Following in the tradition of the most popular Pathfinder Player Companion of all time, "Adventurer's Armory 2" is a comprehensive guide to equipment of all sorts. Containing a wide array of new adventuring gear, alchemical items, armor, clothing options, magic items, poisons, tools, traps, and weapons to outfit any character, this guide is a welcome addition to any armory. Whether you're looking to gain the edge in combat or fit in to a social situation, Pathfinder Player Companion: Adventurer's Armory 2 has you covered!

Inside this book you'll find:

► New feats, spells, and skill tricks to allow any adventurer to get the most out of the equipment they already own.

► Armor and weapon modifications, allowing smiths or skilled adventurers to customize equipment on the fly to meet specific needs.

► New construct familiars known as poppets—stuffed or wicker dolls crafted to carry out simple tasks at their masters' bidding.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.
The following lists compile the information for all the new armor and weapons presented in the Implement of War section beginning on page 6.

### WEAPONS

#### Simple Weapons

<table>
<thead>
<tr>
<th>Two-Handed Weapons</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lantern staff</td>
<td>15 gp</td>
<td>1d4</td>
<td>1d6</td>
<td>+2</td>
<td>9 ft.</td>
<td>B</td>
<td>See text</td>
<td></td>
</tr>
</tbody>
</table>

#### Martial Weapons

<table>
<thead>
<tr>
<th>Light Weapons Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormshaft javelin</td>
<td>25 gp</td>
<td>1d6</td>
<td>1d8</td>
<td>+2</td>
<td>20 ft.</td>
<td>B</td>
<td>—</td>
</tr>
<tr>
<td>Flask thrower</td>
<td>50 gp</td>
<td>1d8</td>
<td>1d10</td>
<td>+2</td>
<td>20 ft.</td>
<td>S</td>
<td>—</td>
</tr>
</tbody>
</table>

#### Exotic Weapons

<table>
<thead>
<tr>
<th>Light Mace Weapons Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
</table>
| Battle ladder, gnome     | 20 gp   | 1d6     | 1d8     | +2    | 20 ft. | S    | Distancing
| Spiral rapier            | 80 gp   | 1d6     | 1d8     | +2    | 20 ft. | B    | Blocking

#### Two-Handed Weapons

| Battle ladder, gnome     | 20 gp   | 1d6     | 1d8     | +2    | 20 ft. | S    | Distancing
| Sheath                   | 80 gp   | 1d6     | 1d8     | +2    | 20 ft. | B    | Blocking

### ARMOR

<table>
<thead>
<tr>
<th>Armor/ Shield</th>
<th>Cost</th>
<th>Armor/ Shield Bonus</th>
<th>Maximum Dex Bonus</th>
<th>Armor Check Penalty</th>
<th>Spd Fall</th>
<th>Speed 30 ft.</th>
<th>20 ft. Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reinforced tunic 1 gp</td>
<td>+1</td>
<td>+5</td>
<td>0</td>
<td>5%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>5 lbs.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Armor/ Shield</th>
<th>Cost</th>
<th>Armor/ Shield Bonus</th>
<th>Maximum Dex Bonus</th>
<th>Armor Check Penalty</th>
<th>Spd Fall</th>
<th>Speed 30 ft.</th>
<th>20 ft. Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spider-silk bodysuit 850 gp</td>
<td>+3</td>
<td>+6</td>
<td>-1</td>
<td>10%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>4 lbs.</td>
</tr>
</tbody>
</table>

