prestidigitation*. Currently, Seganam is researching more utility uses for *unseen servant*. Myself, I'm diligently debating the different discussions on *daylight* to determine the most direct development for my dissertation."

tricks, you must have the Magic Trick (*unseen servant*) feat to use the trick.

Phantom Decoy (Disguise 6 ranks): Your servant can inhabit a suit of armor as if wearing it, appearing as haunted armor. This reduces the *unseen servant's* movement speed as normal armor would. Attacks against the *unseen servant* target an AC equal to 10 plus the armor bonus from the armor. Any successful attack damages the armor as if it were targeted by a sunder combat maneuver. An area effect that deals 6 or more points of damage destroys the *unseen servant* as usual.

Unfettered Servant (Reach Spell): Without increasing the spell slot, you increase the range of your *unseen servant* to long. If the servant moves beyond the spell's range, it finishes its current task before it ceases to exist.

Unseen Apprentice (Combat Casting, Spellcraft 3 ranks): Your servant is gifted with a spark of magical prowess. If the servant is adjacent to you when you attempt a concentration check, you gain a +1 bonus to the check. This bonus increases to +2 when you have 10 or more ranks in Spellcraft.

Unseen Assistant (Craft [any], Perform [any], or Profession [any] 3 ranks): You infuse your servant with the spirit of creativity. It can assist you as if successfully using the aid another action with a single Craft, Profession, or Perform skill in which you have 3 or more ranks. Alternatively, it can use any of these skills itself, using half of your total bonus for that skill.

Unseen Squire (armor proficiency): Your servant can assist any character in donning armor with which you are proficient. When doing so, that character is considered as having help to don her armor and can do so in half the usual time: 5 rounds for light armor, 1 minute for medium armor, or 2 minutes for heavy armor.

Unseen Warrior (base attack bonus +3): You imbue your servant with the spirit of battle, reducing the duration to 1 round per level but allowing it to take aid another actions in battle on your turn. The servant has an attack bonus equal to your caster level plus the highest of your Intelligence, Wisdom, or Charisma modifiers.

CHRONICLES OF LEGACY

"Its yellowed label merely reads 'Lastwall, circa 4000 AR, provenance unknown,' but I have found the tarnished ring strangely fascinating since I began my work in the Archives. After spending scores of my days off digging through *Chronicles* and cross-referencing with the records of the Knights of Ozem, I have finally identified it: the *ring of seals* worn by Narthoc himself! I have convinced the head archivist to let me investigate its properties, which are puzzling in the extreme. I do not know whether to attribute its powers to ritual magic, direct divine intervention, or exposure to eldritch forces while wielded by its famous owner. I may spend years unlocking its secrets. How many such items sit on dusty shelves under the Grand Lodge?"

—From the journal of Hortencia Gage, junior archivist

LEGACY ITEMS

Whether members of professionally acquisitive organizations such as the Pathfinder Society or simply amateur treasure hunters, adventurers dream of discovering powerful relics wielded by legendary figures from the murky past. While these might be simple artifacts or heirlooms, some rare items are infused by the mighty deeds of their former owners, and an adventurer lucky enough to recover such items could unlock their hidden potential should their own exploits prove worthy. The following items work much like the scaling items introduced in *Pathfinder RPG Pathfinder Unchained*, save that each has a unique reward ability unlocked by attaining a goal related to the item's original owner. These items represent famous possessions of specific individuals from the history of Golarion, so unlike typical magic items, they cannot be crafted, though they can still be destroyed normally.

BRACERS OF ANTIQUITY

SLOT wrist	CL 13th	WEIGHT 1 lb.
AURA strong divination		

Despite the fact that they are millennia old, these polished metal armbands, inlaid with intricate patterns in gold and platinum, are in remarkable condition. Part of a cache of Azlanti artifacts discovered by Arustun in the Cave of Tiandra in approximately -4160 AR, the bracers became a treasured possession of the Jistka Imperium's founder and a valuable tool in his decades-long quest to recover and interpret remnants of Azlanti and Thassilonian culture.

Each of the bracers has one slot in which an *ioun stone* can be embedded. An *ioun stone* embedded in this manner grants the bearer its normal benefits as if it were orbiting her head and



resonates its powers as if it were slotted in a *wayfinder* (*Pathfinder RPG Adventurer's Guide* 149). Additionally, as long as at least one *ioun stone* is slotted into the bracers, the wearer can understand any written language, as per *comprehend languages*.

6th Level: The wearer gains a +2 competence bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks.

9th Level: The bracers act as *spell storing^{UE} bracers of armor*.

12th Level: While at least one *ioun stone* is embedded in the bracers, the wearer can speak and understand any language, as per *tongues*.

15th Level: The wearer gains a +4 insight bonus on saving throws against language-dependent spells and effects and on saving throws against magical glyphs, symbols, sigils, or similar written traps.

18th Level: Twice per day, the wearer can temporarily drain the magic of one of the bracers' embedded *ioun stones* to cast *plane shift*. After powering this ability, the *ioun stone* becomes inert for 24 hours and impossible to remove from the bracer.

Goal: Recover and identify 30 named texts or artifacts that were created more than 4,000 years before the present day. Recovering a major artifact counts as 3 artifacts toward the completion of this goal.

Reward: By handling a magic item for 1 minute, the wearer can identify its properties and command word as if she had successfully examined the item using *detect magic* and succeeded at a Spellcraft check. This ability does not reveal whether the item is cursed unless the wearer's character level is equal to or greater than the caster level of the item.

CARVED KING'S BAND

SLOT headband	CL 17th	WEIGHT 1 lb.
AURA strong transmutation		

The runic scrollwork that decorates this thick iron headband calls to mind the intricate tattoos of the Blue Warders, the dwarven caretakers of Tar-Kazmukh's arcane libraries. An heirloom of King Kazmukh of Doggadh who signed the Kerse Accords in 2332 AR, the band has long been stored in the heavily warded levels of the city's labyrinthine archives.

A wizard who wears the headband gains two extra uses per day of a 1st-level arcane school power that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.

4th Level: The *carved king's band* acts as a *headband of vast intelligence +2* (granting skill ranks in Perception).

7th Level: Once per day when the wearer attempts a saving throw against a magical glyph, symbol, sigil, or similar written trap, as an immediate action, he can attempt a Spellcraft check against the same DC to dispel the effect.



10th Level: The *carved king's band* acts as a *headband of vast intelligence +4* (granting skill ranks in Knowledge [history] and Spellcraft).

13th Level: The DC and caster level of all spells with the earth descriptor that the wearer casts increase by 1.

15th Level: The *carved king's band* acts as a *headband of vast intelligence +6* (granting skill ranks in Knowledge [history], Sense Motive, and Spellcraft).

Goal: Prepare and cast 50 unique spells, at least three of which must be 8th-level or higher.

Reward: The wearer can spontaneously cast any spell with the earth descriptor from his spellbook by sacrificing a prepared spell of equal or higher level. He can apply any metamagic feats he has to this spell when he casts it. This increases the minimum level of the prepared spell sacrificed in order to cast it but does not affect the casting time.

