

The cover art features a central illustration of a bearded man with long, flowing white hair and a dark, fur-lined hooded cloak. He has a determined, slightly menacing expression with his mouth open as if shouting or chanting. He is surrounded by a chaotic, dark environment of stone and metal. In the background, there are skeletal remains, including a skull and a ribcage, and a large, multi-legged spider-like creature. The scene is lit with a mix of blue and red light, creating a dramatic and ominous atmosphere. At the bottom, a large, ornate key lies on the ground.

PATHFINDER[®]

PLAYER COMPANION[™]

Dungeoneer's Handbook

DUNGEONS OF THE INNER SEA

The following map of the Inner Sea region shows just a sample of Golarion's most infamous dungeons, marked with symbols that indicate their dungeon type, as described on page 5 of this book.



CONQUERED DUNGEONS

1. Fangwood Keep
2. Thornkeep
3. Urgir



FORTRESS DUNGEONS

4. Crimson Citadel
5. Deepgate
6. Silver Mount
7. Viperwall



GUARDIAN DUNGEONS

8. Gunworks
9. Lost Yemal
10. Pyramid of Kamaria



LIVING DUNGEONS

11. House of Night
12. Vivified Labyrinth



MAGICAL DUNGEONS

13. Aberian's Folly
14. Emerald Spire
15. Gallowspire
16. Hanging City of Teskra
17. House of Oblivion
18. Spire of Nex
19. Starstone Cathedral



NATURAL DUNGEONS

20. Cave of Tiandra
21. Earthnavel



OVERRUN DUNGEONS

22. Brinewall
23. Eel's Skull
24. Ice Spire
25. Saffron House
26. Zolurket Mines



RUINED PLACES

27. El-Fatar
28. Hollow Mountain
29. Kho
30. Oagon

■ = Megadungeon

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BORN IN DARKNESS	INSIDE BACK COVER

ON THE COVER



In this spine-tingling piece by Roberto Pitturru, the iconic ranger Harsk lays waste to a foul (but treasure-laden) gelatinous cube.

REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

ALCHEMISTS

This volume has something for any bomb-slinging potion brewer. The trap breaker archetype (page 22) is ideal for alchemists who frequently find themselves at odds with dungeon hazards, and the new alchemist discoveries (page 27) can inspire even the least destructive mutagen-crafter to make some noise.

RANGERS

New magic items (pages 28–29) complement any character bent on tracking down prey or cornering his quarry in dank dungeon corridors, and the dungeon rover archetype (page 23) perfectly suits rangers with this goal. *Redwing's Dungeon Companion* (page 31) is an invaluable tool for those who need to get through dungeons without risking getting lost.

ROGUES

Fresh equipment keeps the rogue versatile and ensures she never lacks the right tools (pages 24–25). Two new weapon special abilities focus on breaking things (page 28), and a host of feats and advice bolsters her ability to tackle dungeon traps (pages 8–9).

WIZARDS

New feats like Cursed Item Detection (page 12) give any dungeon-delving spellcasters plenty to look forward to, and enchanters need look no further than the tips and suggestions in the Monsters section (pages 10–11) for ideas on how to turn their subterranean foes into allies.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

DUNGEON GUIDES

Mysterious tomes scribbled down by dreamy scholars and scatterbrained ex-adventurers, the oft-useful—but at times misleading—books known as dungeon guides (pages 14–15) can be an incredible boon if placed in the proper hands, or a befuddling curse for the unlucky and unwary.

DUNGEON PREPARATION

The time spent getting ready for a dungeon delve can be just as important as the excursion itself, and advice on how to get the most out of the moments leading up to it can be found on pages 6–7 and throughout, including brief details on some of Golarion's most infamous adventuring sites (pages 18–19).

EQUIPMENT

This volume is chock full of new items for dungeoneers to toy with and use to their tactical advantage during subterranean expeditions. From alchemical items that obstruct passageways, destroy locks, and eat away at organic material (pages 26–27) to clockwork rattlers, lockpick extenders, and scent-obscuring pomanders (pages 24–25), this extra helping of interesting and versatile item options should leave no character wanting.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Dungeoneer's Handbook*.

- 1 Will a significant part of our campaign take part in dungeons or dungeon-like environments?
- 2 Will we be venturing into any of Golarion's best-known dungeons or megadungeons?
- 3 Would it make sense for my character to be good at slaying subterranean monsters such as oozes or aberrations?

GOLARION'S DEADLIEST

A map of important dungeon locations throughout the Inner Sea region (inside front cover) as well as a gazetteer of some of these famed crypts, ruins, and towers (pages 18–19) can lead any treasure hunter or lore seeker to adventure.

HIRELINGS

New hirelings and servants (page 20) can be paid on a regular basis to take care of things back home while adventurers are out and about, and the Torchbearer feat allows characters to bring along a novice cohort into the dungeon with them. Outfitting these amateur accomplices with a torchbearer archetype (page 21) can increase their life expectancies and make them even greater boons in certain dungeon situations.

DID YOU KNOW?

Many of the rooms in *Pathfinder Module: Seven Swords of Sin* were initially designed by Paizo staff members as part of a contest for the Gen Con dungeon delve. The objective? To kill as many PCs as possible!

RULES INDEX

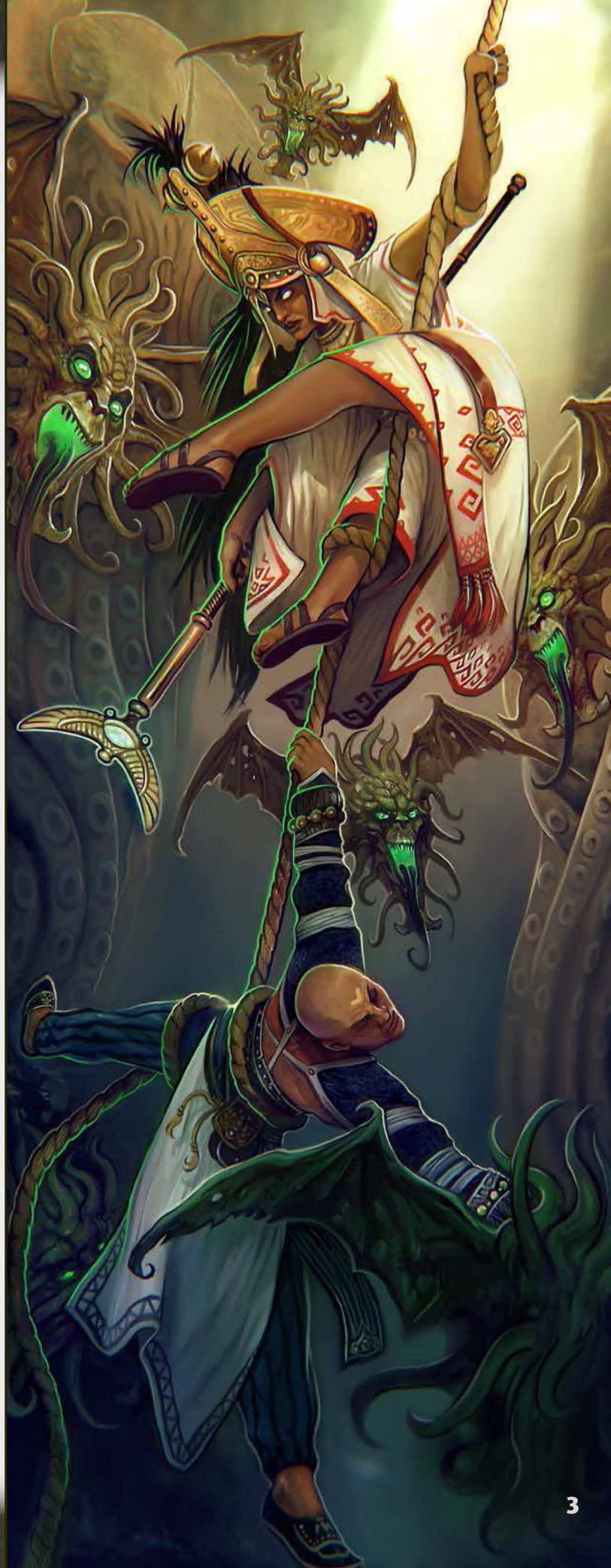
In addition to the rules for dungeon guides (pages 14–15), new regional traits (inside back cover), new spells (pages 30–31), and new weapon special abilities (page 28) in this book, the following new rules options can be found throughout this player companion.

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DUNGEON OVERVIEW



There is perhaps nothing more iconic in fantasy gaming than a perilous expedition into the dark and unknown. Dungeons—be they dank crypts or forgotten temples—beckon to brave adventurers, who descend into the dungeon in order to claim lost wealth, defeat monsters, and achieve glory. Those who are strong, clever, and lucky enough climb out of the hole victorious, laden with gold and drenched in the blood of unfathomable beasts.

This book is an invaluable aid to players as their characters explore dungeons of any form and difficulty, where danger lurks around every corner and uncounted foes wait hungrily in the shadows. But what exactly makes a dungeon a dungeon? This section explores that question and attempts to detail what exactly a dungeon is within a fantasy setting.

Dungeons Have Dangers: First and foremost, a dungeon is a deathtrap. It's a place of danger and terror, where every flagstone and doorway may conceal a lethal trap. The dangers may differ from one dungeon to the next—a cave network might be home to vicious orcs, a tomb could be crammed with poisonous traps and blood-drinking ghosts, and a wizard's tower may be enchanted with magical symbols of death and suffering—but they are always present, always waiting for their next victim.

Dungeons Have History: Dungeons are, for the most part, fallen places. Only lunatics and monsters set out to build a dungeon for the sole purpose of luring in adventurers and butchering them alive. Instead, most

dungeons were originally something else, such as massive tombs, elaborate shrines, or labyrinthine factories. A dungeon's original purpose often defines the kinds of perils one might face inside it, and understanding the reason for a dungeon's existence can help a wise adventurer navigate its dark corridors—and uncover hidden secrets.

Dungeons Have Monsters: Dungeons may be abandoned, but they are rarely, if ever, uninhabited. From orcs and goblins to slimes and even stranger horrors, all manner of living beings flock to dungeons. An adventurer must brave the brutish monsters and nightmarish ecologies of the underworld to survive in these places. Worse, dungeon denizens are fighting in their home territory. They know the cramped confines of their lairs, with all those traps and secret passages, far better than adventurers do, and they generally offer no quarter to those who dare to intrude.

With all these horrors, why brave dungeons? There are many reasons, but one is paramount: Dungeons have treasure! A lucky adventurer might find gold, jewels, and magical relics amid the burial goods of long-dead kings or the stolen booty of orc raiders. The lure of treasure has led many adventurers to violent and untimely deaths in dungeons, but so too has it made other adventurers rich beyond reckoning.

Anything could be waiting on the other side of that door. Ready your sword, take up your 10-foot pole, and seek your fortune!

CURIOUS DUNGEONS

Beyond the traditional dungeons types explored in this section, several other, more extreme varieties exist.

LIVING DUNGEONS

These places are (as the name suggests) dungeons that are in some way alive, such as the bowels of titanic monsters or a biological city on some sinister plane of existence. Veins and intestines are the corridors of these pulsing lairs, and the inhabitants are parasites or other trapped denizens. Defeating a living dungeon usually means finding a way to kill the place itself.

MAGICAL DUNGEONS

This category refers to impossible dungeons that can only exist through arcane power or via divine intervention. Floating cloud citadels, towers made of solid fire, and hellish prisons where the very walls are filled with the souls of the living are apt examples of magical dungeons. Even the laws of reality cannot be trusted in such places, increasing their peril.

MEGADUNGEONS

The vast complexes colloquially referred to as “megadungeons” are unreasonably large lairs that sprawl across many levels and sublevels. Most consist of hundreds of chambers and countless miles of twisting, unmapped corridors. The sheer size of these labyrinths means that each layer of these indomitable locations often features its own distinct protectors.

TYPES OF DUNGEONS

A simplistic definition of a dungeon is a place where danger and reward are intertwined in stone. This definition may sound too simple, and that’s because it is. In truth, there are many types of dungeons out there, each with different horrible ways to reward or kill adventurers. Many dungeons fall into one or more of the following categories.

Conquered Dungeons: In a conquered dungeon, invaders have taken over and despoiled a once-civilized place. The remains of a town or castle can become a perilous dungeon with alarming swiftness, especially if the new denizens fortify the place with deathtraps and guardian monsters. Conquered dungeons also often feature haunts or unquiet dead, especially if the former inhabitants were slaughtered during the invasion. For all their perils, conquered dungeons are invariably rich in spoils—some valuable prize drew the conquerors here to drive out the original owners, after all, and adventurers are often more than happy to return the favor.

Fortress Dungeons: Castles, barracks, forts, ramparts—fortress dungeons go by many names. They all once served as the headquarters for a much grander operation or continue to do so in some fashion or another. A fortress dungeon is protected from intrusion by traps and trained sentinels, who are typically either the original builders of the dungeon, conquerors who took the spot by force, or monstrous beings that have claimed the abandoned ruins. Since these protections are usually designed to keep external forces out, the hardest part of exploring a fortress dungeon can often be just getting inside. Stealth becomes paramount, and if its guardians are numerous, simply being detected might spell the end for an otherwise intrepid party.

Guardian Dungeons: These lairs were built to contain or protect something important. A pyramid, for example, is a guardian dungeon made to protect the body of the pharaoh interred at its heart. A treasure vault, protected by a hundred deadly traps, is another form of guardian dungeon. So too is a prison built around a bound demon. In each case, the original designers may have left a safe path through the dungeon, but that secret was likely lost

long ago. Guardian dungeons are perhaps the most likely to be protected by a wide variety of traps as well as eternal sentinels like undead, golems, and bound outsiders.

Natural Dungeons: Some places are dangerous by virtue of natural geography and ecology. Labyrinthine cave networks, impossibly thick thorn-forests, treacherous swamps, and meltwater tunnels in the heart of a glacier are examples of dungeons that formed naturally and were populated by the local fauna. Wild beasts, monstrous plants, and other unintelligent monsters like slimes and oozes typically inhabit these lairs, and the perils are usually geological or environmental in nature. Nearby communities of civilized people give natural dungeons a wide berth because of their inherent danger, but monstrous beings that seek refuge from the outside world need look no further than these prime defensive locations.

Overrun Dungeons: These are places that were recently infested with dangerous creatures, such as a sewer now home to swarms of evil ratfolk, a necropolis overrun by undead, or a prison conquered by insane cultists. If these pests can be eliminated, an overrun dungeon can usually be reclaimed for its intended purpose. Understanding this original purpose is often vital to navigating the dungeon, since its foul inheritors may lurk in any nook or cranny. Fortunately, these intruders are often the only lethal danger in the dungeon, as overrun places are not often built to house lethal traps. Unfortunately, most of these places also weren’t built to house treasure, so the rewards for cleansing these places and returning them to their former dignity take more intangible forms.

Ruined Places: These forgotten locations were ravaged by the forces of time, the elements, or something more sinister, and become dungeons when dangerous creatures come to dwell there. The perils of such ruins are not limited to the resident monsters, since collapsing ceilings, unstable floors, flooded chambers, and rubble-choked hallways can be found at nearly every turn. Ruins have perhaps the widest range of potential threats—adventurers may encounter undead or guardians from the days before the place fell into ruin, as well as whatever vermin and wandering monsters have made their homes amid the desolation in the intervening centuries.

PREPARING FOR A DUNGEON

Only a fool walks blindly into a dungeon. Planning and preparation mean the difference between returning home laden with treasure and starving to death at the bottom of some dank pit trap after eating the corpses of the rest of your party. Most dungeons are old, and a given group of adventurers is likely not the first doughty band to brave those depths. By seeking out tales of past expeditions, listening to the stories of long-fallen heroes, and uncovering the history of a dungeon before going in, a dungeoneer arms herself with information and supplies that may literally be of vital importance. Learn all you can before you venture forth!

RESEARCH

Dungeons do not spring into existence from nothingness. They are storied places, with histories full of secrets. Before taking his first step into the labyrinth, a dungeoneer should first make effort to learn a bit about the place that might become his tomb. Knowledge (dungeoneering) and Knowledge (history) checks are the most obvious ways to garner basic information, but visiting libraries; consulting with sages and historians; and using spells like *legend lore*, *contact outer plane*, or *speak with dead* can reveal much about a dungeon. And a question answered via these lines might result in additional mysteries or lead to other treasures. Oracles, bards, and retired adventurers may also possess a wealth of knowledge that can aid a group before they set off for danger and bounty.