### MISCELLANEOUS EQUIPMENT

#### Adventuring Gear

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adventurer’s staff</td>
<td>20 gp</td>
<td>3 lbs.</td>
<td></td>
</tr>
<tr>
<td>Lame (simple)</td>
<td>2 gp</td>
<td>1 lbs.</td>
<td></td>
</tr>
<tr>
<td>Lame (common)</td>
<td>1 sp</td>
<td>3 lbs.</td>
<td></td>
</tr>
<tr>
<td>Lame (elaborate)</td>
<td>1 sp</td>
<td>5 lbs.</td>
<td></td>
</tr>
<tr>
<td>Lame, hollow</td>
<td>+4</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Chemical</td>
<td>5 sp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Chest, small treasure</td>
<td>3 gp</td>
<td>21 lbs.</td>
<td></td>
</tr>
<tr>
<td>Chest, medium treasure</td>
<td>7 gp</td>
<td>50 lbs.</td>
<td></td>
</tr>
<tr>
<td>Chest, large treasure</td>
<td>15 gp</td>
<td>100 lbs.</td>
<td></td>
</tr>
<tr>
<td>Chest, huge treasure</td>
<td>35 gp</td>
<td>250 lbs.</td>
<td></td>
</tr>
<tr>
<td>Chest, planks</td>
<td>25 gp</td>
<td>4 lbs.</td>
<td></td>
</tr>
<tr>
<td>Conversation tube</td>
<td>10 gp</td>
<td>1 lbs.</td>
<td></td>
</tr>
<tr>
<td>Crabot</td>
<td>5 gp</td>
<td>1 lbs.</td>
<td></td>
</tr>
<tr>
<td>Deck lantern</td>
<td>35 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>False teeth (clockwork)</td>
<td>100 gp</td>
<td>1/2 lb.</td>
<td></td>
</tr>
<tr>
<td>False teeth (canonese)</td>
<td>5 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>False teeth (minstrel)</td>
<td>50 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Gallant moldret</td>
<td>75 gp</td>
<td>1/2 lb.</td>
<td></td>
</tr>
<tr>
<td>Minotaur</td>
<td>100 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Nautilus chart</td>
<td>25 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Spell book</td>
<td>50 gp</td>
<td>2 lbs.</td>
<td></td>
</tr>
<tr>
<td>Small case, spring loaded</td>
<td>250 gp</td>
<td>10 lbs.</td>
<td></td>
</tr>
<tr>
<td>Small case, spring loaded</td>
<td>5 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Vehicule</td>
<td>20 gp</td>
<td>2 lbs.</td>
<td></td>
</tr>
<tr>
<td>Wing sheath</td>
<td>10 gp</td>
<td>1 lbs.</td>
<td></td>
</tr>
</tbody>
</table>

#### Alchemical Remedies

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aromatic wine</td>
<td>50 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Corium of life</td>
<td>50 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Liqueur</td>
<td>50 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Liqueur</td>
<td>50 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Vehicule</td>
<td>100 gp</td>
<td>1 lb.</td>
<td></td>
</tr>
<tr>
<td>Wing sheath</td>
<td>150 gp</td>
<td>3 lbs.</td>
<td></td>
</tr>
</tbody>
</table>

#### Alchemical Tools

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bonded acid</td>
<td>40 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Bonded acid (all)</td>
<td>40 gp</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Bond (all)</td>
<td>40 gp</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

#### Alchemical Weapons

<table>
<thead>
<tr>
<th>Poison</th>
<th>Type</th>
<th>Unit DC</th>
<th>Dose</th>
<th>Frequency</th>
<th>Effect</th>
<th>Cure</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bola (gossip)</td>
<td>25 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>1 save</td>
<td>2,100 gp</td>
</tr>
<tr>
<td>Darkfire</td>
<td>5 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>3 save</td>
<td>1 save</td>
<td>20 gp</td>
</tr>
<tr>
<td>Kurima’s vise</td>
<td>75 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>1 save</td>
<td>20 gp</td>
<td></td>
</tr>
<tr>
<td>Tress Sistrue</td>
<td>50 gp</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>1 save</td>
<td>20 gp</td>
<td></td>
</tr>
</tbody>
</table>