CONQUEROR'S BREASTPLATE

SLOT armor	CL 10th	WEIGHT 15 lbs.
AURA moderate enchantment		

The chasing of this *+1 mithral breastplate* makes it appear to be crafted of dragon's scales. Originally worn by Choral Rogarvia, the armor was imitated, at great expense, by Issian nobles hoping to curry favor with the new ruler of Brevoy, but its power was never duplicated.

The armor's dazzling finish often impresses onlookers, and its wearer can adjust a creature's attitude up to three steps when using Diplomacy, instead of the normal limit of two steps.

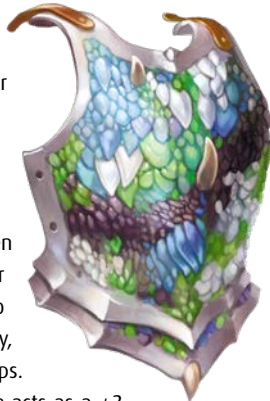
5th Level: *Conqueror's breastplate* acts as a *+2 mithral breastplate*.

10th Level: Once per day as an immediate action, the wearer can use *draconic reservoir*^{APG} as a spell-like ability.

15th Level: *Conqueror's breastplate* acts as a *+3 determination*^{APG} *mithral breastplate*.

Goal: At least 20 people whose CR is equal to or greater than the wearer's Hit Dice - 4 must swear fealty or pledge their loyalty to the wearer.

Reward: The wearer's grandiose bearing cowers the weak-willed. He gains the frightful presence universal monster ability with a 30-foot-radius range and a Will save DC equal to 10 + his character level + his Charisma modifier. He can suppress or resume this ability as a free action.



RING OF SEALED SOULS

SLOT ring	CL 15th	WEIGHT —
AURA strong abjuration		

According to records salvaged from abandoned temples of Aroden, the high priest Narthoc was wearing a *ring of sealed souls* when he trapped the Whispering Tyrant under Gallowspire in 3827 AR.

If the wearer of this braided ring is slain while wearing the ring, he cannot be raised as undead. Additionally, the wearer can be revived with *raise dead* or similar effects even if he was slain by a death effect.



8th Level: The wearer can use *hold portal* at will as a spell-like ability, though he can have only one portal held by this ability at a time. Should he use the ability again while the spell is already active, the first casting is immediately dismissed.

11th Level: Weapons wielded by the wearer gain the *ghost touch* weapon property.

14th Level: The wearer can use *guards and wards* once per day as a spell-like ability.

17th Level: The wearer adds *binding* to his class spell list and list of spells known. The wearer can use *binding* once per day as a spell-like ability, but he must provide the expensive material component for the spell.

Goal: The wearer must defeat an undead creature or evil outsider whose CR is at least 4 greater than his Hit Dice.

Reward: The wearer is constantly under the effect of *protection from evil* with a caster level equal to his character level. Should this effect be dispelled, he can resume it as a free action.

SCIMITAR OF DELIVERANCE

SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate transmutation		

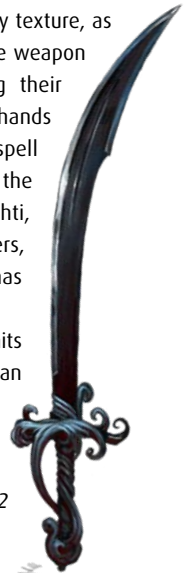
The hilt of this *+1 adamantite scimitar* has a gritty texture, as if sprinkled with invisible grains of sand. A favorite weapon among the Templars of the Five Winds during their struggle against the genie binder Kinroth, in the hands of a mighty warrior this blade can cut through spell and shackle alike. After the Templars defeated the efreeti Jhavhul in 4300 AR, their djinni leader, Nefeshti, passed the blade to a group of worthy adventurers, though what happened to the blade afterward has been lost to history.

When the wielder of the *scimitar of deliverance* hits a target with a melee attack, as a free action she can attempt to identify any abjuration spells currently effecting the target as if she had studied it for 3 rounds using *detect magic*.

7th Level: The *scimitar of deliverance* acts as a *+2 keen adamantite scimitar*.

11th Level: As a full-round action, the wielder can flourish the *scimitar of deliverance*. All creatures within 60 feet who see the display can immediately attempt a new saving throw with a +4 morale bonus against any effect they are under that causes the confused, frightened, panicked, paralyzed, shaken, or staggered condition.

15th Level: The *scimitar of deliverance* acts as a *+4 keen adamantite scimitar*.



19th Level: Once per round when the wielder confirms a critical hit against a target with the *scimitar of deliverance*, the foe is targeted by a *greater dispel magic* spell, with a caster level equal to the wielder's character level.

Goal: The bearer must free at least 50 creatures from captivity, slavery, or unlawful imprisonment.

Reward: As an immediate action a number of times per day equal to his character level, the wielder can use *liberating command*^{DC} as a spell-like ability.

TOTEMIC FIGURINE

SLOT none	CL 13th	WEIGHT 2 lbs.
AURA strong transmutation		

Unlike most *figurines of wondrous power*, this amber statuette depicts three creatures rather than one: a dire tiger, a mastodon, and a megaloceros locked in an eternal battle. This powerful totem was created by orc shamans for the warlord Belzen to aid in his conquest of the dwarven stronghold of Koldukar. To this day, many orcs are fascinated with the strength and ferocity of the megafauna that roam the edges of the Hold of Belzen. While orcs might seek the massive creatures as prey or train them as powerful allies in battle, the *totemic figurine* magically harnesses the power of these megafauna.



The *totemic figurine* follows all the normal rules for *figurines of wondrous power* (*Pathfinder RPG Core Rulebook* 513). When animated, the *totemic figurine* turns into a megaloceros (*Pathfinder RPG Bestiary* 2 187) that understands Common and is under the command of the figurine's bearer. The *totemic figurine* can be used up to 3 times per week for up to 1 hour with each use. Should the creature be slain while it is animated, it reverts to the form of a statuette and cannot be activated for 1 week.

7th Level: The bearer gains the wild empathy class feature as a druid of her character level, but the ability is effective only with dinosaurs, dire tigers, mastodons, and other megafauna.

11th Level: The *totemic figurine* can instead take the form of a dire tiger.

15th Level: The *totemic figurine* can instead take the form of a mastodon.

Goal: The bearer must successfully rear a dinosaur, dire tiger, mastodon, or other megafauna from infancy using the Handle Animal skill.

Reward: Dinosaurs, dire tigers, mastodons, and other megafauna will not willingly attack the bearer unless they are magically compelled to do so or the bearer attacks them first. In addition, the bearer can spend one use to cause the *totemic figurine* to take the form of two different creatures at once.

TRAILBLAZER'S BOOTS

SLOT feet	CL 11th	WEIGHT 1 lb.
AURA moderate transmutation		

Worn by the Tian-Min explorer Amatatsu Aganhei on his treks across the Crown of the World, these utilitarian leather boots remain comfortable on even the longest journeys. Decorated with only a faint tracery of Minkaian designs, there is little to indicate the many leagues these boots have traveled.