If the dungeon in question was built by a still-extant people, there may yet be books of lore about its history and construction, or even people alive who were there during its construction. Thus, before exploring one of the lost halls of dwarven kings, it might be wise to search the nearby dwarven libraries for references to that lost hall. Perhaps the original builders wrote about the traps and secrets, or maybe the saga that tells of the hall and its valiant, fallen defenders contains useful information about its fortifications.

Forward-thinking adventurers might also hope to learn about the types of monsters or perils they are likely to encounter in a dungeon. The townspeople of local settlements can be a font of information in this regard, as just about every society has its share of lore and myth about nearby adventuring hotspots and the creatures that inhabit them.

One of the most obvious (and yet often overlooked) preparations for dungeoneering is simply getting the lay of the land around the adventure site. Rarely does a monster lair have but one entrance or escape route—and even if it does, this is valuable information to have. Not knowing your surroundings before delving into the unknown can be a fatal mistake, and taking the time to devise a backup plan can mean the difference between spectacular success and deadly failure.

While mundane and magical research are paramount to the planning stages of any expedition, the ultimate prize in dungeon research is undoubtedly a dungeon guide. Each of these valuable books is about a different dungeon of either wide-spread or local fame, and contains all

manner of convoluted hints and ideas about its supposed locale—sometimes even maps. A dungeoneering group in possession of such a rare and unusual boon has a much better chance of seeing the light of day once again after its expedition. See page 14 for more on these renowned tomes.

PREPARATION

While the more academic members of the party are engaged in research, other adventurers can attend to preparations. If a key or some other item is needed to open the dungeon's doors, then the adventurers must get their hands on it. Similarly, if the dungeon is far away, then preparations include finding a way to get there. Getting the proper tools to infiltrate a place may seem obvious, but it's easy to forget these kinds of things in the hustle and bustle leading up to an exploration. After all, there's no use spending months researching the Ember Vaults beneath the City of Brass if you can't survive on the Plane of Fire.

The other most basic preparation is obtaining the bare necessities for survival. Trail rations, waterskins, bedrolls, and other fundamental supplies must be gathered, unless the adventurers intend to live off the land or rely on magically conjured food. Even if the party includes a skilled hunter and a spellcaster capable of sustaining the party, it is difficult to predict what might happen throughout the course of exploring the dungeon. The old saying "better safe than sorry" holds doubly true for dangerous realms such as these.

An especially lengthy expedition to a dungeon might call for hirelings. Seneschals and retainers can tend to mundane tasks back home, bearers and wagon-drivers haul off the treasure, masons and sappers secure the dungeon, and henchmen and bodyguards help in large frays—if the PCs have the gold to spare, they might manage to bring a small army to the dungeon. Too many hirelings, though, can be more trouble than they are worth—woe betide the adventuring party with a dozen hirelings that encounters a pack of wraiths!

Purchasing spellcasting services and alchemical and consumable magic items also comes under the purview of preparation. Most spellcasting happens after the adventure, but it is wise to arrange these services beforehand. If you need a *remove curse* or *stone to flesh* spell, or even *raise dead* cast in a hurry, then the last thing you want is an unscrupulous caster who extorts your hard-won treasure from you in your hour of need.

FIVE KEY QUESTIONS

Before crossing the threshold of a dungeon, every adventuring party should be able to at least guess the answers to the following five questions. Not only do these questions guide initial research and preparation, they also ensure that party members are in agreement about their goals within the dungeon.

WHO MADE THIS DUNGEON?

Chips and scars tell a story begging to be read, whether such blemishes adorn ancient pottery or a battle-hardened warrior. A dungeon created by a crazed magician would result in a far different exploration than the maze constructed by a host of trained builders.

HOW DO WE GET IN AND OUT?

Some dungeon entrances are hidden; others are obvious but only open one way. Some require special keys or other tokens to enter. Getting out of the dungeon is just as important—if not more so—than getting in, and if the dungeon's exit is at the bottom of a deep chasm, how do you get the heavy treasure out when you're done?

WHAT ARE WE LOOKING FOR?

Is there a specific relic or treasure in the dungeon? Perhaps a specific foe that must be slain? If not, then when do the

adventurers turn around and head home? The temptation to search one more room gnaws at the heart of every brave warrior, but having a solid plan is key to survival.

WHAT PERILS CAN WE EXPECT?

Undead? Orcs and goblins? Slimes and fungi? Golems? Snakes? Mad druids? Vengeful experts on mystical symbols and runes? Knowing what sort of enemies and traps wait in the darkness can greatly affect preparation and tactics, especially for spellcasters who must prepare their spells in advance.

WHO RULES THIS DUNGEON?

Is the dungeon ruled by some monstrous overlord or chieftain? If so, does the party intend to face the beast or flee at first sight? Is it possible to turn the ruler's minions against her? Will heroes need some special weapon to slay her?

One of the last things adventurers often forget to do before they set out is to deal with the nearby authorities. Some lawful establishments impose treasure-finder taxes on dungeon loot or require adventurers to pay a tithe. In lawless lands, it might be wise to pay a cut to the local thieves' guild to avoid future troubles or vengeful assassination attempts.

EQUIPMENT KITS

Each of the following equipment kits contains an array of useful items keyed to a specific situation or type of dungeon location. These kits complement those found in *Ultimate Equipment* (particularly relevant kits in that book include the dungeoneering kit and spelunking kit). Unless noted otherwise with a superscript citation, items in these kits can be found in the *Core Rulebook* or elsewhere in this book.

BREAKER'S KIT

PRICE 353 GP
WEIGHT 40 lbs.

This kit contains all manner of items useful for smashing down doors, creating diversions, and blowing things up. It includes a dose of alchemist's glue^{UE}, a flask of alchemist's fire, a crowbar, a drill^{UE}, a fuse grenade^{UE}, a glass cutter^{UE}, a jetcaster (see page 24), a vial of phosphorescent gel (see page 27), 4 pints of oil, a portable ram, a dose of rusting powder^{UE}, 5 tindertwigs, and a wire^{UE}.

DIVER'S KIT

PRICE 121 GP
WEIGHT 38 lbs.

This kit is ideal for adventurers who venture into sunken ruins or half-flooded temples, and includes an air bladder^{UE}, a common buoy^{UE}, 30 feet of chain, a fishing net, a glass bottle, a pound of soap, three sunrods, a waterproof bag^{UE}, and a waterproof hooded lantern^{UE} with 3 flasks of oil.

TRAPPER'S KIT

PRICE 263 GP
WEIGHT 90 lbs.

This kit is particularly useful for dungeon explorers who specialize in trapping or taming whatever vile quarry they find. A trapper's kit contains an average lock, a bear trap^{APG}, a container of bone paste (see page 26), a Small cage^{APG}, a set of manacles, a bag of marbles^{APG}, 50 feet of silk rope, two tanglefoot bags, 50 feet of twine^{APG}, and a wire^{UE}.



TRAPS

Dungeon builders and inhabitants are rarely content to leave their halls unguarded. The surest way to discourage intruders is to install security measures and natural deterrents. In a word: traps.

TRAP FEATS

The following new feats are useful to dungeon delvers who frequently encounter traps.

ARCANE TRAP SUPPRESSOR

Your magic can suppress magic traps longer than usual.

Prerequisite: Ability to cast *dispel magic* or *greater dispel magic* as a spell or spell-like ability.

Benefit: When you target a magic trap with *dispel magic* or *greater dispel magic*, if your caster level check exceeds the Disable Device DC of the trap, the trap is disabled for 1d4 minutes.

Normal: *Dispel magic* suppresses an item's magical properties for 1d4 rounds.

CLOSE CALL

Your nimble fingers are able to catch small slips before they become big disasters.

Prerequisite: Deft Hands.

Benefit: Once per day, you may reroll either a Disable Device or Sleight of Hand check. You must decide to use this ability after the first attempt but before the results are revealed by the GM. You must take the second roll, even if it's worse.

TACTICAL REPOSITION (COMBAT)

You excel at moving foes right where you want them.

Prerequisites: Int 13, Combat Expertise, Improved Reposition^{APG}.

Benefit: When making a reposition combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322), you can move an enemy into a trap or other hazardous area, such as a pit, wall scythe, or *blade barrier*. When you do so, the

moved enemy is treated as though it had activated the trap or triggered the hazard, and it takes a –2 penalty to AC and on saving throws to mitigate the trap or hazard's effects.

Normal: You cannot reposition a foe into an intrinsically dangerous space such as a pit or *blade barrier*.

WHEN TO SEARCH FOR TRAPS

The prospect of suddenly dropping into a pit filled with flesh-eating ooze or being perforated by a barrage of poisoned darts is enough to make even hardened adventurers skittish. Many inexperienced tomb raiders respond by taking it slow and constantly checking for traps. However, in an environment where food, water, and even air can be scarce and where monsters lurk around every corner, lingering can be just as dangerous as hurrying. This makes it important that adventurers not waste time looking for traps in unlikely places. The following are some of the most common circumstances and locations where traps are likely to be found.

Alternate Routes: The main walkway leading to a dungeon's central chamber was once likely frequented by its original inhabitants, and few would have wanted to bypass a trap every time they had to walk to the audience hall. (Such places usually have guards rather than traps for that reason.) Instead, most architects place traps and hazards in areas inhabitants traverse only infrequently, but where intruders might pass through, such as alternate routes, unfinished hallways, and unattended garbage chutes—places it's inconvenient to constantly guard.

Fortifications: If many doors in a dungeon are made of wood, and suddenly the party comes across a solid iron door, there's likely something valuable behind it. Rather than



wasting time checking every door and passage, use extra caution with the few that seem worth guarding.

Suspiciously Convenient: If your party is searching for a priceless artifact and you find it sitting in the middle of an empty room behind an unlocked door, it's time to get suspicious. Occasionally, dungeon builders use their traps as offensive measures by luring prey into the devices. If it seems too good to be true, it probably is.

TRAPS THAT AREN'T TRAPS

Traps, in the strict sense of the word, are inanimate contraptions that simply wait to be triggered. However, there are other hazards that act much like traps, but don't fit into that definition.

Camouflaged Monsters: Some monsters walk the line between trap and creature. Unlike beasts that roam the darkness for prey, creatures like gargoyles, mimics, and graven guardians blend into the dungeon, waiting for unwary victims to blunder into range before striking adventurers and tomb raiders unawares. In all of these cases, the creature disguises itself as an inanimate object. The presence of camouflaged creatures (and the prevalence of hidden passages) makes *true seeing* and similar effects must-haves for spellcasting dungeoneers.

Cave-Ins: Collapses, whether caused by natural or artificial means, are a constant hazard for spelunkers and dungeoneers. Unfortunate adventurers caught in the bury zone of a cave-in suffer massive damage and risk being trapped in the rubble, while their allies caught in the slide zone must hurry to dig out their trapped comrades. While the damage caused by a cave-in can be mitigated by a successful Reflex save, the true danger begins when entombed creatures caught in the rubble lapse into unconsciousness or death while waiting for their friends to unearth them.

However, perhaps the biggest danger associated with a cave-in is not the damage from falling rocks; it's the loss of an escape route. Countless parties have penetrated deep into a promising dungeon only to have the entrance collapse behind them, leaving them to slowly starve to death in the darkness. The ability to spot cave-ins before they occur makes

WHEN YOU KNOW IT'S TRAPPED

Sometimes an adventurer's gut instinct is her most valuable asset. This is never truer than in a dungeon, where the margin for error is narrow and the escape routes are few. But what happens if that nagging voice of caution says it's a trap but magical detection and Perception indicate otherwise? The following are a few methods for determining the nature of especially well-hidden or suspicious devices.

Lure another creature into the trap. There's no surer way to locate a trap than to intentionally trigger it. Unfortunately, while this tactic is effective, some good-aligned adventurers balk at sending hapless summoned creatures or low-value prisoners to their doom.

Throw a rock. In the heat of the moment, you may forget that most traps are triggered by touch or proximity, and a pressure plate rarely knows the difference between a living target and a lobbed stone.

Use spells. While the application of spells like *find traps* and *detect snares and pits* is relatively straightforward, other divinations can also be useful. *Arcane eye*, for instance, can be used to spot bypasses or hidden switches from a distance. Similarly, *detect secret doors* may allow adventurers to locate a passage that circumvents a trapped area.

skills like Knowledge (engineering) and feats like Improved Stonecunning (*Advanced Player's Guide* 163) invaluable for ambitious dungeoneers.

Molds: A wide variety of fungi flourish in the dark, dank confines of ruins and caverns. Mold and other flora may inhabit a single patch of dungeon for decades or even centuries, feeding mindlessly on unsuspecting victims that wander too close. Carnivorous fungi like russet, brown, and yellow molds are simple growths that consume or infect organic matter. While these hazards can easily be avoided simply by walking around them, an adventurer must first spot and recognize the danger for what it is. The prevalence of disease, rot, and unwanted growths make a hardy constitution essential for any who hope to delve a dungeon's depths and return in one piece.



MONSTERS

Dungeons wouldn't be nearly as dangerous if the only thing adventurers had to worry about was the occasional trap or cave-in. The unpredictable denizens of underground lairs and ruins make up the bulk of the threats dungeoneers face.

MONSTER-FIGHTING FEATS

The following new feats are ideal for those adventurers who find themselves in constant conflict with the vile creatures that crawl in dark and dreary places.

COAXING SPELL (METAMAGIC FEAT)

Your charms and enchantments reach the minds of even the lowliest dungeon denizens.

Prerequisites: Spell Focus (enchantment), Knowledge (dungeoneering) 6 ranks.

Benefit: This feat only works with mind-affecting effects. A coaxing spell affects mindless oozes and vermin as if they weren't mindless, but has no effect on other creature types. A coaxing spell uses a spell slot 2 levels higher than the spell's actual level.

DAMPEN PRESENCE

Your habitual stillness makes you difficult to perceive for creatures that use blindsight or blindsense.

Prerequisites: Skill Focus (Stealth), Stealth 5 ranks.

Benefit: You may use the Stealth skill to hide from any creature attempting to perceive you using blindsight or blindsense, even if you are clearly in that creature's perceptual field. This feat does not confer any advantages against other forms of perception, such as scent, vision, or tremorsense.

USING MONSTERS

Dungeons are intentionally designed to create privation and hardship. Experienced dungeoneers know that resourcefulness is of the utmost importance, as there are precious few chances for an adventuring party to replace its dwindling supplies. Clever adventurers use everything

available to maintain a fighting chance—including the monsters themselves.

Allies: A friendly dungeon native is an invaluable asset to an adventuring party. When adventurers encounter a potential informant, enchantment is the surest method of turning a foe into an ally. Spells like *charm monster* or *dominate person* work wonderfully on weak-willed creatures like kobolds, troglodytes, and dark creepers, which can be used as guides, scouts, or trap fodder.

Poisons and Acids: In some cases, the very toxin that made a vanquished monster dangerous can be harvested by a skilled adventurer to use to her advantage. Similarly, whispers in hunters' guilds and adventurers' leagues speak of powerful alchemists and poisoners capable of harnessing the acidic powers of various oozes and turning these volatile substances against their foes.

Security: For a thoughtful explorer, dungeon hazards can be manipulated to become boons instead of perils. Shrieker mushrooms, for instance, often act as a proximity alarm for larger dungeon predators. However, a well-timed *silence* spell allows a party to bypass the alarm and benefit from it themselves once the spell wears off.

BARGAINING WITH MONSTERS

For those monsters that are both highly intelligent and too strong-willed to charm, simple persuasion is often the best tool for gaining information on the dungeon. However, there are several hurdles that parties must address if they wish to convince monsters to aid them.

Language Barrier: Assuming the monster is willing to bargain or has been forcibly subdued, the first problem is often a language barrier. Many dungeon denizens speak Undercommon, Aklo, or Terran, none of which are



typical aboveground, but which can be learned either via ranks in Linguistics or the use of a well-timed spell.

Motives: Discovering the motives of a potential ally is crucial. Without knowing what a monster wants, it's nearly impossible to create a mutually beneficial relationship. There's a common misconception that tomb guardians are zealots who enjoy waiting hundreds of years for someone to barge in and make their day. With a little diplomacy or a judiciously cast spell, dungeoneers may be surprised to find that a monster simply wants its freedom and bears the party no ill will.