### CLOTHING

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bard’s outfit</td>
<td>5 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Chausses</td>
<td>3 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Courtier’s outfit</td>
<td>8 gp</td>
<td>6 lbs.</td>
</tr>
<tr>
<td>Gnome’s outfit</td>
<td>100 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Knight’s outfit</td>
<td>200 gp</td>
<td>8 lbs.</td>
</tr>
<tr>
<td>Excalibur’s outfit</td>
<td>5 gp</td>
<td>8 lbs.</td>
</tr>
<tr>
<td>Gambeson</td>
<td>4 gp</td>
<td>—</td>
</tr>
<tr>
<td>Mailcoat</td>
<td>1 sp</td>
<td>10 lbs.</td>
</tr>
<tr>
<td>Shemsho shemsho</td>
<td>50 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>SK broadsword</td>
<td>200 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Sparring gear</td>
<td>35 gp</td>
<td>15 lbs.</td>
</tr>
<tr>
<td>Squat’s outfit</td>
<td>5 gp</td>
<td>8 lbs.</td>
</tr>
<tr>
<td>Stoiltos boots</td>
<td>10 gp</td>
<td>1 lb.</td>
</tr>
</tbody>
</table>

### MAGIC ITEMS

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gloves of improvised might +7</td>
<td>5,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Gloves of improvised might +6</td>
<td>10,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Gloves of improvised might +5</td>
<td>35,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Gloves of improvised might +4</td>
<td>65,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Gloves of improvised might +3</td>
<td>100,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Quickset dices (dado)</td>
<td>5,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Quickset dices (40 sided)</td>
<td>2,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Quickset dices (count)</td>
<td>1,000 gp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Ring of balanced grip</td>
<td>7,000 gp</td>
<td>—</td>
</tr>
<tr>
<td>Scarp collector’s staff</td>
<td>500 gp</td>
<td>—</td>
</tr>
</tbody>
</table>

### TOOLS

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear trap (all)</td>
<td>10 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>Bear trap (sawtooth)</td>
<td>3,800 gp</td>
<td>20 lbs.</td>
</tr>
<tr>
<td>Bottle</td>
<td>10 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>Draconic fan</td>
<td>150 gp</td>
<td>4 lbs.</td>
</tr>
<tr>
<td>Lingspar’s codex (standart)</td>
<td>50 gp</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Lingspar’s codex (expanded)</td>
<td>200 gp</td>
<td>5 lbs.</td>
</tr>
<tr>
<td>Portable tentacle</td>
<td>100 gp</td>
<td>4 lbs.</td>
</tr>
<tr>
<td>Shears (small)</td>
<td>5 gp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>Shears (loping)</td>
<td>5 gp</td>
<td>2 lbs.</td>
</tr>
<tr>
<td>Shears (underhand)</td>
<td>3,000 gp</td>
<td>8 lbs.</td>
</tr>
</tbody>
</table>

### POISONS

<table>
<thead>
<tr>
<th>Poison</th>
<th>Type</th>
<th>Unit DC</th>
<th>Dose</th>
<th>Frequency</th>
<th>Effect</th>
<th>Cure</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grinning jagged point</td>
<td>injected</td>
<td>55</td>
<td>10 min.</td>
<td>1/min. for 4 min.</td>
<td>1d4 Dice and pain (see text)</td>
<td>1 save</td>
<td>2,100 gp</td>
</tr>
<tr>
<td>Hail mushroom toxin</td>
<td>injected</td>
<td>50</td>
<td>10 min.</td>
<td>1/min. for 4 min.</td>
<td>Distraction (see text)/1d4 Wds.</td>
<td>2 saves</td>
<td>1,500 gp</td>
</tr>
<tr>
<td>Night’s eye dust</td>
<td>injected</td>
<td>50</td>
<td>1 min.</td>
<td>1/10 for 1 hour</td>
<td>1d7 Wds and paralysis in 10 min</td>
<td>3 save</td>
<td>1,000 gp</td>
</tr>
<tr>
<td>Rainbow scarab shell</td>
<td>injected</td>
<td>50</td>
<td>1 min.</td>
<td>1/6 for 6 hrs.</td>
<td>Shaken/Blinded</td>
<td>2 saves</td>
<td>1,000 gp</td>
</tr>
<tr>
<td>Smuggle extract</td>
<td>injected</td>
<td>50</td>
<td>1 min.</td>
<td>1/6 for 4 hrs.</td>
<td>1d6 SD and suffocation</td>
<td>1 save</td>
<td>150 gp</td>
</tr>
<tr>
<td>Spook venin</td>
<td>injected</td>
<td>50</td>
<td>1 min.</td>
<td>1/6 for 4 hrs.</td>
<td>Staggered and confused</td>
<td>1 save</td>
<td>1,000 gp</td>
</tr>
<tr>
<td>Swordblight</td>
<td>injected</td>
<td>50</td>
<td>1 min.</td>
<td>1/2 for 2 min.</td>
<td>Sleep and forget (see text)</td>
<td>1 save</td>
<td>100 gp</td>
</tr>
</tbody>
</table>