The wearer of the *trailblazer's boots* is immune to fatigue caused by hustling or forced marches (though he still takes nonlethal damage as usual). Whenever he successfully uses the Survival skill to get along in the wild, he treats his result as 4 higher for the purpose of determining how many additional people he can provide for.

4th Level: The wearer gains a +10-foot enhancement bonus to his base speed.

8th Level: The wearer gains woodland stride, as the druid class ability.

12th Level: The wearer is constantly under the effect of *endure elements* and is automatically considered acclimated to high altitudes. Should the *endure elements* effect be dispelled, he can resume it as a free action.

16th Level: Once per day, the wearer can use *find the path* as a spell-like ability.

Goal: The wearer must travel 1,000 miles by foot.

Reward: Each morning the wearer can designate one type of terrain from the ranger's list of favored terrain as his favored terrain for the day. While in that terrain, he gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks. If he already has the favored terrain class feature for the chosen type of terrain, he instead increases his favored terrain bonuses for that terrain by 2.

UNYIELDING AEGIS

SLOT shield	CL 10th	WEIGHT 10 lbs.
AURA moderate abjuration		

This shield is made from a thick glass that is as sturdy as steel. The shield functions as a +1 *heavy steel shield*. The former First Captain of the Risen Guard known as the Spearwoman of Sothis originally crafted the shield using glass from the nearby deserts. Legends claim that she originally perished attempting to hold off an uprising in Sothis, but her shield continued to defend innocents, animated by some unknown force. The Spearwoman reclaimed the shield



after her resurrection and has since gifted the *unyielding aegis* to the Risen Guard who loan it to members about to embark on particularly dangerous tasks.

As an immediate action, the wielder of the *unyielding aegis* can raise the shield to intercept an attack targeting her or an ally within reach. The shield reduces the damage from the attack by 5, as if the target had DR 5/—. This does not damage the shield in any way.

3rd Level: The wielder gains a +2 bonus to Reflex saves.

7th Level: The *unyielding aegis* acts as a +2 *animated heavy steel shield*. The wielder can still activate the shield's intercepting ability, even while it is animated.

11th Level: The *unyielding aegis* reduces damage from attacks by 10, as if the target had DR 10/—. In addition, the wielder's bonus to Reflex saves increases to +4.

15th Level: The *unyielding aegis* acts as a +3 *animated reflecting heavy steel shield*.

19th Level: The *unyielding aegis* reduces damage from attacks by 15, as if the target had DR 15/—.

Goal: The wielder must prevent a total of 1,000 points of damage with the *unyielding aegis*.

Reward: The wielder can animate the *unyielding aegis* as if it had the animated special property for up to 1 minute at a time. While animated in this way, the wielder can command the shield to defend a creature within 30 feet as a swift action. The shield flies to that creature immediately, granting that creature the benefits of the shield as if it were wielding the shield. The original wielder of the shield can still spend her immediate action to use the shield to intercept attacks while the shield is defending a different creature.



PURCHASING LEGACY ITEMS

Though legacy items are not intended for purchase, some GMs may wish to allow their PCs to purchase these items. In this case, GMs should look to the scaling items section of *Pathfinder Unchained* to more accurately determine the price.

Alternatively, GMs can instead use the following quick pricing rules. An item that requires a slot has a price of 3,000 gp, a set of armor or shield has a price of 4,000 gp, a weapon has a price of 5,000 gp, and a slotless item has a price of 6,000 gp. The price is increased for each ability that would be active at the PC's current level, with each ability adding 1,000 gp times the ability's level. Finally, the total price of the legacy item is increased by 50% to pay for the reward ability. A PC would need to pay for abilities as they unlock them. For example, the *ring of sealed souls* would cost 11,000 gp for an 8th-level PC (3,000 gp base price plus 8,000 gp for the 8th-level ability) and she would have to pay 5,500 gp if she were to accomplish the item's goal to unlock that ability. She would then pay 11,000 gp to unlock the 11th-level ability, and so on.

WAYFINDER OF COOPERATION

SLOT none	CL 17th	WEIGHT 1 lb.
AURA strong transmutation		

Aspiring Pathfinder Society field agents are often entertained by dramatic stories featuring Ling Yayao, a near-mythic Pathfinder renowned for her ability to perform daring rescues. Though several early *Pathfinder Chronicles* make mention of the Tian heroine galloping to the aid of imperiled Pathfinders on her horse, Fallow Grain, some jaded agents thought Ling Yayao entirely legendary until the discovery of her intact *wayfinder of cooperation* in the vaults below the Grand Lodge.

In addition to its ability to cast *light*, as a typical *wayfinder*⁶⁶, the *wayfinder of cooperation* can be attuned to an *ioun stone* as a standard action by touching the stone to the *wayfinder's* sturdy rosewood casing. Once the *wayfinder of cooperation* is attuned, the bearer of the *wayfinder of cooperation* can concentrate as a standard action to sense the direction of and distance to the attuned *ioun stone*. This bond functions across any distance, as

long as the bearer and the stone are on the same plane. The *wayfinder* can be attuned to only one *ioun stone* at a time, and the bearer can dismiss the attunement at any time as a free action.

6th Level: The bearer increases the bonus she grants from the aid another action by 1. This does not stack with the benefits of other feats or class features that improve the bonus she grants to an ally with aid another.

8th Level: Once per day as a standard action, the bearer can use inspire competence as if she were a bard with a level equal to her character level. The bonuses granted by this ability last until the ally completes the task he is attempting.

11th Level: The bearer is constantly aware of the position and condition (as *status*) of anyone who has activated an *ioun stone* attuned to the *wayfinder of cooperation*.

13th Level: The bearer can use *shadow walk* once per day as a spell-like ability.

16th Level: Once per day, the bearer of an *ioun stone* attuned to the *wayfinder of cooperation* can summon the *wayfinder's* bearer to her side as if she were activating an appropriately keyed charm from a *bracelet of friends*.

Goal: The bearer must successfully use the aid another action to increase an attack roll, a skill check, or a saving throw of at least 10 allies. To count toward this goal, the bearer's assistance must have made the difference between success and failure on the roll.

Reward: The *wayfinder of cooperation* can be simultaneously attuned to a number of additional *ioun stones* equal to half the bearer's character level, rather than a single *ioun stone*.

CHRONICLES OF COLLECTION

“My most recent expedition to the Crown of the World unearthed a remarkable weapon: a dagger graven with the holy symbol of Pharasma capable of harming ghosts and other incorporeal creatures. While the weapon itself was interesting, the unusual effects it had on my Pharasmin counterpart’s cassock were even more interesting. The cassock had always served him as a divine focus and provided minor magical powers, but when he held the dagger, we discovered both items began glowing with a pale white light, and suddenly he was filled with new magical power! This strange resonance between the items seemed to cause their sympathetic enchantments to grow and feed each other. I’m no mage, and magical techniques are not my specialty, but perhaps Bjersig will have some insights when we return to Iceferry...”