Questions: There are several basic questions that can help adventurers get the best information out of every monster. "What do you want?" Understanding what the party can offer a monster is key to gaining leverage while bargaining and building an amicable relationship. "What else lives down here?" Adventurers who rely on prepared spells or elixirs can maximize their usefulness if they know what sorts of enemies to expect. "What is this dungeon's purpose?" With this knowledge, dungeoneers may be able to surmise not only the dungeon's general design (after all, a treasure vault is built differently from a prison), but also the nature of the opposition they might face.

DO YOU HAVE TO KILL EVERY MONSTER?

An old adage goes, "When all you have is a hammer, every problem is a nail." Unfortunately, this logic leads many warhammer-wielding dungeoneers into fights they could have otherwise avoided. While some hack-and-slashers find the pacifistic route boring, bypassing needless fights serves practical purposes. First, even the most hapless gremlin has the chance to land a lucky blow and wreck a dungeoneer's day. It helps to remember that regardless of their expertise, all spelunkers are only a few lucky shots away from serious trouble. Second, each fight represents an expenditure of resources. It's exceedingly rare that a party escapes a dungeon without using at least a few healing potions, spells, or special abilities. These are all resources that are not easily replenished, and may

IT'S INTELLIGENT?!

Looks can be deceiving, and sometimes monsters that appear mindless are anything but. Knowing the relative intelligence of an opponent is especially important for adventurers who rely on mind-affecting spells (like charms or phantasms), or who prefer to talk their way out of a fight. The following are several dungeon-dwelling monsters that some adventurers might be surprised to learn are intelligent.

Cloaker: Though the leathery, moaning cloakers share cosmetic similarities to bats and manta rays, these mysterious cave dwellers have enough intelligence to master a wide variety of mind- and environment-affecting abilities.

Gray Ooze: A few rare gray oozes develop a basic intelligence that allows them to communicate with others of their kind. Though barely smarter than the average dog, these "id oozes" are capable of basic tactics and can fire blasts of psychic energy at their foes.

Mimic: Solitary creatures that consume adventurers by taking the form of beds, treasure chests, and wardrobes, mimics are as intelligent as average humans. Contrary to popular belief, they are not innately evil; their desire for humanoid flesh is driven by hunger and an inexplicable fascination rather than by malice.

Otyugh: Enormous beasts that dwell in heaps of refuse, the vile otyughs are surprisingly intelligent given their base desires. Cunning dungeon denizens often ally themselves with otyughs, recognizing the monsters' abhorrent strength as a valuable asset.

Roper: These ambush predators disguise themselves as stalactites or stalagmites before using waxy tentacles to ensnare passing prey. Unlike many aberrations that employ a similar hunting style, ropers are clever enough both to form alliances and to discuss their cruel philosophies.

be better used when the party is up against a tougher opponent. Finally, it's important to remember that fights attract attention, and allow other monsters to prepare for a party's arrival. Giving minions a pass can give a party the jump on their boss.



TREASURES

The tangible reward that drives many adventurers toward dungeons, crypts, and other places left to the ravages of time can be summed up in one word: treasure.

TREASURE FEATS

The following new feats can be a boon to the avaricious and the financially savvy.

CURSED ITEM DETECTION

Your arcane prowess is so great that even cursed items fail to befuddle you.

Prerequisites: Spellcraft 5 ranks, ability to cast *detect magic* as a spell or spell-like ability.

Benefit: You gain a +2 bonus on checks made to identify the properties of magic items. In addition, you need only exceed the DC of these checks by 5 in order to determine whether or not an item is cursed.

Normal: Unless the check made to identify a cursed item exceeds the DC by 10 or more, the item's curse cannot be detected.

OSTENTATIOUS DISPLAY

Your extravagant jewelry and accessories give you an air of importance you can use to your advantage in many social situations.

Benefit: As long as you are wearing a valuable nonmagical item in a magic item slot, you gain a +1 bonus on skill checks with a corresponding skill. Bonuses from wearing items in multiple slots that affect the same skill do not stack.

Each item must be worth at least 5% of your character wealth by level (see Table 12–4 on page 399 of the *Pathfinder RPG Core Rulebook*). For example, a 6th-level PC gains a +1 bonus on Bluff checks while wearing a gem-studded tiara (which fills the headband slot) worth at least 800 gp. When she reaches 7th level, she must wear an accessory in the appropriate slot worth at least 1,175 gp in order to continue gaining this bonus.

Item Slot	Skill Bonus
Belt, chest, shoulders	+1 Intimidate
Body, feet, neck	+1 Diplomacy
Eyes, hands, headband	+1 Bluff
Head, ring, wrists	+1 Perform (any)

WHAT IS TREASURE?

Though it may seem overly simplistic, the question “What is treasure?” cuts to the heart of the dungeoneering and adventuring lifestyle. Despite what some think, treasure is not money. A blacksmith may labor from dawn till dusk shoeing horses and earn a fair wage doing it, but the money she earns isn't “treasure.” Treasure is a concentration of wealth that is lost and then rediscovered. Examples include an ancient ruler's forgotten gem cache, a long-lost spellbook of unimaginable power, and the buried loot of a now-dead warlord.

Treasure hunting (and, by extension, tomb robbing) is not about the gradual accumulation of wealth. There are plenty of harmless ways to accomplish that. The essence of treasure hunting is bringing vast riches from the past into the present—not creating wealth, but rediscovering it. It's the ultimate get-rich-quick scheme. Those who prefer a steady gig that brings in a consistent flow of cash should consider a day job. Only those willing to take risks to uncover something long forgotten should consider the life of a treasure hunter.

WAYS TO CARRY MORE TREASURE

An often-overlooked problem for novice tomb raiders is a simple but all-important question: how to carry all the loot out. Large treasure hordes are heavy, unwieldy, and difficult to carry. Even coins weigh 1 pound per 50



coins, and a 5-foot-tall mound of copper pieces can be quite troublesome for the unprepared. To compound this problem, adventurers often find miles of cramped tunnels, cave-ins, and traps between themselves and a dungeon's exit.

Companions such as torchbearers (see page 20) or squires (see *Pathfinder Player Companion: Knights of the Inner Sea*) can help haul pilfered valuables, and even a friendless character can find aid in a loyal pack mule. Industrious treasure hunters might construct elaborate rope-and-pulley systems to move heavy or awkward loads, and druids and rangers can load their animal companions up with piles of bounty.

By and large, magic is the best solution for moving large quantities of loot. Spells like *ant haul*^{APG}, *enlarge person*, and *freedom of movement* can prove an invaluable boon, giving party members the ability to handle more than their usual amount of swag. For those adventurers with capital to invest in treasure-toting gear, *bags of holding* and *portable holes* create extradimensional spaces, which hold substantially more than a *handy haversack*. Other items like *muleback cords*^{UE}, *belts of giant strength*, and *pale blue rhomboid ioun stones* increase both fighting capability and carrying capacity.

PRICELESS TREASURES

Knowledge and information can prove just as valuable as stacks of golden loot. Though not as shiny or immediately gratifying as gold and gems, items like ancient tomes, artwork, and relics can still be priceless to the right buyer. Unfortunately, while a party can find countless nouveau riche buyers for a jewel-encrusted statue, a first-hand account of Ninshaburian funeral rites is more of a niche item. For such treasures, it's imperative for the party to seek out potential customers and, if possible, pit them against each other to drive up the price.

This is where skills like Diplomacy, Appraise, Knowledge (local), Linguistics, Sense Motive, and Intimidate come in. By sending out the most socially adept character as a feeler, a tomb-raiding party can

MAGIC DUNGEONEERING MUST-HAVES

In addition to weapons and armor, there are certain magic items that any dungeoneer would be wise to bring into a subterranean death pit.

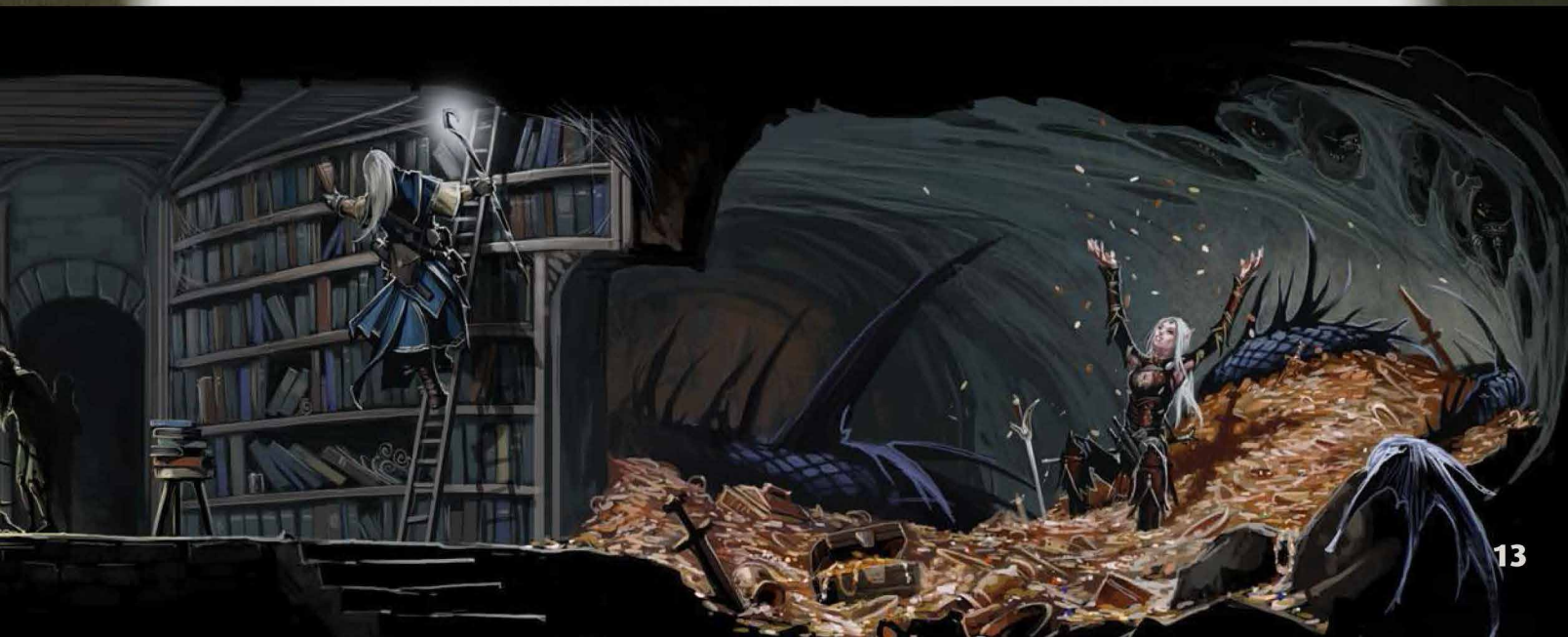
Bag of Holding: It's a classic mistake: fighting through countless subterranean horrors only to realize that there's no way to carry the treasure out. The extra-dimensional space provided by a *bag of holding* or similar item, such as a *handy haversack*, ensures that none of the choice loot gets left behind.

Chime of Opening: These chimes are a nice ancillary item for parties with a lock-picking expert or a spellcaster with *knock*, but absolutely necessary for parties without such aids. *Chimes of opening* ensure that locks (mechanical or arcane) won't keep the party from its prize.

Stone of Alarm: Resting and sleeping are dangerous times for any dungeoneer. Because dungeon crawlers are usually forced to rest in tight spaces, they often find it difficult to see an enemy coming. *Stones of alarm* give parties the confidence to recuperate at ease.

Sustaining Spoon: During an extended dungeon expedition, rations are bound to run out, and food is difficult to come by. A *sustaining spoon* guarantees that starvation won't be the final nail in a party's coffin. Richer adventurers can instead opt for a *cauldron of plenty*, *clear spindle ioun stone*, or *ring of sustenance*.

locate many potential buyers. This is a prime chance for bards, rogues, and enchanters to put their silver tongues to the test. When it comes to spellbooks and arcane paraphernalia, magic schools and academies might dig deep into their coffers to expand their collections. For ancient mundane items, the main targets are typically private collectors, museum curators, and academics. If a party comes into possession of an item that is class-specific, but that no one in the party can use (like thieves' tools, a surgeon's kit, or an alchemist's kit), bartering in exchange for services rendered can be more valuable than selling it for gold.



DUNGEON GUIDES

Vast dungeons, megalithic towers, and submerged tombs are the focus of generations of scholarship and research. Any number of books have been written about these forsaken places—most, it must be said, scribed by sages who haven't been within a hundred miles of the sites in question. After all, few adventurers have the time or inclination to write scholarly tomes about their experiences, so it falls to researchers and chroniclers to piece together dungeon guides. To do so, they draw on books of lore and accounts of dungeons before the sites became the abodes of monsters, scour the diaries and reminiscences of retired adventurers, consult extraplanar intelligences, and fill in the gaps with wild guesswork.

Dungeon guides vary in their reliability. Some read like tour guides of famous dungeons, dwelling on gory tales of monsters and exaggerated claims about treasure. Others are obsessive collections of picayune details, with hundreds of pages on honored animal cremation rituals or gnome pottery. Truly reliable guides are extremely rare, and some dungeon guides have become legends in their own right.

DUNGEON GUIDE RULES

A dungeon guide serves two functions. First, adventurers can consult it to obtain information regarding specific areas of the dungeon. Second, a dungeon guide can provide its reader bonuses on up to three skill checks. Anyone can consult the guide for information on the dungeon, but

only readers who possess ranks in the skill associated with the text can benefit from the guide's skill bonuses.

CONSULTING A GUIDE

A PC may consult a dungeon guide whenever he enters a new room or area of the dungeon to learn more about his current location, similar to how one gains information by making a Knowledge check. Consulting a dungeon guide takes 10 minutes, and a dungeon guide may only be consulted once in a given area. A dungeon guide only makes sense in context, and thus cannot be consulted outside of the relevant dungeon except for the briefest and most general information about the dungeon in question.

When a PC consults a dungeon guide, the GM makes an accuracy check for the guide by secretly rolling a d20 and adding the guide's accuracy modifier to the roll. The GM then compares the result of the accuracy check to the DC of the information being sought (see the Accuracy Check DCs table). A GM may modify these DCs at her discretion. If the result is equal to or greater than the accuracy check DC, the GM should give the PC a clue or some knowledge about an aspect of the area in question. For example, the book might mention some historical detail of the room's original purpose, how to disarm an obstructive mechanism, where an exit leads, or if the area is a good place to rest.

If the dungeon guide's accuracy check fails by 4 or less, the book doesn't have any relevant information on the area in question. If the dungeon guide fails the check by 5 or more, the GM should provide the PC with seemingly true information that is actually inaccurate or dangerous in some way. For example, the guide might reveal that there is a trap in the room, but give the wrong location for it.

If a PC possesses ranks in the dungeon guide's associated skill, he may attempt a skill check with the associated skill each time he consults the guide. If his check surpasses the guide's associated skill DC, the guide receives a +2 bonus on its next accuracy check and the PC cannot receive inaccurate information from the guide should it fail this accuracy check by 5 or more (in this case the PC simply receives no pertinent information from consulting the text that time).

Accuracy Check DCs

Task	DC
Determine a mechanism's function	20
Determine whether an area is a safe place to rest	20



Fill in the next area of the map	25
Get a hint on how to solve a puzzle	25
Get a vague idea of nearby rooms	20
Identify a commonly encountered dungeon denizen	10 + creature's CR
Identify a room's original purpose	10
Locate a hidden trap	10 + trap's CR
Locate a nearby source of food or water	15

IMPROVING SKILL CHECKS

Each dungeon guide can grant bonuses on up to three very specific skill checks both in and out of the dungeon. A PC who has ranks in the guide's associated skill can attempt a check with that skill while using the guide, which takes 1 minute. If she succeeds, she gains a circumstance bonus on one of the guide's listed skill checks (the amount of the bonus is listed with each skill), which the PC must make within 10 minutes. Failure indicates that the guide doesn't include helpful details pertaining to that specific check or that the PC was unable to understand the guide well enough to gain a bonus from it at that time. A PC cannot try again to improve a skill check, though she can attempt to gain the skill bonus on a different check. For example, a PC who fails to gain a bonus from her dungeon guide on dismantling a wooden trap may try to improve a later check with a different wooden trap. A PC cannot gain more than one bonus from a dungeon guide at a time.