* These items weigh one-quarter this amount when made for Small characters.
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EQUIPMENT FROM ABROAD

POPPETS

NEXT MONTH!

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 online at paizo.com/prd.

Advanced Class Guide ACG Ultimate Combat UC
Advanced Player’s Guide APG Ultimate Equipment UE
Advanced Race Guide ARG Ultimate Intrigue UI
Occult Adventures OA Ultimate Magic UM

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For adventures in the Inner Sea region, having the right equipment can spell the difference between life and death. Proper clothing protects travelers in the endless deserts of Osirion. Rare alchemical remedies counter the countless diseases and venoms of the Mwangi Expanse. Demon-slaying weapons turn the tide of hopeless battles in the Worldwound. Such miraculous items might be found in shops and armories across Golarion, allowing any adventurer to go into the field equipped to succeed.

*Pathfinder Player Companion: Adventurer's Armory* 2 boasts a treasure trove of versatile equipment for heroes of every stripe. This book supplements *Pathfinder Player Companion: Adventurer's Armory*, providing new armor, weapons, adventuring gear, alchemical items, and clothing, as well as the most useful tools from out-of-print Pathfinder RPG products. Additionally, this collection presents a host of new feats, spells, magical customizations, and other options, ensuring that adventurers can make the most out of their signature gear.

**EQUIPMENT TRICKS**

The Equipment Trick feat first appeared in *Adventurer's Armory*, and grants the user new options and techniques tied to specific types of equipment. This book expands those options, featuring a slew of new equipment tricks. Characters will find new tricks for adventuring gear (page 14), musical instruments (page 18), and alchemical items (page 25). For ease of reference, the Equipment Trick feat is provided below.

**Equipment Trick (Combat)**

Choose one piece of equipment, such as boots, cloak, heavy blade scabbard, rope, or shield. You understand how to use that item in combat.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you can treat it as either a normal weapon or an improvised weapon, whichever is more beneficial for you.

**Special:** You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

**ARMORIES OF GOLARION**

From exotic armor and weapons to uncommon gear and rare magic items, the specialized gear adventurers need can’t be found on every street corner. Presented here are a few of the most notable or infamous marketplaces in the Inner Sea, as well as new traits appropriate for characters who might frequent these hubs of commerce.

**Absalom**

The Coins district is Absalom’s mercantile heart. Adventurers, explorers, and mercenaries of every kind flock to the City...
at the Center of the World. As a result, gear for facing any challenge is available in the Coins. While the prices of such tools may vary wildly, those wishing to use coin to grease the wheels of commerce might find new avenues available to them—if they proceed delicately.

**Amiable Briber (Social):** Your attempts to bribe others usually come off as playful or as a gag. The first time someone refuses a bribe you offer, that person's attitude toward you doesn't worsen, even if the offer would normally offend the person (as though you had failed a Diplomacy check by 5 or more).

**Cassomir**
The center of Taldor’s vast shipbuilding industry, the city of Cassomir stands at the mouth of the Sellen River. Thanks to the centuries-old Treaty of the Wildwood between Taldor and the druids of the Verduran Forest, Cassomir’s markets also provide rare wood, valuable herbs, and magic items. As a result, many residents know of rare herbs and their arcane uses.

**Bountiful Herb-Lore (Magic):** Once per day after 10 minutes of foraging, you can sprinkle nutritious herbs into a magical consumable item (such as a potion of cure light wounds). If the item is consumed within 1 minute, it provides nourishment as if it were a normal meal to the creature that partakes of it.