—An excerpt from the field reports of Svala Ice-Rider

The following section details some unique items in the world of Golarion that can have specific additional benefits when worn or wielded together. These item sets are collections of thematically aligned equipment whose magical properties can resonate with each other to make the set greater than the sum of its parts. Set bonuses are cumulative; for example, a character who wears four pieces of a set gains the listed benefits for having two, three, and four of the items. If a set modifies a class feature or ability, the wearer must have this class feature or ability to gain this benefit; for example, a character wearing at least three pieces of the *Archmage’s Vestments* must be able to cast 3rd-level spells to gain the additional 3rd-level spell slot.

While some GMs may introduce these set bonuses as a unique reward for players in their campaigns, any character can take the Collector’s Boon and Improved Collector’s Boon feats to access the benefits of these equipment sets. GMs can also increase the rarity of these items by waiving the requirement of having the Collector’s Boon and Improved Collector’s Boon feats and instead requiring the set to consist of specific pieces of equipment rather than any item of that type; for example, instead of any *greater caster’s shield* forming a piece of the *Archmage’s Vestments*, perhaps only Old Mage Jatembe’s shield, a *greater caster’s shield* crafted and used by the legendary Old Mage Jatembe himself, can be used to complete the set.

Collector’s Boon

You have a knack for unlocking the true potential of your magical equipment.

Prerequisite: Character level 5th.

Benefit: You can enhance the effects of certain magical items when wearing or wielding two or more sympathetic magic items. While you are wearing or wielding at least two items from a set (see below), you gain the two-item benefit listed in the set, as well as any specific benefits detailed in the item description entries for the pieces of that set. You do

not gain any benefits that require three or more set pieces; such benefits must be unlocked by taking the Improved Collector’s Boon feat.

Special: You can’t gain the set bonuses of more than one set at a time due to the interference of incompatible sympathetic magical effects. If you have multiple pieces of two or more sets, you must choose the set you gain the benefits of at the start of each day and can’t change this decision for 24 hours.

Improved Collector’s Boon

Your knack for unlocking the true potential of magical equipment allows you to draw great power from your equipment.

Prerequisites: Collector’s Boon, character level 9th.

Benefit: While you are wearing or wielding at least three items from a set, you can gain the benefits of the three-, four-, and five-item benefits listed in the set, as appropriate for the total number of pieces of the set in your possession. In addition, you gain a +2 circumstance bonus on Use Magic Device checks as long as you are currently wearing or wielding at least five pieces of magical equipment (such as magic armor, magic weapons, magic rings, or wondrous items). For the purposes of determining whether you gain this benefit, gauntlets that are part of a suit of magic armor count as a separate magic item only if they have been enchanted as weapons.

EQUIPMENT SETS OF GOLARION

The following are just a few of the known sets of magical equipment from Golarion’s history.

ARCHMAGE’S VESTMENTS

Consisting of everything a truly legendary wizard might need to overcome his rivals, the *Archmage’s Vestments* enhance the wearer’s spellcasting abilities.

Caster’s Shield, Greater^{JFE}: For each additional piece of the set you wear or wield, the maximum spell level of scroll you can inscribe on this shield increases by 1.

Magician’s Hat: While you are wearing and wielding all five pieces of this set, you can use this hat’s ability to shift metamagic feats two additional times per day.

Ring of Counterspells: While you are wearing and wielding all five pieces of this set, you can store a second spell of 1st through 6th level inside this ring.

Robe of the Archmagi: For every two additional pieces of the set you wear or wield, the spell resistance granted by these robes increases by 1.

Staff of Power: For every two additional pieces of this set you wear or wield, the enhancement bonus of this staff increases by 1. While you are wearing and wielding all five pieces of the set, the *staff of power* automatically regains 1 charge every 24 hours (to a maximum of 10 charges).

Two-Item Benefit: While you are wearing or wielding at least two pieces of this set, your caster level for all arcane spellcasting classes you have levels in increases by 1.

Three-Item Benefit: While you are wearing or wielding at least three pieces of this set, you gain one additional 3rd-level spell slot for one arcane spellcasting class you have levels in.

Four-Item Benefit: While you are wearing or wielding at least four pieces of this set, you gain one additional 4th-level spell slot for one arcane spellcasting class you have levels in.

Five-Item Benefit: While you are wearing and wielding all five pieces of this set, you gain one additional 5th-level spell slot for one arcane spellcasting class you have levels in.

ARODEN'S ARRAY

While the *Shield of Aroden*, now known as the *Shattered Shield of Arnisant*, is famous for its role in defeating the Whispering Tyrant, it was not the only holy relic carried by General Arnisant during his fateful confrontation with Tar-Baphon. While the shield was shattered, the other relics survived, and these items or potent copies of them have protected heroic knights and paladins to this day.

Belt of Fallen Heroes^{UE}: For every two additional pieces of this set you wear or wield, the insight bonus on saving throws granted by this belt increases by 1.

Daystar Half-Plate^{UE}: For every two additional pieces of this set you wear or wield, the enhancement bonus of this suit of armor increases by 1.

Ring of the Ecclesiarch^{UE}: For every two additional pieces of this set you wear or wield, you can use this ring to use *prayer* one additional time per day.

Sun Blade: For every two additional pieces of this set you wear, the enhancement bonus of this weapon increases by 1; this also improves the increased enhancement bonus when using it against evil creatures.

Winged Boots: For every two additional pieces of this set you wear or wield, you can use these boots to fly one additional time per day.

Two-Item Benefit: While you are wearing or wielding at least two pieces of this set, you gain a +1 circumstance bonus on saving throws against negative energy or death effects.

Three-Item Benefit: While you are wearing or wielding at least three pieces of this set, the circumstance bonus on saving throws against negative energy or death effects increases to +2.

Four-Item Benefit: While you are wearing or wielding at least four pieces of this set, you gain a +4 circumstance bonus on Will saving throws against fear effects.

Five-Item Benefit: When wearing and wielding all five pieces of this set, once per day as an immediate action you can maximize the effects of a single healing effect targeting you, treating all dice rolled as part of the effect as though they had rolled the maximum possible value.

BEASTMASTER'S WILL

At times, nature will grant its greatest champions gifts in the form of magical relics. Among these gifts, nature bestows *Beastmaster's Will* to those who defend animal life.

Boots of the Cat^{UE}: For every additional piece of this set you wear, you treat all falls as if they were 10 feet shorter.

Cloak of the Bat: For every two pieces of this set you wear, the duration you can use this cloak to fly at a given time increases by 1 minute.

Eyes of the Eagle: For every additional piece of this set you wear, the competence bonus of these lenses increases by 2.

Greater Monkey Belt^{UE}: While you are wearing all four pieces of this set, the enhancement bonus of this item increases by 2 and you gain a 20-foot climb speed.



Two-Item Benefit: When wearing at least two pieces of this set, you gain the wild empathy class feature, treating your character level as your druid level.

Three-Item Benefit: When wearing at least three pieces of this set, you can cast *beast shape II* once per day as a spell-like ability, treating your character level as your caster level.

Four-Item Benefit: When wearing all four pieces of this set, you gain the animal focus^{ACG} class feature with an effective hunter level equal to your character level – 4. You can only use this ability on yourself in 1-minute increments and not an any animal companion you may have. The animal focus class feature you gain from this equipment set is separate of that from any other source.