NOTABLE DUNGEON GUIDES

The following examples are but a few of the dungeon guides the PCs might encounter while adventuring. Each of these guides is keyed to a specific dungeon on Golarion, and can be a great boon to PCs delving into such sites. GMs can create their own dungeon guides by referencing these examples, which use the following format.

Dungeon Guide Title: Either the title of the dungeon guide or the name most commonly associated with the text if it lacks a title.

Price: The cost of a dungeon guide if it is available for purchase. A character may resell a dungeon guide for half of this amount.

Accuracy: The accuracy bonus of the dungeon guide. This value is added to the guide's accuracy checks.

Associated Skill (DC): A skill keyed to the dungeon guide and the DC of the skill check. If the character consulting the dungeon guide succeeds at an optional check for this skill, there's no chance he'll receive misleading information should the guide fail its accuracy check by 5 or more. A PC must succeed at an associated skill check in order to benefit from a guide's skill bonuses.

Description: A description and brief history of the dungeon guide and which dungeon or dungeons it covers.

Skill Bonuses: The kinds of skill checks bolstered by referencing the guide, the circumstances in which the skill checks must be made, and the bonuses granted on these checks.

GM TIPS

A GM may be hesitant to include dungeon guides in her campaign, since at first glance they might seem to eliminate the natural thrill and mystery of the dungeon by providing PCs with plenty of hints. This is not the purpose of dungeon guides, however—they should never give away all of a GM's secrets, but instead should be used to plant additional details, histories, and intrigue into the party's explorations. In addition, a dungeon guide always has some gaps in its knowledge, and won't include details on new dungeon additions or inhabitants that have moved in since the guide was written.

HEROKA'S SAGA, VOL. I

PRICE 20,000 GP

ACCURACY -1

ASSOCIATED SKILL Perform (oratory) (DC 15)

The first volume in a long series of wild tales about an adventurer-warrior named Heroka takes place in the shattered city of Kho in the Mwangi Expanse.

SKILL BONUSES

- Understand Uomoto practices and traditions (Knowledge [local] +4)
- Identify poisonous flora (Knowledge [nature] +2)

LIRON TREYE'S JOURNAL

PRICE 4,600 GP

ACCURACY +6

ASSOCIATED SKILL Knowledge (religion) (DC 25)

This long-lost tome contains all of Liron Treye's accounts of the mysterious and terrible things found in Kalexcourt of Ustalav when he explored the haunted burial ground centuries ago.

SKILL BONUSES

- See through a vampire or dhampir's disguise (Perception +4)
- Recite Ustalavic apologue or adage (Diplomacy +2)

OBSERVATIONS OF OAGON

PRICE 3,500 GP

ACCURACY +5

ASSOCIATED SKILL Knowledge (geography) (DC 25)

Compiled from the recovered diaries of a clerk in Oagon, this waterproof volume is a useful guide to those exploring the drowned city. Most of the information is dated, but the sketched maps and descriptions of major buildings remain useful.

SKILL BONUSES

- Balance on slippery surface (Acrobatics +4)
- Identify Lirgeni magic item (Spellcraft +2)

A THREAD OF SILVER

PRICE 6,700 GP

ACCURACY +7

ASSOCIATED SKILL Knowledge (engineering) (DC 25)

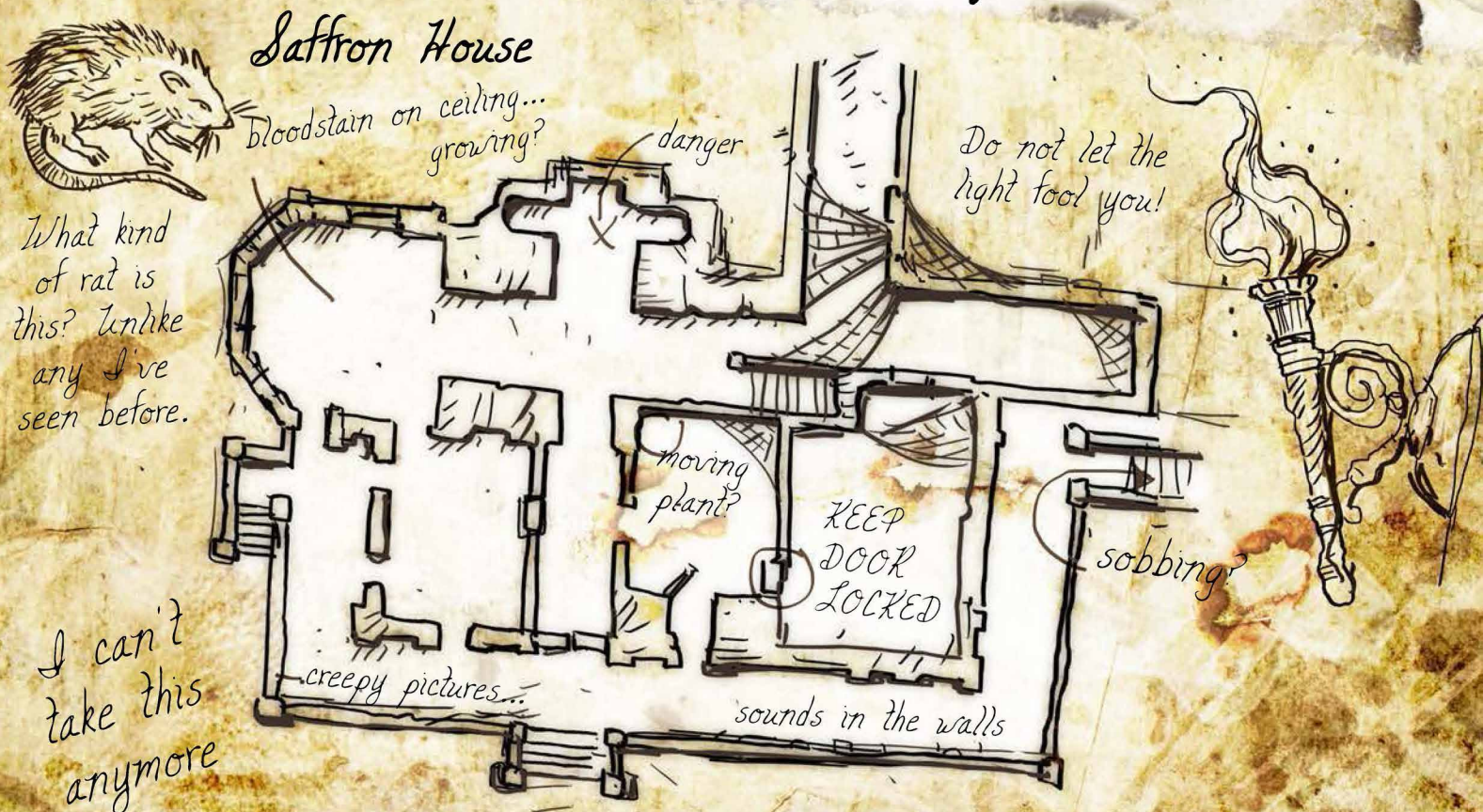
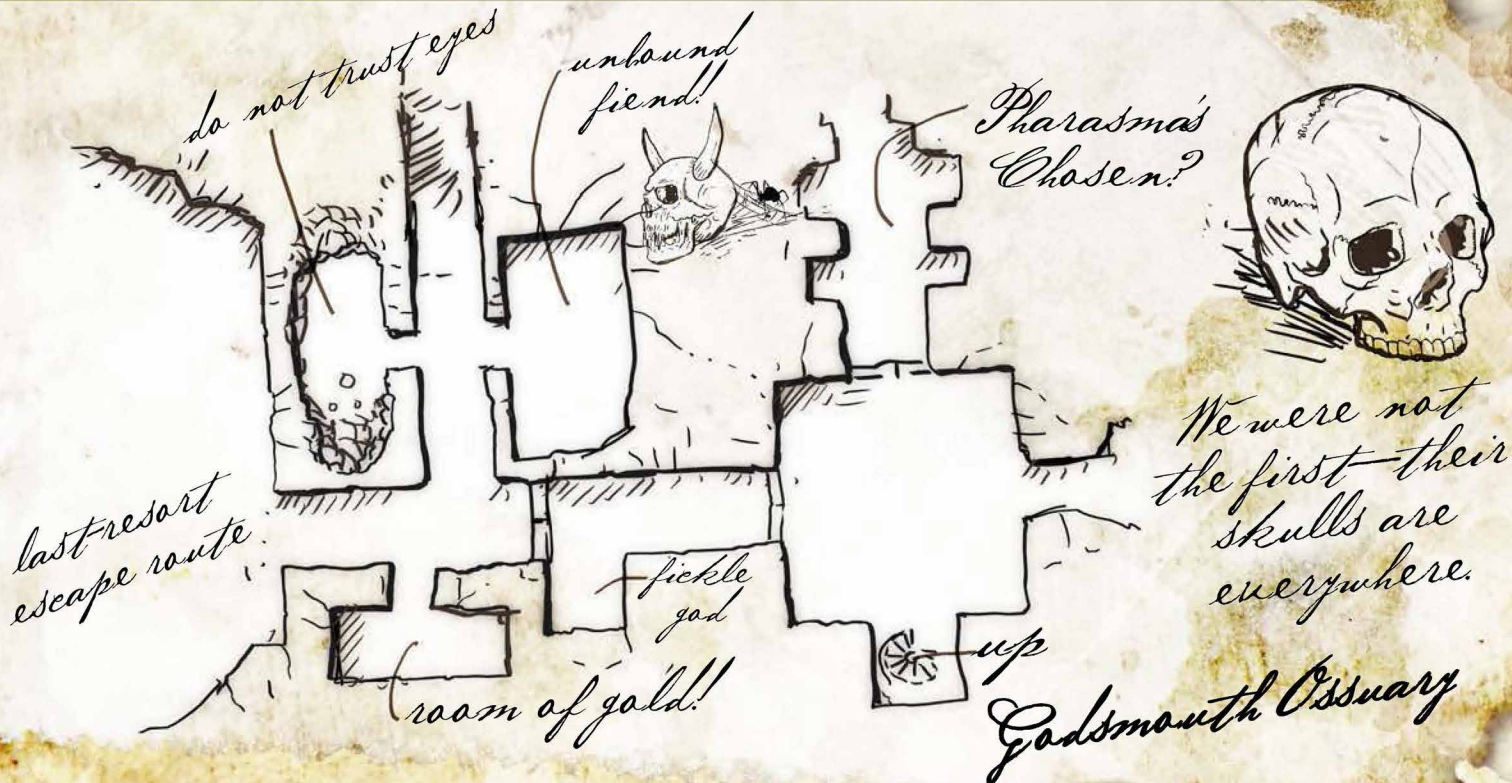
This thick leather-bound book was stolen from the Technic League by unknown hands, and describes one of the earliest surveys of the Silver Mount of Numeria and nearby ruins. The League's assassins brutally hunt down anyone with a copy.

SKILL BONUSES

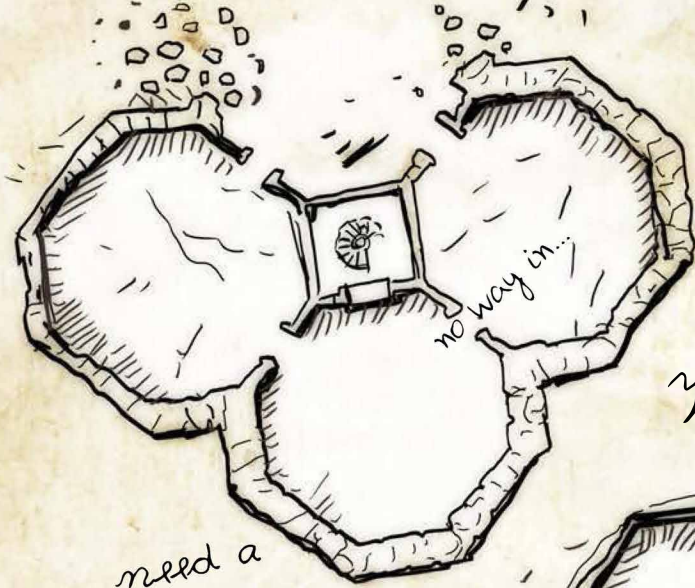
- Disable clockwork trap (Disable Device +2)
- Evaluate Numerian relic (Appraise +4)
- Identify construct creature (Knowledge [arcana] +4)

REMAINS OF THE LOST

The following maps and sketches were drawn from the accounts of adventurers and their ill-fated expeditions into some of Golarion's most notorious dungeons. GMs can use these rough maps and notes as player handouts before sending the party into one of these perilous locations, though cautious PCs would be wise to take the maps' accuracy with a grain of salt.



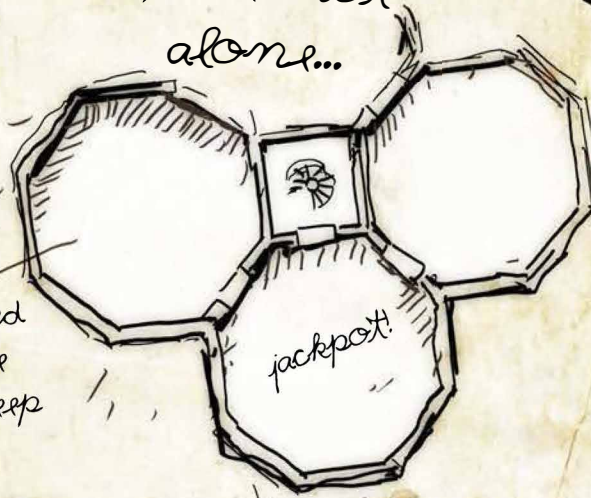
The Fallen Fortress



need a better grip; coming back with rope

leaky - need someplace dry to sleep

We're not alone...



Those who came before us failed... but we shall triumph!

DUNGEON ORIGINS

The maps and notes from this section come from dungeons featured in previously published Paizo products, and more information about these lairs can be found in their respective sources. The Crypt of the Everflame can be explored in *Pathfinder Module: Crypt of the Everflame*, while the Godsmouth Ossuary is presented in *Pathfinder Module: The Godsmouth Heresy*. Saffron House appears in *Pathfinder Campaign Setting: Rule of Fear*, and the Fallen Fortress shows up in *Pathfinder Module: Master of the Fallen Fortress*.

Crypt of the Everflame



"magic is the key" meaning?

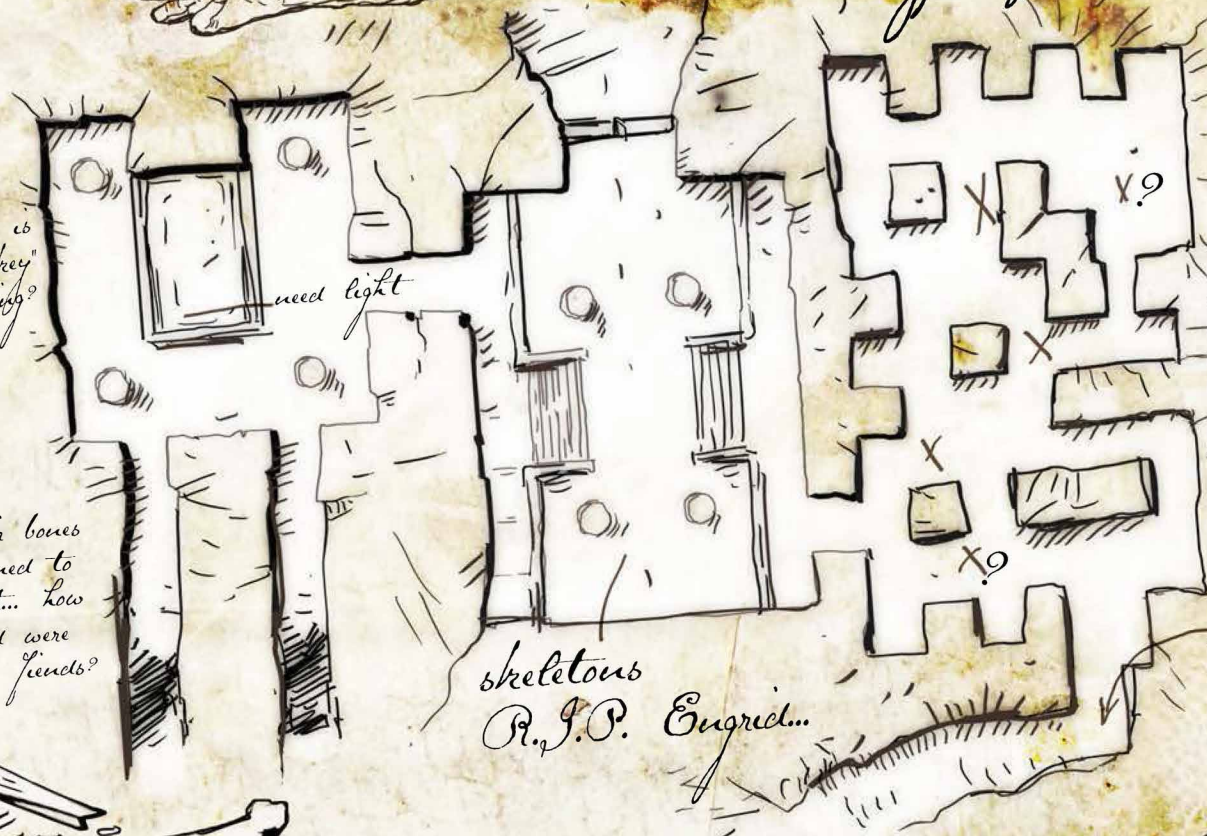
need light

Watch your step

Their bones turned to dust... how old were these fiends?

skeletons R.I.P. Engred...

wailing... wail?