**Katapesh**
Anything the heart desires is for sale in the City of Trade—for the right price. Buyers looking to purchase magic items often visit the Peculiar Emporium, a maze-like collection of shops where the line between mage and merchant blurs. Vendors and shoppers quickly develop a knack for distinguishing the miraculous from the mundane.

**Eye for the Wondrous (Magic):** Your experience with magic items clues you in to their properties more quickly than others. You can identify the properties of a magic item using *detect magic* in 1 round.

**Ostenso**
Thanks to trade from various nations across the Inner Sea region, the Chelish city of Ostenso boasts a bustling port where all manner of trade takes place. Commerce here occurs under the watchful eyes of Chelish bureaucrats and the powerful Chelish navy, whose draconian military presence encourages many otherwise-legitimate merchants to dabble in smuggling.

**Gifted Smuggler (Social):** You have a knack for hiding goods on your person. Any small object you attempt to hide on your body is treated as an extraordinarily small object for the purpose of Sleight of Hand checks.

**Riddleport**
Eight influential crime lords compete for territory and profit among the markets of Riddleport. They jealously protect their operations, sometimes making the task of finding the best vendor a complicated affair. While it is a relatively simple matter to purchase illicit goods in Riddleport, the crime lords still value discretion. As a result, many Riddleport merchants use innuendo and secret languages in the ordinary course of business.

**Master Messenger (Social):** Your secret messages are rarely misunderstood. If you fail your Bluff check to pass a simple message by 5 or more, you deliver no message instead of delivering the wrong message.

### RULES INDEX

In addition to the new armor, equipment, and weapons presented in this *Pathfinder Player Companion*, the following new rules options are located on the indicated pages. Charts compiling the new weapons, armor, and other equipment in this book can also be found on the inside front and back covers.

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EQUIPMENT PACKAGES

Equipment selection can be daunting given the extent of options available, particularly when creating a new character. This section presents premade packages of equipment designed to help any character get off to a good start—no matter her class. The items in each equipment package are fixed, with substitutions permitted only at the GM’s discretion (suggestions for minor alterations are included in each equipment package).

The Well- Provisioned Adventurer trait allows a PC to select one of the following equipment packages instead of spending starting gold. This is an Equipment trait, a category of trait (like Combat, Magic, or Social) first introduced in Pathfinder Player Companion Adventurer’s Armory. Alternatively, a PC can purchase an equipment package for 1,000 gp, or she might receive an equipment package as a reward from a wealthy NPC in exchange for a valuable service.

**Well- Provisioned Adventurer (Equipment):** You always knew you’d leave your humble beginnings behind and become an adventurer, so you scrimped and saved, buying the necessary equipment one piece at a time until you had everything you needed. Select one of the equipment packages below. If you select this trait during character creation, you do not receive any starting gold.

**ARCANE ADEPT PACKAGE**

The arcane adept has collected useful magical gear to ensure her success on her adventures, and she prides herself on having just the right tool for the job. This equipment package is appropriate for an arcanist, sorcerer, witch, or wizard. Some bards and summoners might also find it attractive. This equipment package can also work for a magus if the 1st-level scrolls and wand are replaced with a masterwork melee weapon.

**Weapons:** Light crossbow with 10 bolts, quarterstaff.

**Combat Gear:** Acid (2), scrolls of comprehend languages (2), scroll of detect secret doors, scroll of glitterdust, scrolls of identify (2), scroll of mount, scroll of rope trick, thunderstone, wand of mage armor (16 charges).

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), flint and steel, ink, inkpen, ioun stone (1st), journal (1st), magnifying glass, mess kit (1st), scroll box (1st), silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin, 3 gp.

**Total Weight:** 45 lbs. (28-3/4 lbs. for a Small character).

**DARING BRAVO PACKAGE**

The daring bravo is equally adept in social situations and combat, with the right equipment to move fluidly from one to the other. Such adventurers are known as much for their flair and panache as their martial prowess, and the daring bravo’s equipment is often ornately ornamented or personalized. This equipment package is good for a bard, fighter, rogue, swashbuckler, or vigilante. Certain cavaliers, investigators, skalds, or even paladins may also find it appealing. If the PC can cast spells, add a spell component pouch.