BESMARA'S BOUNTY

The Pirate Queen has few priests but many devoted followers. It is said that the collection of magical items collectively known as *Besmara's Bounty* can be completely assembled only by those graced with the Sea Banshee's favor.

Bracelet of Bargaining^{UE}: For each additional piece of this set you wear or wield, the Will saving throw DC to resist this item's ability to detect deceit increases by 1.

Disarming Blade^{UE}: For every two additional pieces of this set you wear or wield, the enhancement bonus of this weapon increases by 1 and you gain a +1 circumstance bonus on combat maneuver checks to disarm.

Enchanted Eelskin^{UE}: For every two additional pieces of this set you wear or wield, the enhancement bonus of this suit of armor increases by 1.

Jellyfish Cape^{UE}: For every two additional pieces of this set you wear or wield, the electricity damage dealt by this item's tentacles increases by 1d4 and the DC to resist being sickened by their sting increases by 1.

Sea Tyrant's Patch^{UE}: While you are wearing and wielding all five pieces of this set, you can use this item's ability to use *mass charm monster* one additional time per day.

Two-Item Benefit: While you are wearing or wielding at least two pieces of this set, you gain a +1 circumstance bonus on Acrobatics checks to balance and Swim checks.

Three-Item Benefit: While you are wearing or wielding at least three pieces of this set, the circumstance bonus on Acrobatics checks to balance and Swim checks increases to +2.

Four-Item Benefit: While you are wearing or wielding at least four pieces of this set, you gain a +10-foot enhancement bonus to your swim speed if you have one.

Five-Item Benefit: While you are wearing and wielding all five pieces of this set, the enhancement bonus to your swim speed (if any) increases to +20.

DREAD DEMONIC ARMOR

As Deskari's dread hordes surged forth from the Worldwound, many mortals joined the demon lord's forces, some willingly and some through the most wicked coercions. To the most powerful and deadly of these mortal conscripts were given sets of *Dread Demonic Armor*, giving them powers akin to those wielded by the demons themselves. These sets of armor are said to buzz with the sound of locusts.

Deliquescent Gloves^{UE}: For every two additional pieces of this set you wear, you deal an additional 1d6 points of acid damage when using these gloves to make a melee touch attack.

Demon Armor: For every two additional pieces of this set you wear, the enhancement bonus of the claws granted by this dread suit of armor increases by 1.

Ring of Retribution^{UE}: For every two additional pieces of this set you wear, the DC to resist this ring's fire damage effect increases by 1.

Shadowform Belt^{UE}: For each additional piece of this set you wear, you can use this item's ability to become incorporeal for 1 additional round per day.

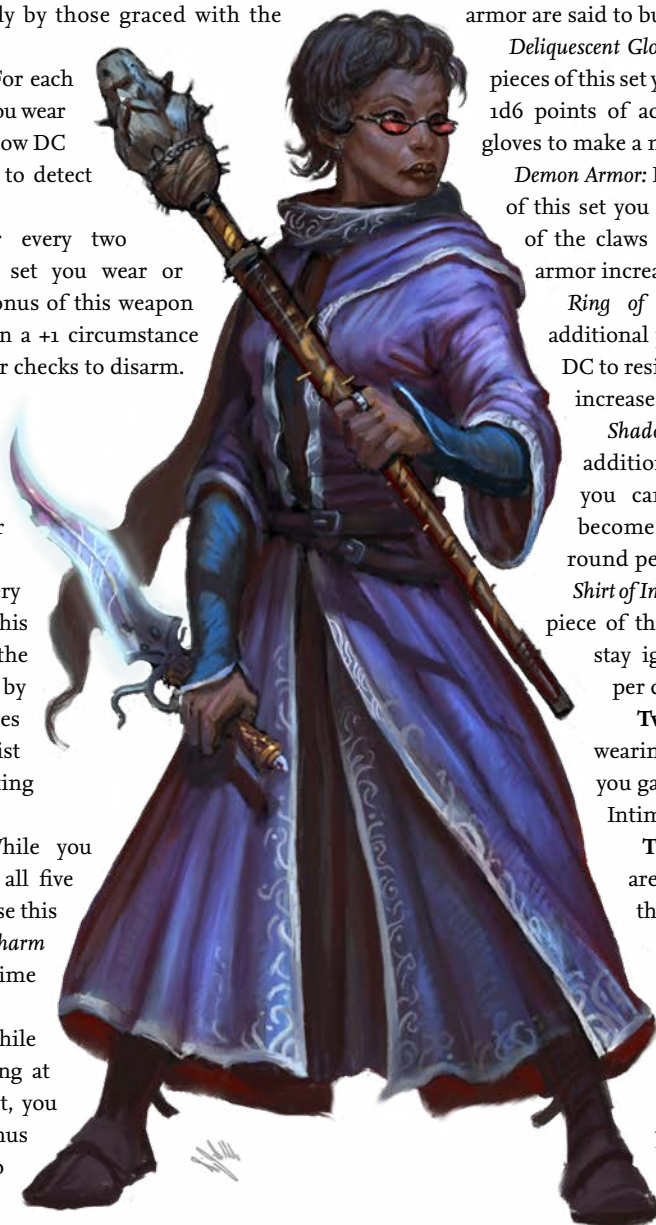
Shirt of Immolation^{UE}: For each additional piece of this set you wear, this shirt can stay ignited for 1 additional round per day.

Two-Item Benefit: While you are wearing at least two pieces of this set, you gain a +1 circumstance bonus on Intimidate checks.

Three-Item Benefit: While you are wearing at least three pieces of this set, you gain fire resistance 5.

Four-Item Benefit: While you are wearing at least four pieces of this set, the granted fire resistance increases to 10.

Five-Item Benefit: While you are wearing all five pieces of this set, you gain immunity to fire damage.



IRORI'S MEDITATION

As a mortal, Irori committed to a lifestyle of intense discipline and self-actualization, a dedication that persists through Irori's followers to this day. Legends state that as he approached enlightenment, Irori began to shed the need for the material, giving up many of his earthly possessions, which were then passed on through generations of students as they followed in his footsteps. *Irori's Meditation* is a set of simple trappings that are said to include a single thread from Irori's original belongings and help Iroran's find inner balance and aid them in their journey towards the true enlightenment they seek.

Bodywrap of Mighty Strikes^{UE}: For every additional piece of this set you wear, you can add this item's enhancement to one additional attack and damage roll per round.

Monk's Robe: While you are wearing all three pieces of this set, the bonus to AC you gain from your effective monk levels granted by this item increases by 2, exceeding the monk's AC bonus maximum of +5 if applicable.

Necklace of Ki Serenity^{UE}: For every additional piece of this set you wear, you increase this item's bonus by 1.

Two-Item Benefit: When wearing at least two pieces of this set, you gain a +4 insight bonus to CMD.

Three-Item Benefit: When wearing all three pieces of this set, your base speed increases by 10 feet.