FAMOUS DUNGEONS OF GOLARION

It's no secret—Golarion is full of mysterious, vast, deadly dungeons. From the ruins of ancient civilizations to the desert castles of vile warlords, the wealthiest and most powerful denizens of the Inner Sea region have a tendency to lose or abandon their treasures and domains to chaos and the elements, and adventurers can hope to explore any number of wondrous and perilous sites.

While by no means a complete list, the following is a collection of some of Golarion's most well-known adventuring complexes. Each site is listed alphabetically by name with its surrounding region indicated in parentheses.

Aberian's Folly (Cheliox): Beneath Mayor Aberian Arvanxi's vast estate in Westcrown sits a deep dungeon said to contain a dark secret. Rumors claim that the entire manor's obscene decadence is powered by vile

forces that reside in the complex's bowels. Those who gain the favor of Mayor Arvanxi might hope to be invited into his home as guests, but stealing away from such a formal visit to discover the house's mysteries would be a tall order indeed.

Armag's Tomb (River Kingdoms): Located in the Stolen Lands, this tomb is rumored to hold the soul of a forgotten Tiger Lords hero. Legend claims a divine guardian tends the vast structure's winding corridors and complex chambers.

Bastardhall (Ustalav): Once home to a cursed family, this eastern Ustalavic castle now stands abandoned on a lonely isle, its ghostly inhabitants fated return once every 100 years. Citizens of nearby villages and townships know to fear their next coming, and many flee the countryside in the hope of evading the castle's unnatural terrors.

Crimson Citadel (Mediogalti Island): The headquarters of the fearsome Red Mantis assassins, this towering structure is shrouded in mystery. The citadel sits atop an imposing jungle peak, above underground ruins that date back to the ancient Ghol-Gan civilization. Only members of the Red Mantis may enter the citadel; would-be infiltrators could benefit greatly from knowledge of the surrounding jungles, and should be proficient in the arts of deception and disguise.

Deepgate (Hold of Belkzen): Infamous as the first point at which Golarion's dwarves drove the orcs to the surface during their Quest for Sky, this enormous iron-and-stone fortress is one of Belkzen's few known entrances to the Darklands.

Eel's Skull (The Shackles): This unused fortress once was the lair of Nalt Tarbrow, a pirate lord of unrivaled reputation. Nalt stored a trove of stolen Ghol-Gan artifacts in its depths; when he went mad, he destroyed all known entrances to the structure. Numerous pirates and explorers of the Shackles have looted the upper levels of Eel's Skull, but countless relics and treasures yet remain in the obstructed dungeons beneath the castle. Those foolhardy enough to try to plumb these depths would be wise to practice their swimming and steel themselves against ancient curses.

Gunworks (Mana Wastes): By its appearance alone, the Gunworks could easily be mistaken for a castle or small fortress left over from the wizard wars that ravaged the surrounding region centuries before. Operated by

GOLARION'S MOST NOTORIOUS

Even in a world filled with dungeons, ruins, and catacombs, some adventuring complexes stand out as most the memorable—and the most formidable. The following are Golarion's most storied vaults and descriptions of the horrors contained within.

GALLOWSPIRE

Hands down one of Golarion's best-known dungeons, the dreaded Ustalavic tower of Gallowspire is the prison of the Whispering Tyrant, a lich who was once a powerful wizard-king named Tar-Baphon. His unholy presence still lurks within an underground chamber sealed with a powerful ward impenetrable by mortal magic. Those mad enough to dare Gallowspire's depths must be prepared to face countless undead minions, as well as the wrath of the brave knights who fought to seal the Whispering Tyrant away in the first place.

HOLLOW MOUNTAIN

This towering peak on Rivenrake Island west of the Varisian coast boasts one of Golarion's most fascinating Thassilonian ruins. Near the mountain's summit sits a massive, crumbling carving of a woman's visage; the cracks in her face and at the foot of the mountain reveal numerous corridors and honeycombed rooms. Some believe that this labyrinth consists of the remnants of a temple that belonged to a mighty Thassilonian ruler, and that some of the despot's immortal servants and slaves yet lurk in the ruins.

STARSTONE CATHEDRAL

Drawing treasure hunters, lore seekers, and would-be deities from all over the world, the Starstone Cathedral in Absalom is famous for its Test of the *Starstone*. Whoever passes the test is said to gain divinity, and Cayden Cailean, Iomedae, and Norgorber are all believed to have attained godhood via this legendary feat. Countless brave souls attempt the test every year, but the Starstone Cathedral's defenses—including powerful guardians, deadly traps, and unearthly magic—prove too great for nearly all who enter the dungeon.

engineers and metallurgists based out of nearby Alkenstar, the Grand Duchy's formidable Gunworks does not produce guns so much as it endeavors to improve the science of crafting and producing firearms. A colossal cannon mounted atop the Gunworks protects this valuable fortress and the surrounding area from intrusion, a frequent concern thanks to the wasteland mutants that wander the mountains to the west.

House of Oblivion (Thuvia): This black stone structure in the heart of the Thuvian desert was built by a mad pharaoh hoping to lure a powerful fiend to Golarion, and it is now frequently regarded as the heart of the div presence in that nation. Its unconventional dungeons exist aboveground within a vast structure said to reside partially on the Material Plane and partially in another reality.

Ice Spire (Lands of the Linnorm Kings): Relatively unassuming on the surface, this ancient ruin near the southern border of the Stormspear Hills contains frozen, underground dungeons whose architectural styles grow increasingly strange the deeper one ventures.

Runeforge (Varisia): Thought to have been the site of advanced Thassilonian magical research, the ruins of Runeforge are tucked deep inside Rimeskull in the Kodar Mountains. This massive site houses not just one but seven dungeons, and is still believed to be inhabited by servants whose runelord masters sealed them inside for eternity.

Savith's Tomb (Mwangi Expanse): Some claim this elusive crypt lies within the lost Azlanti outpost of Saventh-Yhi. The tomb of the city's founder is said to contain baffling traps, strange guardians, and vigilant caretakers.

Sphinx Head (Osirion): Possibly the largest sphinx statue in the Osirian deserts, Sphinx Head is buried in sand up to its black-granite chin. The airless rooms of this royal tomb prove particularly challenging to most adventurers, though those who understand Ancient Osiriani could undoubtedly uncover any number of

secrets scrawled upon the walls within this mysterious and treacherous monument.

Spire of Nex (Absalom): One of Golarion's most powerful spellcasters, Nex built this mile-high structure as a siege castle to aid his unsuccessful efforts to conquer nearby Absalom. The spire is filled with dozens of pocket dimensions, and while it lacks visible entrances, that doesn't stop the resourceful from finding ways inside.

Temple of the Ravenous Moon (The Shackles): This imposing ziggurat, situated within the peaks of the Terwa Uplands, is made of stark white stone shot through with blood-red streaks. Despite several exploratory efforts, no one has ever made it out of the temple alive.

Veil of Frozen Tears (Irrisen): This magical necropolis, likely a creation of Baba Yaga herself, is located among the frozen land of Irrisen's northernmost reaches. Supposedly, it contains the vanquished troops of a deposed witch queen who dared defy her powerful mother, as well as powerful artifacts that once belonged to the fallen ruler.

Viperwall (Varisia): This keep was built millennia ago by serpentfolk who wished to create a surface outpost for their race. Located on the eastern shores of Ember Lake, this site's towers emit an afflicting green light and poisonous fumes, leading the locals to trade wild rumors about its powers—and to give it a wide berth.

Vivified Labyrinth (Varisia): Built by a particularly cruel Korvosan family of aristocrats, this deadly, rotating obstacle course—with its numerous perils and wicked guardians—was used to test recruits and to torment prisoners for the family's entertainment.

Well of Lies (Nex): This sprawling dungeon complex, believed to have been built by cyclopes, was explored by the archmage Nex early in his life and played a role in his rise to power. The site is named for the bizarre scrying pools in its depths, which tales claim guided Nex to terrible outcomes.

HIRELINGS

Even though diligent adventurers spend most of their time in dungeons and other dangerous environs, there's still other work to be done. In most cases, it's easier to simply delegate menial tasks and day-to-day chores to paid servants, partners, and allies. These NPCs are collectively known as hirelings.

The following new types of hirelings perform a variety of functions in the relatively safe confines of civilization, and provide useful information, goods, or services upon their employers' return for a modest sum (noted in parentheses following the hireling's name). These hirelings complement those found on pages 98–99 of *Pathfinder RPG Ultimate Equipment*.

Chronicler (5 gp/day): A chronicler records the party's glorious deeds. He may compose songs or heroic poems, or write epic histories of their accomplishments to

bolster the party's reputation. Fame has its benefits—a well-known adventuring party usually attracts additional patrons and allies.

Fence (10% of value of fenced goods): With connections to the local thieves' guild as well as honest merchants and antiquarians, a fence can sell nonmagical treasures such as art or jewelry and be trusted to give the proceeds back to the adventurers—minus a reasonable fee, of course. A particularly talented (and expensive) fence can also safely ship loot to a large metropolis, allowing the PCs to ignore the purchase limits of nearby settlements when selling their treasure.

Sage (15 gp/day): A sage is a master of learning. She has studied musty books of lore and memorized rhymes, sagas, and histories. Different sages specialize in different fields. Given time, a sage can puzzle out the answer to almost any question or riddle relating to her area of expertise.

TORCHBEARERS

A character can gain the assistance of a torchbearer—a specialized hireling who aids him during expeditions—by taking the following new feat.

TORCHBEARER

You acquire a professional torchbearer to accompany you into the dungeon.

Prerequisites: Character level 5th.

Benefit: This feat is similar to the Leadership feat, with several exceptions. You can attract only a 1st-level cohort (referred to hereafter as a torchbearer) with this feat, and can't recruit followers. You determine your Leadership score according to the rules presented in the Leadership feat, but your torchbearer is always at least 3 levels lower than your level.

A torchbearer can take levels in the alchemist, bard, fighter, ranger, or rogue class. She can't multiclass, though she can take any archetype she qualifies for, including those from the Torchbearer Archetypes section on page 21. The torchbearer must take the Torch Handling feat at 1st level (see the sidebar on page 21).

If a torchbearer gains enough XP to bring her to 2 levels lower than your level, she doesn't gain the new level until you gain your next level; until then her new XP total is 1 less than the amount needed to attain the next level and she gains no additional XP until you advance.

If you release your torchbearer from service or otherwise lose your torchbearer, you may gain a new one by scouting for potential candidates in a city or large



town where adventurers are at least somewhat common, which requires 24 hours of uninterrupted scouting.

Unlike other hirelings, a torchbearer requires no compensation for her services as long as her employer has this feat; the opportunity to train under a hardened adventurer is reward enough for most torchbearers.

Graduation: When you reach 8th level, this feat automatically upgrades to the Leadership feat (meaning that you effectively lose this feat and replace it with Leadership). You gain all the normal benefits of the Leadership feat but lose the benefits of this feat, and your torchbearer acts as a normal cohort; she may begin taking levels in other classes if she so chooses, and may increase in level to up to 2 levels lower than your level.

TORCHBEARER ARCHETYPES

The following archetypes can be taken by a character's torchbearer, as well as other characters that qualify.

BLAZING TORCHBEARER (ALCHEMIST ARCHETYPE)

The blazing torchbearer is especially adept at manipulating flames of all kinds.

Everburning Flame (Ex): Any torch held by a blazing torchbearer is considered to be an everburning torch, although it still sheds heat and can be used as a weapon. In addition, a blazing torchbearer can cast *spark*^{APG} as a spell-like ability at will. This ability replaces Brew Potion.

Intense Light (Ex): At 2nd level, a blazing torchbearer has mastered lighting and holding a torch to the point that it sheds more light than those carried by his peers. The radius of normal and increased illumination of any torch held by a blazing torchbearer increases by 10 feet. Once per day as a standard action, the blazing torchbearer can create a brilliant flash of light that blinds everyone within 10 feet (including the torchbearer) for 1 round. This ability replaces poison use.

Explosive Torch (Ex): At 4th level, as a standard action, a blazing torchbearer can drop a special blend of explosive powders onto his torch before using it as a weapon. His next successful melee attack with the torch deals an additional 2d6 points of fire damage and sets the target on fire. This attack must be made within 1d4 rounds or the torch prematurely explodes at the end of the blazing torchbearer's turn, dealing damage to the blazing torchbearer and setting him on fire. This ability replaces the alchemist's 4th-level discovery.

GROOM (RANGER ARCHETYPE)

The groom attends to the needs of the party's mounts and beasts of burden during their adventures, and guards these animals while the party goes underground.

Hide the Horses (Ex): A groom finds the best place to stable and conceal a party's mounts while the group explores a dungeon. A groom adds half her level (minimum 1) on Stealth skill checks for both herself and the mounts she's hiding while she is concealing a party's mounts. This ability replaces track.

NEW FEAT

The following new feat must be taken by torchbearers at 1st level.

TORCH HANDLING

In your grasp, a simple torch becomes a beacon.

Benefit: You gain three benefits upon taking this feat. First, you treat torches as simple weapons. Second, the radius of normal and increased illumination shed by any torch or mundane light source you carry increases by 10 feet. Finally, once per day you may roll a single saving throw to resist any effect that would otherwise extinguish your light source, such as having water thrown at you, being targeted by a *quench* spell, and so on.

Horse Whisperer (Su): At 3rd level, a groom can use *speak with animals* at will, but can use this power only on horses, riding dogs, and other mounts of the animal type. This ability replaces Endurance.

Scout the Area (Ex): At 3rd level, a groom gains a +4 bonus on Knowledge (local) checks. In addition, she always knows where to find the nearest expert or spellcaster who can provide a particular service, such as the nearest source of *raise dead*. This ability replaces the ranger's 1st favored terrain.

SAPPER (ROGUE ARCHETYPE)

The sapper is a trained siege engineer and can deal with traps and other obstacles given plenty of time.

Destructive Dismantle (Ex): A sapper is able to quickly breach obstacles. Using a combination of engineering, explosives, alchemical reagents, and sheer bloody-mindedness, she can deal up to 10 points of damage per sapper level upon an object once per day, ignoring the object's hardness. She might crack open a stone wall with an explosive charge, or collapse a ceiling by tunneling through its supports. This ability requires 1d4+1 hours of preparation, so it can be used only on immobile and unresisting objects. This ability replaces trapfinding.

Sapping (Ex): At 2nd level, a sapper gains a +4 bonus on Perception or Disable Device checks to find or disable traps. She also grants a +4 bonus when using the aid another action to assist with Strength checks to lift gates, bend bars, or force open doors. However, the sapper is focused, so it takes her a full-round action to complete any aid another action. This ability replaces her 2nd-level rogue talent.

Fence (Ex): At 4th level, a sapper loots a dungeon or other adventuring complex of its mundane goods and sells them to her various contacts. These mundane goods include things like brass fittings, stewpots, scrap metal, and so on. The sapper automatically loots this junk while in the dungeon, and must spend 24 uninterrupted hours selling the objects in town. She shares a portion of the proceeds with the adventurers; the amount typically equals 1d10 gp per sapper level per dungeon. This ability replaces her 4th-level rogue talent.