**Armor:** Masterwork chain shirt.

**Weapons:** Light crossbow with 10 bolts, masterwork rapier, sap, alchemical silver dagger.

**Combat Gear:** Acid (2), alchemist’s kindness, potions of cure light wounds (2), sunrods (3).

**Other Gear:** Backpack, bedroll, belt pouch, bottle of fine wine, chalk (5 pieces), courtier’s outfit with 50 gp in jewelry, flask, flint and steel, grooming kit, masterwork musical instrument, mess kit, mirror, perfume or cologne, sack, signet ring, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 5 gp.

**Total Weight:** 76-1/2 lbs. (40-1/2 lbs. for a Small character).

**HOLY WARRIOR PACKAGE**

The holy warrior is prepared to use her might and zeal to take the fight to the enemy, but she understands the importance of having the right equipment to overcome the resistances of her monstrous foes. This equipment package is well-suited to a cleric, inquisitor, paladin, warpriest, or even a fighter with a religious background. It’s especially suited to characters who focus on supporting their party members and making them more effective in a fight. Even more than with other equipment packages, the GM should consider substituting the masterwork longsword in this package with a masterwork melee weapon appropriate to the PC’s faith. If the PC can cast spells, add a spell component pouch.

**Armor:** Heavy steel shield, masterwork breastplate.

**Weapons:** Cold iron morningstar, heavy crossbow with 10 bolts, masterwork longsword.

**Combat Gear:** Alchemist’s fire (3), holy water (4), oil of bless weapon, potions of cure light wounds (2), potion of protection from evil, sunrods (3).

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), crowbar, flint and steel, holy symbol (silver), mess kit, sack, silk rope (50 ft.), trail rations (5 days), waterskin, 7 gp.

**Total Weight:** 102 lbs. (57-1/4 lbs. for a Small character).
LORE SEEKER PACKAGE
The lore seeker has the equipment necessary to delve into ancient ruins searching for lost knowledge. As this equipment package contains little by way of armor or weapons, it is most appropriate for alchemists\footnote{APG}, bards, monks, sorcerers, and wizards. If the PC can cast spells, add a spell component pouch and a holy symbol (if required).

**Weapons:** Light crossbow with 10 bolts, quarterstaff, silver dagger.

**Combat Gear:** Alchemist’s fire (3), antitoxin, oil of erasure, potions of cure light wounds (2), potion of protection from evil, tanglefoot bag, thunderstone.

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), compass\footnote{UE}, crowbar, everburning torch, flint and steel, grappling hook, ink, inkpens (2), journals\footnote{UE} (2), magnifying glass, mapmaker’s kit\footnote{UE}, mess kit\footnote{UE}, sack, signal whistle, silk rope (50 ft.), trail rations (5 days), traveler’s any-tool\footnote{UE}, waterskin, 8 gp.

**Total Weight:** 44 lbs. (27-3/4 lbs. for a Small character).

MYSTIC GUIDE PACKAGE
This equipment package is designed to provide the most aid to divine casters, such as clerics, druids, oracles\footnote{APG}, and inquisitors\footnote{ACG}, who prefer to help their companions from behind the front lines of a fight.

**Armor:** Leather armor, light wooden shield.

**Weapons:** Shortsword, sling with 10 bullets.

**Combat Gear:** Antitoxin, bead of blessing (as a lesser strand of prayer beads without the bead of healing), holy water (2), scrolls of cure light wounds (2), scroll of endure elements.

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), flint and steel, healer’s kit, holy symbol (silver), ioun torch\footnote{UE}, mess kit\footnote{UE}, mirror, sack, shovel, silk rope (50 ft.), smelling salts\footnote{UE}, soap, spell component pouch, trail rations (5 days), waterskin, 4 sp.