PHARASMA'S COMMAND

The Lady of Graves oversees the natural cycle of life, death, and rebirth. As such, the very existence of undead is anathema to her goals and purpose. Pharasma commands her faithful to destroy the undead wherever she finds them, but the Mother of Souls is not so cruel as to give her worshippers commands without providing the tools to successfully complete them. *Pharasma's Command* is a set of holy equipment first assembled to safeguard the most daring and adventurous of her mortal servants.

Cassock of the Clergy^{UE}: For every two additional pieces of this set you wear or wield, you can use *bless* and *sanctuary* one additional time per day, and the DC for *sanctuary* spells cast in this way increases by 2.

Deathwatch Eyes^{UE}: For every two additional pieces of this set you wear or wield, you gain a +1 circumstance bonus on Perception checks.

Ring of the Grasping Grave^{UE}: For every two additional pieces of this set you wear or wield, the melee touch attack granted by this ring deals an additional 1d6 points of positive energy damage to undead on a successful attack.

Spirit Blade^{UE}: For every two additional pieces of this set you wear or wield, you can use this blade's ability to *dispel magic* one additional time per day.

Staff of Souls^{UE}: While you are wearing and wielding all five pieces of this set, you can expend 2 charges from this staff to cast *undeath to death*.

Two-Item Benefit: When wearing or wielding at least two pieces of this set, you gain a +1 circumstance on saving throws against death effects.

Three-Item Benefit: When wearing or wielding at least three pieces of this set, you gain a +1 circumstance on saving throws to resist energy drain.

Four-Item Benefit: When wearing or wielding at least four pieces of this set, the circumstance bonuses on saving throws to resist death effects and energy drain increase to +2.

Five-Item Benefit: When wearing and wielding all five pieces of this set, you gain immunity to death effects.

URGATHOA'S GLUTTONY

Urgathoa is the goddess of disease, gluttony, and undeath. Worshipped by dark necromancers, the undead, and those wishing to become undead, Urgathoa bestows dark and terrible blessings on her followers. One of the greatest manifestations of Urgathoa's favor is seen when the set of magical items known as *Urgathoa's Gluttony* is assembled and worn by a single individual, granting him the powers of some of the greatest forms of undead and the tiniest fraction of the power utilized by Urgathoa herself. Dozens of flies and worms are said to constantly follow those wearing this equipment set.

Haunted Shoes^{UE}: For every two additional pieces of this set you wear or wield, you can use each of the abilities granted by these shoes one additional time per day.

Mask of the Skull^{UE}: For each additional piece of this set you wear or wield, the AC and hardness of this mask increase by 1 and it gains 5 additional hit points.

Ring of Rat Fangs^{UE}: For each additional piece of this set you wear or wield, the bite attack granted by this ring deals 1 additional point of bleed damage.

Robe of Bones^{UE}: For every two additional pieces of this set you wear or wield, this robe regenerates one expended undead per hour. Creating more than two of any single type of undead with this robe destroys the first undead of that type you created.

Void Scythe^{UE}: For every two additional pieces of this set you wear or wield, the enhancement bonus of this weapon increases by 1, and the DC to resist negative levels imposed by this blade increases by 1.

Two-Item Benefit: While you are wearing or wielding at least two pieces of this set, you begin overflowing with Urgathoa's dark power, adding 1 point of negative energy damage to each of your melee attacks. This negative energy damage cannot heal creatures that are healed by negative energy.

Three-Item Benefit: While you are wearing or wielding at least three pieces of this set, the negative energy added to your melee attacks increases to 5 points.

Four-Item Benefit: While you are wearing or wielding at least four pieces of this set, you gain a +1 profane bonus on attack rolls.

Five-Item Benefit: While you are wearing and wielding all five pieces of this set, you are imbued with the powers of undeath and react to negative and positive energy as though you were undead; you are healed by negative energy and harmed by positive energy.

CHRONICLES OF PARAGONS

“Vilkram’s popular *Lives of the Twelve Kings* would have you believe that Ferin the Bold was twelve feet tall, juggled tree trunks every day before breakfast, and personally wrestled the Breaker-Wyrm to death. Meanwhile, Mericius Lun’s rare *Apocrypha*—which I had to get through ways that are neither safe nor entirely legal—suggests that the company of royal archers had more to do with things. What follows, then, are the heroic feats which I think are at least somewhere in the general vicinity of truth.”

—From the *Pathfinder Chronicles* volume “A Study of Archaic Hero-Legends” by Kallixaina Nyx

ALTERNATE CAPSTONES

When a character reaches the 20th level of a class, she gains a powerful class feature or ability, sometimes referred to as a capstone. The following section provides new capstones for characters to select at 20th level. A character can select one of the following capstones in place of the capstone provided by her class. Some capstones are for specific classes, while others are for a range of classes that qualify for them. In some cases, a capstone specifies what ability it replaces. A character can’t select a new capstone if she has previously traded away her class capstone via an archetype. Clerics and wizards can receive a capstone at 20th level, despite not having one to begin with.

CLASS-SPECIFIC CAPSTONES

The following capstone abilities are available for characters of specific classes.

Antipaladin—Tip of the Spear (Su): At 20th level, the antipaladin tears through heroes and rival villains alike. The antipaladin gains three additional uses of smite good per day and can smite foes regardless of their alignment.

Arcanist—Deep Reservoir (Su): At 20th level, the arcanist has enough power to blast things all day long. Her arcane reservoir increases by 10, and she gains 5 additional points each day when preparing her spells.

Barbarian or Unchained Barbarian^{PU}—Unstoppable (Ex): At 20th level, nothing can kill the barbarian, though not for lack of trying. The barbarian gains DR 3/— or increases the value of any existing damage reduction by 3. In addition, she gains energy resistance to acid, cold, electricity, and fire equal to her DR/— value.

Bard—Adoring Fan (Su): At 20th level, the bard can use his performance to convert even the toughest audience. To be affected, a target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target can attempt a Will save (DC = 10 + half the bard’s level + the bard’s Charisma modifier) to negate the effect. If a creature succeeds at the saving throw, the bard cannot use this ability on that creature again for 24 hours. On a failure, the creature is dominated (as *dominate monster*) for as long as the bard keeps playing and is charmed (as *charm monster*) for 1d4 hours thereafter.

Adoring fan is a mind-affecting, compulsion effect that relies on audible and visual components.

Bloodrager—Empowered Bloodrage (Su): At 20th level, the bloodrager is as much spell as mortal flesh. When the bloodrager enters a bloodrage, he can apply two spells to himself rather than one.

Brawler—Perfect Warrior (Ex): At 20th level, the brawler has reached the highest levels of her art. The brawler’s maneuver training increases by 2 and her dodge bonus to AC improves by 2. This replaces the 20th-level improvement to martial flexibility.

Cavalier—Tactical Genius (Ex): At 20th level, the cavalier is a maestro of the battlefield, commanding and moving troops like so many game pieces. The cavalier gains a bonus teamwork feat, can grant up to three bonus feats with tactician, and increases the range of tactician by 90 feet.

Cleric—Proxy (Su): At 20th level, the cleric forges a direct, personal connection to her deity. She knows instinctively whether her deity would approve or disapprove of a given course of action or idea (though deities rarely bother to form opinions about overly mundane or trivial events). In addition, she can select an additional domain from the list offered by her deity.