ARCHETYPES

The following new class archetypes are useful for any characters that plan on making frequent and extensive visits to dungeons, crypts, caves, or similarly perilous locales.

DUNGEON ROVER (RANGER ARCHETYPE)

These rangers specialize in surviving hostile subterranean environs. They are well equipped to avoid traps, spot secret passages, and deal with inimical dungeon tenants.

Class Skills: A dungeon rover gains Disable Device and Knowledge (engineering) as class skills and loses Ride as a class skill.

Stone Scouting (Ex): A dungeon rover gains a +2 bonus on Perception checks to notice underground environmental hazards, including traps, potential cave-ins, and dangerous flora. A dungeon rover receives a check to notice these hazards whenever he passes within 10 feet of them, whether or not he is actively looking. This ability replaces track.

Vermin Affinity (Ex): A dungeon rover gains the ability to improve the attitude of mindless subterranean creatures. This ability functions as the wild empathy class

feature, except a dungeon rover can influence any vermin (even those without Intelligence scores) instead of animals. Additionally, a dungeon rover can influence oozes with a -4 penalty on his vermin affinity check. This ability replaces wild empathy.

Dungeon Ally (Ex): At 4th level, a dungeon rover may select a giant slug, a giant centipede, a goblin dog, a giant scorpion, or any poisonous snake as his animal companion, in addition to the usual animal companion options available to rangers with the hunter's bond class feature. This ability modifies hunter's bond.

Subterranean Stride (Ex): At 7th level, a dungeon rover is never slowed by difficult terrain while underground. However, areas that are enchanted or magically manipulated to impede motion still affect him. This ability replaces woodland stride.

Improved Stone Scouting (Ex): At 8th level, a dungeon rover's bonus on Perception checks to notice underground environmental hazards increases to +4. Additionally, the rover receives a check to notice these irregularities whenever he passes within 15 feet of them. This ability replaces swift tracker.

TERRA-COTTA MONK (MONK ARCHETYPE)

Possessing a natural affinity for all things earthen, terra-cotta monks are experts at turning the stone around them against their enemies.

Class Skills: A terra-cotta monk adds Knowledge (dungeoneering), Knowledge (engineering), and Disable Device to his list of class skills and removes Knowledge (history), Perform, and Ride.

Trap Intuition (Ex): At 2nd level, whenever a terra-cotta monk comes within 10 feet of a trap, he receives an immediate Perception check to notice the trap. The GM should make this check in secret. A terra-cotta monk gains a +2 bonus on Perception checks to notice traps. This bonus increases to +4 if the trap is located in a stone wall or floor. This ability replaces evasion.

Stone Grip (Su): At 5th level, a terra-cotta monk adds a bonus equal to his class level on all Climb checks. He can move at his full movement rate while climbing with no increase to the check's DC. By spending 1 point from his ki



pool as a swift action, a monk gains the benefits of *spider climb* for 1 round. This ability replaces high jump.

Trap Dodge (Ex): At 10th level, a terra-cotta monk gains a bonus equal to his Wisdom modifier on all saving throws made against effects produced by mechanical traps. This ability replaces improved evasion.

Sudden Adit (Su): At 12th level, a terra-cotta monk can create passages through stone or dirt as if using the spell *passwall* with a caster level equal to his monk level. Using this ability is a move action that consumes 2 points of the monk's ki pool. This ability replaces abundant step.

Petrifying Strike (Su): At 15th level, a terra-cotta monk can turn an opponent to stone with a single strike. He can use this ability once per day, and must announce the attempt before making his attack roll. If the terra-cotta monk's strike is successful, the creature must succeed at a Fortitude save (DC = 10 + 1/2 the monk's level + the monk's Wis modifier) or be petrified for 1 hour per monk level. Incorporeal creatures and creatures immune to petrification are unaffected by this ability. This ability replaces quivering palm.

Rainmaker (Su): At 19th level, anytime a terra-cotta monk is underground, he may cause a section of the roof to come down on his enemies per the spell *earthquake*, with a caster level equal to his monk level. The terra-cotta monk may use this ability only while in a cave, cavern, or tunnel. Using this ability is a standard action that consumes 3 points from his ki pool. This ability replaces empty body.

TRAP BREAKER (ALCHEMIST ARCHETYPE)

Trap breakers forgo the study of poison to instead master the construction and deployment of traps, using their nimble fingers to disable dangerous devices and their alchemical knowledge to create devastating land mines.

Trapfinding (Ex): Starting at 2nd level, a trap breaker adds 1/2 his alchemist level on Perception checks made to locate traps and on Disable Device checks. A trap breaker can use Disable Device to disarm magic traps. This ability replaces poison use and poison resistance +2.

Explosive Disarm (Ex): At 5th level, a trap breaker can attempt to disarm a mechanical trap by detonating it rather than disarming it with a Disable Device check. As a full-round action, a trap breaker may expend one of his bombs to make a ranged touch attack against a trap, using the trap's Disable Device DC as its AC. If the attack misses, the bomb's splash damage activates the trap. If the attack hits, the bomb deactivates the trap without setting it off. The trap breaker must both know the location of the trap and be able to reach the trap's trigger with a ranged touch attack in order to use this ability. At 8th level, a trap breaker can disarm magic traps with this ability. This ability replaces poison resistance +4 and poison resistance +6.

Land Mine (Ex): At 6th level, a trap breaker can turn his bombs into land mines. Setting a land mine is a full-round action that provokes attacks of opportunity. The land mine fills a single 5-foot square, and can't be placed in the same space as another trap, land mine, or magic trap. The trap breaker can arm the land mine with any bomb he is

OTHER DUNGEONEERING ARCHETYPES

Though the new archetypes in this section are dungeon specialists, numerous other archetypes for a variety of classes also perform well in this setting. The following archetypes are well equipped to control tight spaces, fight in close quarters, and survive hostile subterranean environs.

Archaeologist^{UC} (Bard): These bards specialize in exploring ancient places and ruins, and are excellent at spotting and disarming traps, avoiding damage, and sensing danger.

Breaker^{APG} (Barbarian): Breakers are useful for bashing through doors, barriers, and locks that might stymie those with more finesse.

Cave Druid^{APG} (Druid): These adept druids gain bonuses on Knowledge (dungeoneering) checks, can move through tight spaces without penalty, and can transform into oozes.

Master Summoner^{UM} (Summoner): Rather than eidolons, master summoners rely on vast numbers of called creatures to aid them in various situations. Hordes of dire rats, poisonous frogs, and vipers are effective for swarming opponents in small spaces.

Pistolero^{UC} (Gunslinger): These pistol specialists are ideal for close-quarters fighting, where reliability is key and range isn't an issue.

Polearm Master^{APG} (Fighter): These melee fighters specialize in keeping opponents at bay, which is fantastically useful when fighting in cramped spaces. Polearm masters can keep monsters off allied spellcasters and archers while using attacks of opportunity to punish highly mobile opponents.

Spire DefenderSM (Magus): Spire defenders are able to use arcane pool points to gain bonuses on key dungeon skills like Acrobatics, Climb, Escape Artist, Perception, Stealth, and Swim.

Survivalist^{UC} (Rogue): Survivalists are adept at surviving long periods underground without sources of food or fresh water. They make excellent dungeon scouts and solo spelunkers.

Trapper^{UM} (Ranger): Trappers are great at creating perimeters, securing strategic locations, and protecting the party while they rest.

Trapsmith^{APG} (Rogue): Trapsmiths are masters at disarming traps and picking locks. They gain bonuses on Disable Device checks and against magical traps.

eligible to use, and the effects of this bomb are immediately transferred to the land mine. Creating a land mine uses up two of the alchemist's bombs per day. The DCs for Perception checks to notice the land mine, Disable Device checks to disable it, and saving throws to avoid its effects are equal to 10 + 1/2 the alchemist's level + his Intelligence modifier. All alchemist land mines are mechanical traps with the qualities *Trigger*: location and *Reset*: none. Land mines last for 1 day per alchemist level or until they are triggered, whichever comes first. This ability replaces swift poisoning.

Mine Engineering (Ex): At 10th level, a trap breaker's expertise in improving explosives allows him to create land mines with minimal expense. Creating a land mine uses up only one of the alchemist's bombs per day. This ability replaces poison immunity.

DUNGEONEERING EQUIPMENT

Any explorer braving perilous dungeon environments finds many mundane items useful, and crafty and creative dungeoneers can use them for a wide assortment of purposes.

DUNGEONEERING EQUIPMENT

The following gear is useful to all adventurers who frequently brave the perilous depths of crypts, caves, and other dungeon environs.

Item	Price	Weight
Jetcaster	80 gp	6 lbs.
Key-wound rattler	350 gp	25 lbs.
Metal glove	120 gp	10 lbs.
Pomander, merchant's	12 gp	1/2 lb.
Pomander, noble's	225 gp	1/2 lb.
Thieves' ring	300 gp	—
Thieves' tool extenders, common	70 gp	3 lbs.
Thieves' tool extenders, mithral	820 gp	1-1/2 lbs.
Tinker's cap	200 gp	4 lbs.*
Vigil cap	400 gp	4 lbs.*

* Halve this amount when made for Small characters.

JETCASTER

PRICE 80 GP

WEIGHT 6 lbs. (empty)

This device consists of one watertight central ammunition bladder and several air bladders linked by specialized nozzles. When the wielder compresses the air bladders (a standard action that doesn't provoke attacks of opportunity), the jetcaster sprays its ammunition in a 10-foot cone. Most adventurers use a jetcaster to spray powder over invisible foes or holy water over incorporeal undead, but it can also spray oil, itching powder, sneezing powder, or other mundane dusts and liquids.

Loading the ammunition bladder is a full-round action that provokes attacks of opportunity and requires either a 4-pint jug of liquid (weighing up to 4 pounds) or a 4-pound sack of powder; insufficient ammunition causes it to misfire harmlessly. Refilling the air bladders is a move action that doesn't provoke attacks of opportunity. Ready and firing a jetcaster requires two hands.

If a jetcaster fires ordinary powder or oil, each square in the cone is coated in that substance. If a jetcaster fires holy water, itching powder, or sneezing powder, treat each square in the cone as a square of impact and each square adjacent to the cone (including the wielder's) as an adjacent square for the purpose of determining effects and DCs. Loading a jetcaster with unstable compounds such as acid or alchemist's fire destroys the device.

KEY-WOUND RATTLER

PRICE 350 GP

WEIGHT 25 lbs.

As a standard action that provokes attacks of opportunity, a character can wind the key on this 4-foot-long serpentine clockwork enough to power it until the end of her next turn.



For every additional standard action spent winding it, the rattler is powered for another round, to a maximum of 10 total rounds. The mechanism ticks softly while being wound and

unwinding (Perception DC 15 to hear).

When a character removes the key (a swift action) until the rattler winds down, at the start of each of that character's turn, the rattler slithers 20 feet in a straight line, rearing up every few seconds to extend its forked tongue and make noise with its rattle (Perception DC 0 to hear). Anyone who sees it from farther than 30 feet away must succeed at a DC 10 Perception check to realize it is not an actual snake. The key-wound rattler can neither see nor hear. If it runs into an unyielding surface, it bumps around until it feels an open path, rotating first to the right and then to the left before going back the way it came. If it bumps into anything that is neither hard nor still, it attacks with its bite (+5 attack, 1d3 nonlethal damage) until the obstacle moves away. While moving, a key-wound rattler's AC is 12 and it provokes attacks of opportunity as normal. At the end of the turn in which it winds down, it curls up as if to sleep. A key-wound rattler has hardness 10 and 10 hit points. It is not a creature, and does not threaten spaces or act except as described above.

METAL GLOVE

PRICE 120 GP

WEIGHT 10 lbs.

This thick iron gauntlet is more an encasing than a piece of armor. It has only a few moving joints, and the position of its fingers and wrist must be adjusted and locked into place before the wielder can properly slip it over her arm. When wearing a metal glove, it is impossible to manipulate one's digits (meaning the wearer cannot hold anything in that hand), but that hand and forearm are completely protected from injury, making it easy to reach into a trapped hole or a deadly animal's cage. Any trap or creature attempting to damage an arm wearing a metal glove must break through the glove before reaching the wearer. Heavy objects that would normally crush the wearer's hand rest harmlessly on the glove instead, likely trapping the item but allowing her to pull her hand out as normal. A metal glove has hardness 10 and 15 hit points, and can withstand 2,000 pounds of pressure before crumpling. It does not protect the wearer from injury to other parts of her body.

POMANDER

WEIGHT

PRICE

Merchant's	1/2 lb.	12 GP
Noble's	1/2 lb.	225 GP



A pomander is a waxy concoction of resin, flower essence, powdered spices, musk, and ambergris in a walnut-sized cage and hung by a chain from the neck, a belt, or a bracelet. Merchants and adventurers often use pomanders caged in wood or lead, while nobles use ones cased in precious metals and enamel set with gems. When the pomander is carried openly, its powerful scent (Perception DC 0 to notice) fortifies the senses against unpleasant sensations. Anyone within 10 feet of a pomander gains a +2 resistance bonus on Fortitude saves against effects that nauseate or sicken, but suffers a -4 penalty on Perception checks made to detect scents other than the pomander's.

A noble's pomander also overpowers the wearer's own scent; the DC to track him by his own odor increases by 5, but attempts to track him by the pomander's odor have the DC reduced by 5. Regardless of the type, a pomander becomes ineffective after 1d4 weeks of exposure to air, although storing it in an airtight container can extend its lifespan.

THIEVES' RING

PRICE 300 GP
WEIGHT —



This slightly oversized ring conceals a few lockpicks and other tools coiled inside its band. These discreet tools, made of a metal alloy that springs straight once the tool is removed from

the band, are sufficient to attempt Disable Device checks without penalty, and long enough to pick locks on manacles fastened around the wearer's hands (once she slips off the ring). The wearer gains a +2 circumstance bonus on Sleight of Hand checks made to conceal the ring's nature from anyone searching her.

THIEVES' TOOL EXTENDERS

	WEIGHT	PRICE
Common	3 lbs.	70 GP
Mithral	1-1/2 lbs.	820 GP



These long-reaching extenders can be attached to or detached from thieves' tools as a standard action, allowing the user to make Disable Device checks on devices in any space he could reach

with a reach weapon. High-quality mirrors on the shafts let him see what he's doing, but he takes a -4 penalty on Disable Device checks when working on a device more than 5 feet away.

TINKER'S CAP

PRICE 200 GP
WEIGHT 4 lbs.

This expertly crafted helmet has several small arms that hold magnifying lenses near the wearer's face. They're kept in place by locking hinges and crude gyroscopes that compensate for normal head movements. While the lenses are properly aligned, the wearer gains a +2 circumstance bonus on Appraise and Craft checks involving items that are small or highly detailed and on sight-based Perception checks when she uses an action to inspect something within 5 feet. However, the arms become misaligned if the wearer falls prone or is grappled, or if the helmet is

ESSENTIAL DUNGEONEERING EQUIPMENT

Every dungeoneer should have the following three items. Each item has a surprising variety of uses and can be found in either the *Core Rulebook* or *Ultimate Equipment*.

Chain or Rope: Not just for binding enemies and climbing, a chain or rope can help you cross gaps or pull distant objects, and can even be used as an improvised entangling or grappling weapon. When anchored to an object or ally, a chain or rope can prevent strong currents, winds, or marauders from carrying someone or something off, and can lead you out when you venture into fog, murky water, or magical darkness. With a block, tackle, and some ingenuity, you can also use chain or rope to lift heavy loads.

Oil: Many use oil for reliable illumination from a lantern (or a waterproof lantern, found on page 75 of *Ultimate Equipment*), but fewer remember that it can be used as a splash weapon effective against mobs and swarms or to ignite flammable structures. It also lubricates metal and glass mechanisms (providing a +2 circumstance bonus on checks to open stuck doors and locks) and makes surfaces or objects slippery. Oil coating spaces where enemies will pass, even on the surface of water, can be ignited from afar to wreak widespread havoc.