**Total Weight:** 67 lbs. (39-1/4 lbs. for a Small character).

QUESTING KNIGHT PACKAGE
If not descended from nobility, the questing knight certainly looks like he fits the part. This equipment package is useful for cavaliers\footnote{ACG}, fighters, and paladins. If the PC can cast spells, add a spell component pouch and a holy symbol (if required). If the PC gains a mount from a class feature, remove the horse from the list below and replace the lance with a masterwork lance.

**Armor:** Half-plate, heavy wooden shield.

**Weapons:** Javelins (4), lance, longsword.

**Combat Gear:** Sunrods (2).

**Other Gear:** Backpack, banner, bedroll, belt pouch, flask, flint and steel, mess kit\footnote{UE}, pole (10 ft.), sack, shovel, signet ring, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 8 gp.

**Mount:** Heavy horse (combat trained) with bit and bridle, military saddle, and saddlebags.

**Total Weight:** 127-1/2 lbs. (73-3/4 lbs. for a Small character).

SHADOWY STALKER PACKAGE
Skulking through a city or a dungeon, the shadowy stalker is equipped to strike quickly and fade away. This equipment package is appropriate for stealthy characters such as rangers, rogues, and slayers\footnote{ACG}, and for some bards and investigators\footnote{ACG}. If the PC can cast spells, add a spell component pouch.

**Armor:** Masterwork leather armor.

**Weapons:** Daggers (3), masterwork sickle, sap.

**Combat Gear:** Alchemist’s fire (3), smokesticks (2), sunrods (2).

**Other Gear:** Bedroll, belt pouch, caltrops, candles (5), chalk (5 pieces), disguise kit, flint and steel, glass cutter\footnote{UE}, masterwork backpack\footnote{ACG}, masterwork thieves’ tools, mess kit\footnote{UE}, sack, silk rope (50 ft.), sleeves of many garments\footnote{ACG}, trail rations (5 days), waterskin, 1 gp.

**Total Weight:** 63 lbs. (33-1/4 lbs. for a Small character).

WILDERNESS WANDERER PACKAGE
This equipment package is appropriate for any lightly-armored combatant in the wild, such as a barbarian, hunter\footnote{ACG}, or ranger. If the PC can cast spells, add a spell component pouch and holly and mistletoe. The GM might consider altering which weapon is masterwork, based on the PC’s specialization. For example, an archery-focused ranger might prefer a masterwork composite longbow over a masterwork greataxe.

**Armor:** Light wooden quickdraw shield\footnote{UE}, masterwork studded leather armor.

**Weapons:** Cold iron flail, composite longbow with 20 arrows, masterwork greataxe, short sword.

**Combat Gear:** Alchemist’s fire (2), antitoxin, potion of keen senses\footnote{ACG}, sunrods (3).

**Other Gear:** Backpack, bedroll, belt pouch, chalk (5 pieces), climber’s kit, cold-weather outfit, fishhook, flint and steel, mess kit\footnote{UE}, pole (10 ft.), shovel, signal whistle, silk rope (50 ft.), trail rations (5 days), waterskin, 2 sp.

**Total Weight:** 108-1/2 lbs. (63-1/4 lbs. for a Small character).
IMPLEMENTS OF WAR

Use of expertly crafted armor and weapons, combined with the tactical expertise to best use their advantages, can give cunning adventurers a significant edge in life-or-death situations. Tables further detailing the items presented in this section can be found on the inside covers.

ARMOR

The following new armors provide specialized protection.

**ALKENSTAR FORTRESS PLATE**

This dwarven armor is made of overlapping plates molded to deflect projectiles—especially those from firearms. Whenever you are the target of a ranged weapon attack that would ignore your armor bonus to AC, you add half the fortress plate's armor bonus (including enhancement bonuses) to your AC against that attack. This benefit does not apply to energy attacks or magical touch attacks such as rays. Because the armor is designed with dwarves in mind, if you have the dwarf's weapon familiarity racial trait, you increase this projectile-only bonus by 1. Fortress plate includes gauntlets and a helm.