Druid—Home Ground (Su): At 20th level, the druid knows every tree, every deer, every blade of grass, and every scuttling beetle of her home. The druid selects a specific area relevant to the campaign, such as a prominent forest, mountain, or even a patch of sea. The druid is constantly under the effect of *commune with nature* with regards to that area and can change the facts she gleans from the spell when she prepares her spells each day. In addition, while on her home ground, the druid gains a +4 bonus to her caster level.

Fighter—Veteran of Endless War (Ex): At 20th level, the fighter has seen more combat than entire platoons of soldiers put together. The bonuses granted by his armor training and weapon training increase by 2 each.

Gunslinger—Personal Armory (Ex): At 20th level, there is not a gun in the world that the gunslinger can’t fire. The gunslinger applies her gun training to all firearms, and her damage bonus from gun training increases to 1-1/2 times her Dexterity bonus.

Hunter—Huntermaster (Ex): At 20th level, the hunter learns to control all manner of beasts. The hunter gains a second animal companion. Her level is considered four lower for the purposes of her second animal companion. The hunter can use her animal focus feature to grant each animal companion a different animal aspect.

Inquisitor—Team Leader (Ex): At 20th level, the inquisitor has grown accustomed to teaching farmers to fight, but what she can do with trained warriors is far more terrifying. When the inquisitor regains her spells each day, she can also spend 1 hour training a number of characters up to her Wisdom

modifier in battle tactics. These characters receive three of the inquisitor's teamwork feats (the inquisitor's choice) as bonus feats for the next 24 hours.

Investigator—Deadly Study (Ex): At 20th level, the investigator knows just how to hit where it hurts. The investigator increases the bonus from studied combat by 4, and his studied strike damage increases by 3d6.

Kineticist—Unbridled Power (Su): At 20th level, the kineticist wields her chosen element like a knife, cutting through all opposition. The kineticist chooses one blast. Her damage with that blast increases by 2d6+2 (for physical blasts) or by 2d6 (for energy blasts), and the blast ignores the first 10 points of damage reduction or energy resistance that the target has.

Magus—Legendary Blade (Su): At 20th level, the magus can turn his weapon into a thing of terror and wonder. When the magus enhances his weapon with his arcane pool, he grants it an additional +2 enhancement bonus (for a total of +7).

Medium—Hardened Soul (Su): At 20th level, the medium's soul has calluses from all the times some spirit or another has tried to take over. The medium does not become an NPC until his influence with a spirit reaches 8, and his spirit surge dice increases to 2d8.

Mesmerist—Piercing Gaze (Su): At 20th level, the mesmerist's gaze carries with it something of the beyond. His stare penalty increases by 2.

Monk and Unchained Monk^{PU}—Old Master (Ex): At 20th level, the monk has reached the highest levels of his martial arts school. The monk gains one additional attack at his highest base attack bonus when using flurry of blows, and his dodge bonus to AC increases by 2.

Ninja—Slicing Wind (Su): At 20th level, the ninja is a creature of wind and blades. When using light steps, the ninja can move up to four times her speed and make a single attack at her highest base attack bonus at any point during the movement.

Occultist—Collector of the Strange (Su): At 20th level, the occultist has no end of odd curios hanging about his body. The occultist gains two new focus powers and increases his mental focus pool by 6, but he can have no more than one-third of his points invested into any one implement school.

Oracle—Diverse Mysteries (Su): At 20th level, the oracle knows that sometimes she needs different tools to do her patron's work. The oracle can select two revelations from another mystery. She must meet the prerequisites for these revelations.

Paladin—Crusader Champion (Su): At 20th level, the paladin's zeal is so inspiring that it affects all around her. The ranges of all of the paladin's auras increase by 30 feet.

Psychic—Phrenic Mastery (Su): At 20th level, the psychic's mind is a legendary weapon in its own right. The

psychic's phrenic pool increases by 6, and she gains two new phrenic amplifications.

Ranger—Seen It Before (Ex): At 20th level, the ranger is wise to all the tricks of his prey. The ranger adds his favored enemy bonus as an insight bonus on saves against spells and abilities used by his favored enemies.

Rogue or Unchained Rogue^{PU}—Masterful Talent (Ex): At 20th level, the rogue has been a thief, an actor, a merchant, a scout, a confessor, a friend, an assassin, and a dozen more things besides. The rogue gains a +4 bonus on all of her skills.

Samurai—Indomitable Spirit (Ex): At 20th level, the sight of the samurai on the battlefield gives heart to even the most doomed force. The range of the samurai's banner increases by 90 feet, the bonuses offered by the banner increase by 2, and the samurai can wave his banner to use its ability as a move action instead of a standard action.



Shaman—Hex Mastery (Su): At 20th level, the shaman has learned ever more terrible hexes. She can select one grand hex from the list available to witches.

Shifter—Flexible Form (Su): At 20th level, the shifter has control over her bodies down to the finest details. When the shifter uses wild shape, she gains a total of a +6 bonus to her physical ability scores, which she can distribute as she likes each time she shifts. For example, she can gain a +4 bonus to Strength and a +2 bonus to Dexterity, and the next time she shifts she can instead gain a +6 bonus to Constitution.

Skald—Great Kenning (Su): At 20th level, the skald’s knowledge of other magic grows ever wider. The skald can use spell kenning three additional times per day and can select one additional spell list from which he can cast spells with spell kenning.

Slayer—Against the Odds (Ex): At 20th level, the slayer is used to fighting when the numbers are not in his favor. When the slayer uses studied target, he can study up to two additional foes with the same action.

Sorcerer—Unique Bloodline (Su): At 20th level, the sorcerer’s blood grows wild and strange, become less about

her ancestors and more about her specifically. The sorcerer selects a second bloodline and gains the bloodline arcana and the 1st-, 3rd-, and 9th-level bloodline powers. Her level for these powers is the same as for her primary bloodline.

Spiritualist—Potent Phantom (Su): At 20th level, the spiritualist’s phantom grows ever more complex and sophisticated in its manifestation. The phantom gains a second emotional focus. This does not change the phantom’s saving throws, but the phantom otherwise grants all the skills and powers of the focus.

Summoner and Unchained Summoner^{PU}—Grand Eidolon (Su): At 20th level, the summoner’s eidolon becomes an absolute monstrosity—a thing of legend and terror. The summoner gains 4 additional evolution points to spend as he likes, not subject to subtype-based requirements.

Swashbuckler—Incredible Luck (Ex): At 20th level, the swashbuckler has had so many close calls that she barely notices them anymore. The swashbuckler gains three additional uses of charmed life and can activate the ability as a free action, even outside of her turn.

Vigilante—Past Your Limits (Ex): At 20th level, the vigilante has learned to stretch himself to do what he never thought he could before. The vigilante gains one additional social talent and one additional vigilante talent. This bonus vigilante talent is not subject to specialization requirements—a stalker can select an avenger-only talent, and vice versa. At the GM’s discretion, the vigilante can instead select an archetype-only vigilante talent, such as the cabalist’s living shadow.