Pole: Poles are commonly used to probe for hidden or obscured things in nearby spaces, or to trigger location-based traps. If you vault with a pole as part of a running jump, you gain a +2 circumstance bonus on your Acrobatics check (but must let go of the pole in the process). A pole can also prop doors open or closed, serve as a place to hang a lantern or secure a bound foe, or be used as a lever to lift a heavy object up to 5 feet away.

damaged (hardness 5, 2 hit points). If the arms are misaligned, they lose their usefulness until readjusted (a full-round action that provokes attacks of opportunity).

VIGIL CAP

PRICE 400 GP
WEIGHT 4 lbs.

A vigil cap is built like a tinker's cap, but with shades and wide-view mirrors instead of magnifying lenses. The helmet's arms can be adjusted (as a full-round action that provokes attacks of opportunity) into one of the following modes at a given time:

All-Around Perspective: When properly angled, the mirrors grant the wearer a better view of his surroundings and attacking foes. In this mode, the helmet grants a +2 circumstance bonus on reactive sight-based Perception checks.

Indirect Observation: Intended to protect against gaze attacks, this mode combines shades positioned to block forward vision with mirrors angled to let the wearer see around him. Any time he would normally have to attempt a saving throw against a gaze attack, there is a 75% chance he doesn't need to attempt the save. Because of the wearer's obscured vision, however, all foes gain partial concealment (10% miss chance) against him.

Shades: With the mirrors tucked aside, the shades provide a +2 circumstance bonus on saving throws against effects that blind or dazzle.

ALCHEMICAL EQUIPMENT

The following section presents a host of new alchemical items that are especially useful in an isolated dungeon environment. Many of these items address multiple dungeoneering needs, including sounding alarms, lock breaking, and terrain manipulation. Because dungeoneers can rarely resupply in the field, it's important that their equipment be as versatile as they are, and the myriad applications for these alchemical items are limited only by the imagination of the user.

SPECIAL SUBSTANCES AND ITEMS

The following alchemical tools and equipment can be used for a variety of purposes and effects, and are especially useful in the cramped and untamed quarters often found in dungeons.

Item	Price	Weight	Craft DC
Bone paste	75 gp	1 lb.	20
Cardice oil	50 gp	1 lb.	25
Coral boulder	50 gp	—	20
Insomnia powder	60 gp	2 lbs.	25
Litmus strip	15 gp	—	20
Petrified ooze	80 gp	1/2 lb.	25
Phosphorescent gel	45 gp	1/2 lb.	20
Shrieking paste	35 gp	2 lbs.	25
Specialty smoke pellet, pepper	60 gp	—	25
Specialty smoke pellet, smog	40 gp	—	25

BONE PASTE

PRICE 75 GP

WEIGHT 1 lb.



Typically stored in an airtight leather wineskin cured with rare preservative unguents, bone paste is a powerful alchemical sealant with special

deteriorative properties. When squeezed out of its container and exposed to air, bone paste quickly hardens, so in order to apply it to a surface or object one must typically squeeze the paste directly onto the material to be affected. Once applied, bone paste cements itself to the object in just seconds, and hardens into a flaky cast. If applied to any unattended organic material or surface (such as wood, paper, hide, or rope), after 1 hour, bone paste undergoes another alchemical reaction and begins to eat away at the material, dealing 1d4 points of damage each round for 1d6+1 rounds, eating away first at the part of the object to which it was applied and spreading briefly to other parts of the object before dissipating and leaving a small amount of residual dust. Bone paste ignores an organic object's hardness, and does not deal damage to inorganic objects or surfaces (such as metal, stone, or ceramic). One pouch of bone paste is enough to cover 1 square foot of surface, or (because of waste and spills) up to 20 smaller applications of approximately 2 square inches each.

CARDICE OIL

PRICE 50 GP

WEIGHT 1 lb.

This bottle of viscous blue oil sublimates slightly when exposed to air. When poured over water, the oil pools on the surface and takes 1 round to spread out from the point of origin in a 20-foot

radius. At the end of this round, the cardice oil flash-freezes the surface of the water, creating an ice sheet over the affected area (*Pathfinder RPG Core Rulebook* 430). Any 5-foot square of this ice can support up to 200 pounds of weight. Weight in excess of this amount causes the entire sheet to crack and quickly break up. This ice sheet becomes unstable and breaks up on its own after 1 hour, or 20 minutes in a hot climate. Any creature whose bare skin comes in contact with cardice oil takes 1d6 points of nonlethal damage each round because of the chemical's volatile nature, but the oil is ineffective as a splash weapon.

CORAL BOULDER

PRICE 50 GP

WEIGHT —



This sponge-sized brick is actually a desiccated chunk of living coral. When exposed to at least 1 gallon of water, it expands into a full-sized boulder within 1 minute. A fully expanded coral

boulder is an irregular sphere 3 feet in diameter. An expanded boulder has a hardness of 7, has 55 hit points, and weighs 8 pounds. The water in a coral boulder slowly evaporates if it's left in a dry environment, and the boulder shrinks back to its original size in about a week. If dropped in water, a coral boulder sinks straight down, and is not moved by tides or flowing water.

INSOMNIA POWDER

PRICE 60 GP

WEIGHT 2 lbs.

This fine white powder is a powerful stimulant that affects the nervous systems of any creatures that inhale or ingest it, preventing them from sleeping for 24 hours. A packet of insomnia powder can be thrown as a splash weapon with a range increment of 10 feet. A creature struck by a direct hit must succeed at a DC 12 Fortitude save to avoid the effect, while those in the splash radius must succeed at DC 8 Fortitude saves. This is a poison effect.

Although it causes no severe damage, insomnia can cause a creature to be more prone to fatigue or exhaustion. Though it prevents sleep (and thus prevents wizards and some other spellcasters from regaining their spells), insomnia powder does not prevent a creature from meditating or praying. The effects of insomnia powder can be countered by *sleep*, *neutralize poison*, or similar effects.

LITMUS STRIP

PRICE 15 GP

WEIGHT —

This white paper strip treated with dyes extracted from common lichen is used to quickly test the composition of any water-based solution. The user dips the end of the strip in the liquid

and waits 1 round for the chemical reaction to change the color of the strip. If the strip turns purple, then the water contains poisonous toxins and must be purified before consumption. The darker purple the strip turns, the more toxic the substance. If the strip remains white, the solution is poison-free. Though it's not useful for testing oils, slimes, or gases, a strip can be invaluable in determining whether a water source or beverage is tainted.

PETRIFIED OOZE

PRICE 80 GP
WEIGHT 1/2 lb.



This tiny blob of ooze looks like a small disc of green stone when inactive, and is stored in a circular dish with an airtight cover. When the cover is removed and

the ooze is exposed to air, the user has 1 minute to handle the rapidly softening ooze before it regains its former viscosity (as well as toxicity) and springs back to life. Although much smaller than an actual ooze creature, this coin-sized blob still deals 1d6 points of acid damage to anything it comes in contact with. Due to its unpredictable nature, petrified ooze is typically only good for breaking or melting whatever object or device on which the user originally sets the ooze, after which the blob quickly scurries into the nearest corner or crevice so it can feed on particles of dust and diminutive prey. Once restored to its viscous form, a petrified ooze moves at a rate of 60 feet per round, and any creature that comes in contact with the ooze must succeed at a DC 12 Reflex save to avoid taking acid damage from it.

PHOSPHORESCENT GEL

PRICE 45 GP
WEIGHT 1/2 lb.



This sealed vial contains 1 ounce of milky white gel. Once the vial's seal is broken, the liquid reacts with the surrounding air and begins to rapidly heat up, glowing like a candle for 1 hour.

After that hour, the oxidization of the chemical agent is complete, and the gel dissolves in a white-hot flash, dealing 3d6 points of fire damage to anything directly in contact with it. A single dose of phosphorescent gel can coat 6 square inches of a surface. Multiple doses of phosphorescent gel can be used to coat larger surfaces, but the amount of damage dealt does not stack. The conflagration occurs in an instant, and the fire generated doesn't spread, though it can be used to ignite a larger explosive such as a fuse grenade or pot of oil.

SHRIEKING PASTE

PRICE 35 GP
WEIGHT 2 lbs.

Created by suspending the spores of a shrieker mushroom in a thick mixture of wheat paste and vermiculite, this thick sludge comes in a soundproof, stone container. Shrieking paste creates an obnoxious piercing noise when exposed to even minute amounts of movement or light. This makes applying the paste a very noisy endeavor at best. However, once the paste is applied and left alone for several rounds, it once again becomes silent. Thereafter, any light source or movement within 10 feet of the paste causes it to shriek for 1d3 rounds. A single container contains enough shrieking paste to coat 1

NEW ALCHEMIST DISCOVERIES

This section introduces new discoveries for alchemists. Discoveries marked with an asterisk (*) do not stack—only one such discovery may be applied to a single bomb.

Demolition Charge*: When the alchemist creates a bomb, he can choose to have it deal damage to an object as if by a sunder combat maneuver. If the item is worn or held by an opponent, the item is considered the direct target, and the wearer/holder takes splash damage from the blast. If the object is unattended, a demolition charge deals an additional 2d6 points of damage on a direct hit. This bonus doesn't affect the bomb's splash damage. An alchemist must be at least 8th level before selecting this discovery.

Grease Bomb*: When the alchemist creates a bomb, he can choose to have it create a grease slick upon detonation. When a grease bomb detonates, it coats an area equal to the bomb's splash radius in grease (as the *grease* spell) for 1 round per level. The DC of the Reflex save to avoid falling after a failed Acrobatics check is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier. A grease bomb can't affect items or armor. An alchemist must be at least 6th level before selecting this discovery.

Malignant Poison: As a full-round action, the alchemist can increase the save DC of any poison by 4 and increase its duration by 2 frequency increments (for example, large scorpion venom lasts 8 rounds instead of 6 and drow poison lasts 4 minutes instead of 2). Additionally, malignant poisons take effect immediately and do not have an onset time. This alchemical change lasts until the poison's extended duration ends or for a number of minutes equal to the alchemist's level, whichever comes first. After that, the poison reverts back to its original state. An alchemist must be at least 10th level before selecting this discovery.

square foot of a surface. If left undisturbed for several weeks in a dank, lightless setting, shrieking paste might eventually grow into a colony of shrieker mushrooms (*Core Rulebook* 416).

SPECIALTY SMOKE PELLET	WEIGHT	PRICE
Pepper pellet	—	60 GP
Smog pellet	—	40 GP

Like standard smoke pellets (*Ultimate Equipment* 105), these specialty pellets fill a single 5-foot square with opaque smoke for 1 round when broken. They can also be thrown as a ranged touch attack with a range increment of 10 feet. However, unlike standard smoke pellets, these pellets produce smoke that confers additional effects.

Pepper Pellet: The smoke from a pepper pellet is an ocular and respiratory irritant, and creatures that are hit by a pepper pellet or pass through the smoke must succeed at a DC 12 Fortitude save or be sickened for 1 round.

Smog Pellet: The smoke from a smog pellet is oily, and creatures that are hit by a smog pellet or pass through the smoke are covered in thick residue. This residue makes invisible creatures visible for 1d4 rounds.

MAGIC ITEMS

Torches, pitons, and rope may be dungeoneering essentials, but few things can match the versatility and effectiveness of a wisely used magic item. Whether these items are activated to dispel supernatural darkness or span underground chasms, the mystical powers that infuse them are vital for those who hope to survive a dungeon environment.

WEAPON SPECIAL ABILITIES

The following new weapon special abilities follow all of the rules for weapon special abilities found on page 134 of *Pathfinder RPG Ultimate Equipment*.

BREAKING		PRICE +1 BONUS
AURA faint evocation	CL 5th	WEIGHT —

Upon command, a *breaking* weapon deals an extra 2d6 points of damage against inanimate objects and crystalline creatures on a successful hit and ignores the hardness of objects with a hardness of 5 or lower. When used against a crystalline creature, the damage from this effect does not stack with *bane* or similar weapon special abilities. This effect remains until another command is given.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>break</i> or <i>shatter</i>	

SHATTERING		PRICE +2 BONUS
AURA moderate evocation	CL 8th	WEIGHT —

A *shattering* weapon functions as a *breaking* weapon that also explodes with a resounding crash upon striking a successful critical hit. In addition to the extra damage from the *breaking* ability, a *shattering* weapon deals an extra 1d10 points of damage to objects and crystalline creatures on a successful critical hit. If the weapon's critical multiplier is $\times 3$, it deals an extra 2d10 points of damage instead, and if the multiplier is $\times 4$, it deals an extra 3d10 points instead. When used against a crystalline creature, this damage stacks with *bane* and similar weapon special abilities (though the damage from the *breaking* ability still doesn't).

Even if the *breaking* ability is not active, the weapon still deals its extra damage on a successful critical hit. A *shattering* weapon ignores the hardness of objects with a hardness of 10 or lower.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>break</i> or <i>shatter</i>	

WONDROUS ITEMS

The following new wondrous items are indispensable dungeoneering aids.

DISCERNING GOGGLES		PRICE 13,500 GP
SLOT eyes	CL 3rd	WEIGHT —
AURA faint divination		



This eyewear consists of two thick, gold-rimmed glass lenses encased in a leather band. When worn over the eyes, a pair of *discerning goggles* allows

you to determine creatures' alignments with a single look. Good creatures appear to faintly glow blue and evil creatures to faintly glow red. Neutral-aligned creatures appear normal, as do creatures under the effect of an *undetectable alignment* spell or similar effect. These goggles function only during times when you normally would possess sight; for example, they do not work in darkness unless you possess *darkvision*.

CONSTRUCTION REQUIREMENTS	COST 6,750 GP
Craft Wondrous Item, <i>detect good</i> , <i>detect evil</i> ;	

EVIDENTIARY DUST		PRICE 600 GP
SLOT none	CL 4th	WEIGHT —
AURA faint divination		



This light, shimmering blue powder is typically kept in a silk satchel with hemp drawstrings. When tossed into the air, the dust can cover a chamber with up to 100 square feet of floor

space, and illuminates all footprints made within that space in the last 24 hours. Illuminated footprints glow softly for 1 hour after the dust is sprinkled and grant a +20 circumstance bonus on Survival checks to follow the tracks. A handful of dust sprinkled along a trail or road illuminates footprints in the same way, and can span as much as 250 feet.

Evidentiary dust cannot reveal footprints of creatures that hid their trail via effects such as *dust of tracelessness* or a druid's *trackless step*.

CONSTRUCTION REQUIREMENTS	COST 300 GP
Craft Wondrous Item, <i>faerie fire</i> , <i>residual tracking</i> ^{APG}	

IOUN STONE, DARK GREEN RHOMBOID		PRICE 8,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong divination		

This *ioun stone* is forest green with flecks of yellow. At all times, it allows you to immediately notice any poison within 5 feet of you. This effect is otherwise identical to the *detect poison* spell.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>detect poison</i> , creator must be 12th level	

IOUN STONE, DEEP BROWN SPHERE		PRICE 10,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong divination		

This deep brown *ioun stone* is streaked with amber and looks much like a tiger's eye gem save for its perfectly spherical shape. While using this stone, you know at all times exactly how many feet you are under or above sea level.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *discern location*, creator must be 12th level

LANTERN OF CONCEALMENT		PRICE 12,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint illusion		



This black lamp has a wooden frame wrapped with a cover made from white linen, on which are drawn numerous spidery runes and constellations. While lit, a *lantern of concealment* creates a *hide campsite* effect in a 20-foot cube centered on the lantern that lasts for 10 hours. This effect moves with the lantern, but only functions while the lantern is stationary. If the lantern is moved while its concealment effect is active, it must take 10 minutes to adjust to its new location before continuing the *hide campsite* effect. A *lantern of concealment* can only be used in this way once per day.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, *hide campsite*^{APG}

LUMINOUS FACET		PRICE 850 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint evocation [light]		



This glass cone is welded to a brass base and contains a faint crimson and violet fire that burns in the shape of a blooming flower, but sheds no discernible light.

By speaking the item's command word, a creature can ignite the flame within a *luminous facet*, which then sheds light as a torch. Speaking the item's command word again immediately quenches the flame back to its original dimness. A creature need not be holding a *luminous facet* in order to activate or deactivate it in this way, but it must be within 60 feet of the item. Multiple *luminous facets* can be crafted to share the same command word, allowing a creature to ignite or extinguish numerous facets within range with a single utterance.

The flat base of a *luminous facet* makes it easy to attach to walls or ceilings using alchemical cement or *sovereign glue*.

CONSTRUCTION REQUIREMENTS	COST 450 GP
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Craft Wondrous Item, *continual flame*, *prestidigitation*

SMEAR OF SEEING		PRICE 4,000 GP
SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate divination		

This oily black paste is kept in a glass jar about the size of a human's fist. When rubbed onto an opaque surface as a standard action, an application of *smear of seeing* allows others to see through it for 10 minutes or until it is thoroughly diluted with *universal solvent*, after which the smear loses its potency. Anyone on the side of the surface on which the smear was applied can see through that surface as though it were a clear glass window. This does not enable creatures to hear through the surface. Creatures

on the other side of a surface affected with *smear of seeing* cannot see the effect, but may detect it via *detect magic* or other effects as normal.

Smear of seeing can be used on plaster, stone, wooden, or similar surfaces up to 10 feet thick. *Smear of seeing* has no effect on metal or harder materials, regardless of thickness.

One application of *smear of seeing* is enough to cover a 1-foot-radius area; multiple applications can be used to increase the affected surface area. One jar of *smear of seeing* contains enough paste for five applications.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, *arcane eye*, *see through stone* (*Pathfinder Player Companion: Dwarves of Golarion* 25)

TELEPORTING CLIMBING RIG		PRICE 7,600 GP
SLOT none	CL 7th	WEIGHT 7 lbs.
AURA moderate conjuration (teleportation)		

This mithral grappling hook is decorated with runic engravings and attached to 50 feet of silk rope, with the other end of the rope tied around a thick iron ring. Three times per day, the wielder of this item may speak the item's command word while holding the iron ring. The grappling hook then teleports to any designated location within 50 feet to which the user has both line of sight and line of effect. The grappling hook does not teleport if the silk rope is held at any point other than the iron ring. If the designated location does not possess a means for the rig's hook to attach, the grappling hook falls to the ground after teleporting.

CONSTRUCTION REQUIREMENTS	COST 3,800 GP
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Craft Wondrous Item, *dimension door*

TOXIN SPONGE		PRICE 1,125 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate necromancy		

This rough, ridged sponge is chalky black in color, and is used to absorb poisonous gases from the surrounding air. When the command word is spoken, a *toxin sponge* can absorb a 10-foot cube of inhaled poison, removing the gas from that area and concentrating it in the sponge, which turns a pale green when filled. The sponge must be in the affected area of the poison gas in order to absorb it, and once it is absorbed, the duration of the poison effect (if any) is effectively paused. A *toxin sponge* can absorb either nonmagical poisons or magical poisons (and the poisonous effects of magical gases and mists) with a caster level of 9th or lower.

A *toxin sponge* can absorb only one poison at a time; an absorbed poison dissipates harmlessly after 24 hours. Alternatively, a creature can squeeze the filled sponge as a standard action before 24 hours have passed to release the noxious gas back into the air centered on the user. A creature may unknowingly activate a poison-filled *toxin sponge* during the course of regular bathing. Released poison takes up the same area it did when it was absorbed and lasts for the remaining duration of the poison when it was initially absorbed.

CONSTRUCTION REQUIREMENTS	COST 563 GP
----------------------------------	--------------------

Craft Wondrous Item, *absorb toxicity*^{UC}

REDWING'S SPELLS

Redwing's Dungeon Companion is a slim, must-have compilation for any spellcaster who regularly braves dungeon environments. Its author, Cevil "Redwing" Charms, Esq., was a brilliant bard fascinated with history. He spent a lifetime exploring ruins, caves, and catacombs in various lands, from humble Varisia and mysterious Numeria to the far-off realms of Vudra and Casmaron. In his eponymous work, Redwing designed and collected a wide variety of useful spells meant to make dungeons more survivable.

The following new spells are available to dungeoneers of the appropriate class and level.

CONJURE DEADFALL

School conjuration (creation); **Level** magus 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (fistful of mithral tacks)

Range medium (100 ft. + 10 ft./level)

Area see text

Effect one spiked, falling block

Duration instantaneous

Saving Throw Reflex negates (see text); **Spell Resistance** yes
You conjure a large metal cube covered in sharp spikes. If you conjure the block so that it appears in midair, it immediately plummets downward onto all creatures below it. When you cast this spell, you select the size of the square area you wish it to affect. If you choose to create a deadfall over a single 5-foot square, the block deals 1d6 points of bludgeoning damage per caster level (maximum 15d6) to each creature in the area. A deadfall over a 10-foot square deals 1d6 points of bludgeoning damage per 2 caster levels (maximum 7d6), a deadfall over a 15-foot square deals 1d6 points of bludgeoning damage per 3 caster levels (maximum 5d6), and so on, to a maximum size of a 25-foot square. Only creatures that are on the outer edge of the area affected by a *conjure deadfall* spell can attempt Reflex saves to avoid the effect; creatures whose space does not touch the edge of the deadfall do not receive a save.

In order to deal damage, the conjured deadfall must start at least 10 feet above the tallest creature in the area to be affected. A conjured deadfall is as tall as it is wide, and the spell fails if you attempt to conjure a deadfall in an area already occupied by a creature or object (including the ceiling). Regardless, a deadfall conjured by this spell disappears as soon as it deals damage or strikes the ground.

CREATE HOLDS

School transmutation; **Level** druid 4, ranger 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (handful of pebbles)

Range medium (100 ft. + 10 ft./level)

Effect path of handholds

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a path of handholds on earthen, plaster, stone, or wooden walls (not on walls made of metal or other, harder materials). The handholds are created in pairs and are approximately 3 feet apart, located in a specific path indicated

by your gestures while casting the spell. The handholds' path can span up to 30 feet out from you plus an additional 10 feet per 3 caster levels (maximum 90 feet at 18th level). The handholds protrude approximately 6 inches from the wall, measure 10 inches lengthwise, and are perfectly suited for gripping with fingers or claws. At the end of the spell's duration, any creature being supported by the handholds immediately begins to fall.

DETERMINE DEPTH

School divination; **Level** bard 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target solid surface touched

Duration concentration, up to 1 round/level (D)

Saving Throw none; **Spell Resistance** no

With a touch, you can determine the exact thickness of a wall, ceiling, or other solid barrier, measuring from the point you are touching to the direct opposite side of the barrier in a straight line. You can only detect depths or widths of up to 10 feet per caster level (maximum 200 feet at 20th level); amounts in excess of this limit are detected as being the maximum you are able to detect. So, for example, a 5th-level wizard using this spell on a 60-foot-thick wall would detect that the wall is 50 feet thick.

Determine depth can be used on earthen, plaster, stone, or wooden surfaces, but not on walls made of metal or other, harder materials. This spell is useful to casters who want to get an idea of their surroundings, and as a preliminary measure to casting spells such as *passwall* or *dimension door*.

DISCERN VALUE

School divination; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (platinum monocle worth 100 gp)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You can quickly analyze the monetary value of objects and identify which are most valuable to an average trader. You must specify a minimum value to detect when you cast this spell (such as 1 gp, 100 gp, or 1,000 gp). The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of objects worth at least the specified amount.

2nd Round: The most valuable object in range glows brighter

than all of the others. If an aura is outside your line of sight, then you discern its direction but not its exact location.

3rd Round: Objects whose values are within 10% of the most valuable item in range glow slightly.

The spell's effect does not indicate whether an item has magical properties and does not detect artifacts or items that are priceless.

NATURE'S RAVAGES

School necromancy; **Level** cleric 4, witch 3

Casting Time 1 minute/HD of target

Components V, S, M/DF (dried maggots)

Range close (25 ft. + 5 ft./level)

Target corpse of creature whose total number of HD does not exceed your caster level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You greatly speed up the decomposition process of a nearby corpse and warp the fibers of time that permeate it, aging the corpse an additional amount of time equal to up to 1 day per 2 caster levels (maximum 10 days at 20th level). This spell prompts all the natural effects of the intended decomposition period, including crumbled clothing, rotted or liquefied flesh, maggot infestations, and the infiltration of any surrounding vegetation.

In addition to hindering mundane autopsies and investigations, this spell may effectively prohibit the use of *raise dead* on the target, though more powerful magic such as *resurrection* or *true resurrection* may still work.

NATURE'S RAVAGES, GREATER

School necromancy; **Level** cleric 8, witch 7

Casting Time 10 minute/HD of target

This spell functions like *nature's ravages*, except the target corpse ages a number of years equal to up to 1 year per caster level (maximum 20 years at 20th level).

REDWING'S DUNGEON COMPANION

Among scholars who have taken an interest in the book, the physical appearance of the original *Redwing's Dungeon Companion* is iconic. This slim, weathered tome bears evidence of its author's robust adventuring career—scorch marks, acid burns, oil stains, and other unidentifiable scars mar its red leather cover and its tarnished gold embossing. Despite its outward signs of wear, however, the book's pages are said to be pristine and free from any signs of aging. This conundrum has led some to speculate that complicated magic protects its leaves from harm.

Although details of the book's author and the contents of the book are well documented, the current location of *Redwing's Dungeon Companion* is unknown. Some say that, in his old age, Redwing gifted it to a Varisian spellcaster prodigy, who in turn passed it along to her descendants, who have since kept the book in a secure location in Magnimar. Others say Redwing dropped the book during a harrowing escape from Hollow Mountain (or Deep Tolguth, or Eel's Skull) and never recovered it. Regardless, it is known that whoever holds the lost tome gains a paradoxically powerful sense of navigation, and may traverse terrible sunken ruins and underground tombs alike with little fear of disorientation. Since most of its author's admirers know about this boon—Redwing often bragged about the original book's powers when allowing copies to be made—many have sought to retrieve the original manuscript.

Effects: Whoever carries *Redwing's Dungeon Companion* gains an inkling of its strange powers; she is immune to *maze* spells and can never get lost in dungeon environments.



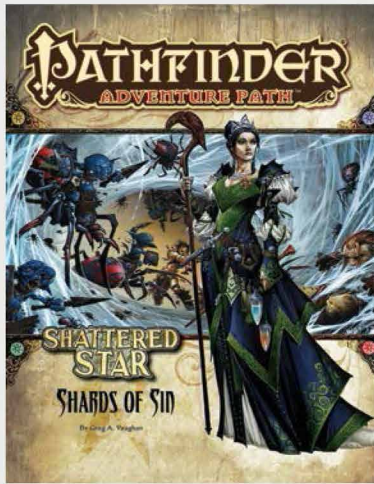
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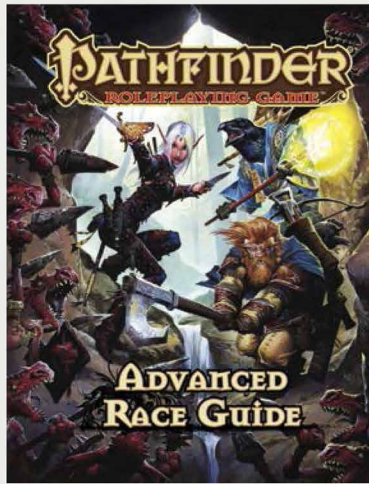


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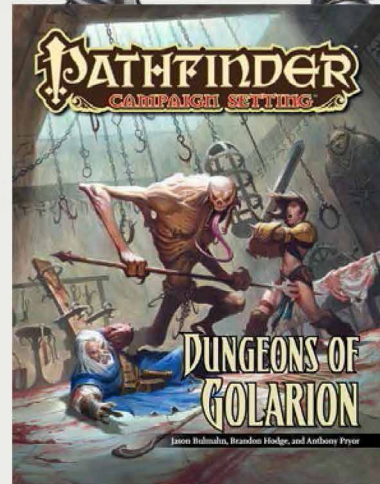
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BORN IN DARKNESS

Not all who dare the perilous depths of dungeons grew up in safe lands, dreaming of exploits in distant regions. Some have grown up in cities whose proximity to famed dungeons has resulted in a thriving explorer economy that revolves around the treasure hunters and tomb raiders who frequent the settlement while preparing for their expeditions, while others may even have been born in a dungeon themselves. The following new traits are designed for characters such as these, who have known and felt a passion for dungeons since their inception.

REGIONAL TRAITS

Characters who grew up in one of the following locations may take the corresponding regional trait. Each trait also includes a suggestion either for inspiring character creation or for getting the most out of your regional trait.

ALIEN ORIGINS (SILVER MOUNT)

You are in some way tied to the mysterious alien monument known as Silver Mount in Numeria, but you have forgotten an important piece of your past. Perhaps you were a metallurgist's experiment gone awry, a rediscovered automaton that escaped the mountain's confines, or the result of some equally enigmatic phenomenon. Regardless, your unusual origins mark you as somehow different from others, and you know the gaps in your memory hold the key to your past. You start play with a unique compass that doesn't point north and is riddled with indecipherable alien markings—the only object you have that you know to be tied to your home. In addition, your inscrutable mannerisms give you a +2 trait bonus on opposed Bluff checks. *Suggestion:* Consider being a member of the android race from *Pathfinder Campaign Setting: Inner Sea Bestiary*.

DESTINED FOR GREATNESS (ABSALOM)

Ever since you were a child growing up in one of Absalom's vast city quarters, you've been obsessed with the Starstone Cathedral and the prospect of acquiring true divinity by passing the Test of the *Starstone*. Though it remains to be seen whether you will ever achieve your long-standing dream, your fascination with the would-be deities who enter the Starstone Cathedral and never come back has granted you no small measure of savvy when it comes to preparing to explore dungeons. You start with a kit (such as those found on page 7 or in *Pathfinder RPG Ultimate Equipment*) worth no more than 300 gp, and the expendable contents of the kit are automatically restored to their original capacity at no cost to you whenever you enter a settlement with a population of at least 2,500. *Suggestion:* Consider playing a character who worships, reveres, or perhaps even envies one of the Ascended—Cayden Cailean, Iomedae, or Norgorber.

DUNGEON DWELLER (ANY SUBTERRANEAN DUNGEON)

Not only are you competent while deep underground, you thrive in these perilous environs. Whether you were born in one of the labyrinthine tunnels that riddle the islands of the Shackles or your mysterious parental figures brought you up in the sand-ridden corridors of some forgotten Osirian pyramid, your emergence on Golarion is somehow tied to one of the world's infamous subterranean dungeons. You start with one additional language chosen from the following list: Aklo, Dark Folk, Draconic, Goblin, Necril, Orc, or Undercommon. In addition, whenever you must attempt a Survival check to avoid getting lost in a dungeon, you may roll the check twice and take the better result. *Suggestion:* Consider playing an uncommon race from the *Pathfinder RPG Advanced Race Guide*.

LOST ROLE MODEL (SETTLEMENT NEAR A FAMOUS DUNGEON)

As a youth, you marveled at the crusaders, spelunkers, and lore seekers who came through your town on their way to the nearby dungeon, tomb, or ruins. One such intrepid role model in particular was of great import to you. On the last day you ever saw your hero, the adventurer gave you a unique dungeon guide (see page 14) worth no more than 750 gp and with an accuracy modifier of no greater than +2. *Suggestion:* With the help of your GM and using the examples in this book, construct a unique dungeon guide tied to the dungeon near where you grew up.



Brave the Depths!

Perhaps no environment is more iconic, more varied, and more fearsome than the dungeon, and when you delve into the perilous, monster-infested ruins of ages lost, you need all the help you can get! Intrepid explorers in search of the ultimate tomb raider's boon need look no further than *Dungeoneer's Handbook*! Packed with useful tips, handy tricks, and new rules and options, this volume is a must-have for any adventurer looking to brave the world's most infamous dungeons.

Dungeoneer's Handbook presents player-focused, in-depth discussion of dungeons, their dangers, and ways to survive your exploration—whether it's your first time or your twentieth. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find:

- ▶ Informative and inspiring articles on iconic dungeon elements and tips on how to survive the deadly traps, monstrous inhabitants, and cursed treasures you'll undoubtedly encounter.
- ▶ New archetypes perfect for characters that frequently find themselves deep underground or in forgotten catacombs, including the trap breaker alchemist, terra-cotta monk, and dungeon rover ranger.
- ▶ New spells and magic items for every dungeon situation.
- ▶ Rules for dungeon guides—informative (but oft-misleading) tomes that can be either a boon or a curse for those aimlessly wandering dungeon halls.
- ▶ Archetypes and rules for hirelings who can take care of your estate and other mundane matters while you're away on your latest excursion.
- ▶ New dungeon-related feats, traits, dungeoneering aides, alchemical equipment, and more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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