Warpriest—Hammer of God (Su): At 20th level, the warpriest has become one of his deity’s favorite weapons—the first tool that comes to hand when destruction is called for. The warpriest gains two additional blessings from the list offered by his deity. He can also call upon his blessings two more times each day.

Wizard—Well-Prepared (Su): At 20th level, the wizard has a spell for every occasion he can imagine—and a few he can’t. The wizard gains two additional cantrips per day, six additional 1st- and 2nd-level spell slots, four additional 3rd- and 4th-level spell slots, two additional 5th-level spell slots, and one additional 6th-level spell slot.

OTHER CAPSTONES

The following capstone abilities are for characters who meet the specifications listed in the text for each.

Arch-Familiar (Su): At 20th level, the character’s familiar is smarter and savvier than plenty of adventurers—and also more dangerous! The familiar’s Intelligence increases by 5, and it gains 12 spells levels’ worth of spell-like abilities (for example, three daily castings of *greater invisibility*), drawn from spells its master can cast and using its master’s caster levels, DCs, and so forth. This capstone is available to any class with a familiar.

The Boss (Ex): At 20th level, the character has become more than just a lone hero—she has become one of the



senior figures of her field, with powers and responsibilities to match. The character becomes one of the leading figures in some manner of group or organization, as appropriate to the campaign and the setting. A wizard might become the dean of an arcane university or mages' guild, a fighter could command a mercenary army or a city guard, a cleric might lead a major temple or her own sect, and so forth. The player and the GM should work together to determine the specifics. The character gains the Leadership feat if she does not already have it, and the number of followers that the feat grants is multiplied by 10 (although depending on the campaign and setting, the position may grant other powers as well). If multiple characters in a party select this capstone, the GM may consider pooling them to grant the players a particularly large and powerful organization, such as a small kingdom. Characters of any class can select this ability.

Deep Magics (Su): At 20th level, the character's repertoire of spells deepens dramatically. She gains an additional spell known for each spell level she can cast. A character of any class with spells known can select this capstone.

Great Beast (Su): At 20th level, the character's animal companion is a paragon of its kind—a hero and legend in its own right. The animal companion's Strength, Dexterity, Constitution, and Wisdom scores each increase by 4. This capstone is available to any class with an animal companion.

Ki Sage (Su): At 20th level, the character is fully attuned to his own body and the ki that flows within. The character gains two ki powers from those available to the unchained monk^{PU}, treating his character level as his monk level for the purpose of any requirements. In addition, his ki pool increases by four. This capstone is available to any class with a ki pool.

Old Dog, New Tricks (Ex): At 20th level, the character shows that a true warrior always has one more surprise the enemy hasn't seen. The character gains four combat feats. This capstone is available to characters of any class that gains at least four bonus combat feats.

Perfect Body, Flawless Mind (Ex): At 20th level, the character's endless training and study has resulted in an unmatched mastery of the self. The character increases her ability scores by a collective total of 8. For example, she can increase one score by 8, or one score by 5 and another by 3, or four scores by 2, and so on. Characters of any class can select this ability.

The Right Spot (Ex): At 20th level, the character can hit an opponent's weak spot effortlessly. Once per round, the character can apply her sneak attack damage to an attack, even if the target is not flanked or denied its Dexterity bonus to AC. This does not allow the character to sneak attack targets that are immune to sneak attacks (such as oozes). This capstone is available for any class with the sneak attack class feature.

Soul Channel (Su): At 20th level, the character can channel energy six additional times per day, and her channel energy dice increase by one step. This capstone is available to characters with the channel energy class feature.

PATHFINDER NOTES

"Timor the Golden Thief is my favorite of all the legends I've studied. This wasn't because Timor was a particularly good thief, mind you. He was actually rather awful at it. On at least three occasions he was caught, tried, and sentenced to various gruesome demises (in one case involving rats and a very big oven). Yet each time, somehow, Timor was back at it within a month. Terrible thief, but you have to respect his determination."

—From the *Pathfinder Chronicles* volume "A Study of Archaic Hero-Legends" by Kallixaina Nyx

Walking Library (Ex): At 20th level, the character becomes a small, mobile athenaeum of occult scraps and lore. The character adds 100 spell levels' worth of spells to his spellbook or familiar and gains a +4 insight bonus on all Knowledge skills. Characters of any class that prepares spells from a spellbook or familiar can select this ability.

With This Sword (Ex): At 20th level, the character's blade has become as well-known as the character herself. The character selects one item she has—preferably something iconic and significant, such as a weapon or arcane bond. The item becomes a minor artifact and gains 100,000 gp worth of new powers. The player and the GM should work together to select the new powers, with an eye towards making something memorable yet campaign-appropriate. Characters of any class can select this ability.

Won't Stay Dead (Ex): At 20th level, the character becomes a paragon of resilience. Once per week, if the character is killed, petrified, or otherwise removed from play, the character manages to survive by some dint of skill or luck and returns at the end of the combat or the scene (GM's discretion). The player and the GM should work together to ensure that the method of the character's survival is at least vaguely plausible, if unlikely. Characters of any class can select this ability.

GRAND DISCOVERY

Rather than gaining a capstone, an alchemist can select the following grand discovery.

Vast Explosions: The alchemist has been practicing his demolitions for years, and it's paid off with ever larger explosions. The alchemist's bomb damage increases by 3d6.

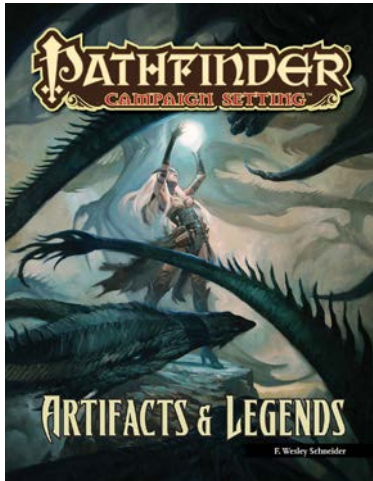
GRAND HEX

Rather than gaining a capstone, a witch can select the following grand hex.

Witch's Dance (Ex): Once per day as a standard action, the witch can proclaim a celebration, leading her friends in a riotous and bloodthirsty dance. All allies within 30 feet gain the ability to fly (as per the flight hex) and a +2 dodge bonus to AC, and when they take a 5-foot step, they can instead move up to 10 feet instead of just 5 feet. The benefits remain for 1 round but can be extended with the cackle hex.

WOULD YOU LIKE TO KNOW MORE?

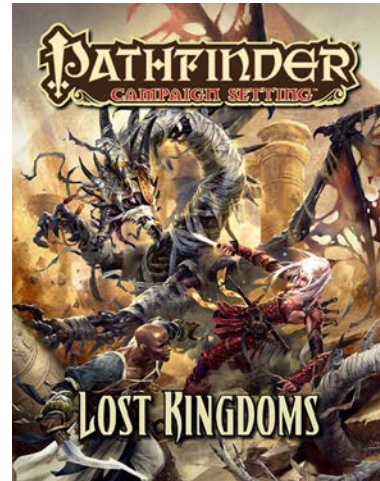
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