**CHAIN COAT**

This relatively simple armor consists of heavy chains that wrap around your body and limbs. While it weighs more and provides less protection than other medium armors, it is also less of a hindrance. In addition, if you are wielding a spiked chain, you can affix it to one hand. This functions as a locked gauntlet, and if you are proficient with spiked chains, you can treat the spiked chain as a one-handed weapon while it is attached. You can affix a spiked chain to each hand this way, but you can’t wear locked gauntlets while wearing a chain coat, and you can’t attach any weapon to a chain coat except spiked chains.

**ERUTAKI COAT**

Used by the Erutaki human tribes and snowcaster elves native to the arctic tundra of the Crown of the World, this heavy parka is treated as an armored coat. It provides the benefits of a cold-weather outfit, and it can be donned or removed as a move action. In addition, the fluffy white fur of the parka blends into arctic landscapes, providing a +2 circumstance bonus on Stealth checks in snowy environments.

**SNARLSHIELD**

This heavy shield that features a dozen rods protruding from its surface. When used as a weapon to bash an opponent, a snarlshield has the disarm quality (Core Rulebook 144).

**SPIDER-SILK BODYSUIT**

This exotic form-fitting garment is woven entirely from alchemically treated silk harvested from giant spiders or other arachnid creatures. If you have the drow’s weapon familiarity racial trait, you treat the spider-silk bodysuit’s maximum Dexterity bonus as 2 higher.

**TUNIC, REINFORCED**

Sometimes called a leine, this belted tunic has thick cords woven through it that cover vital areas. A reinforced tunic’s armor bonus is increased by 2 against attack rolls made to confirm critical hits against the wearer.

**VARISIAN DANCING SCARVES**

This set of colorful scarves, is made of heavy silk and reinforced with leather straps. As you move, they flutter and flow, obscuring your shape and protecting against enemy attacks. Varisian dancing scarves provide no benefit while you are standing still. Whenever you move at least 10 feet during your turn, you gain a +2 armor bonus to AC until the beginning of your next turn. Varisian dancing scarves add their enhancement bonus to this armor bonus instead of providing a constant benefit; other magical enhancements (such as light fortification) apply whether or not you are moving. In addition, Varisian dancing scarves provide a +2 circumstance bonus on Bluff checks made to feint in combat.

**WAR SHIELD, DWARVEN**

This shield’s sides are cut into jagged angles and honed to razor sharpness. Dwarven skirmishers often wield these shields in pairs, savagely hacking opponents to pieces, while some dwarven scoundrels enjoy the shields’ imposing appearance and ease of use. If you have the Two-Weapon Fighting feat and are wielding two dwarven war-shields, increase the higher of the two shield bonuses by 1. You lose this benefit for 1 round when you make a shield bash with one or both dwarven war-shields (unless you have the Improved Shield Bash feat or a similar benefit). A hand holding a dwarven war-shield can’t be used for anything else. A dwarven war-shield gains no benefit from shield spikes.
# Armor Modifications

Not all adventurers settle for off-the-shelf armor. Master smiths can modify armor, tailoring it to its user’s needs. While these modifications add to the price (and often the weight) of the modified armor, customized gear can prove its worth on the battlefield. These modifications are added to mundane armor after creation at the listed cost. Modifying magical armor increases the listed cost of modifications by 50%. A suit of armor can bear only one modification.

In addition to altering the price and weight of the modified armor, each armor modification has a drawback. In cases where the drawback reduces the wearer’s speed, the slow and steady dwarf racial trait allows the wearer to ignore the speed reduction. The Armor Adept feat (see page 11) allows a skilled wearer to ignore penalties imposed by armor-modification drawbacks.

## Burnished

Metal armor can be polished to reflect light in your enemies’ eyes. In areas of bright light, all enemies within 30 feet that can see you must succeed at a Will saving throw (DC = 10 + your base attack bonus) or be dazzled for 1 round. Regardless of the result of its saving throw, a target may only be affected by this armor modification once per day.

**Drawback:** Polished armor imparts a —10 penalty to Stealth checks made in areas of bright or normal light.

## Deflecting

The artistry of a piece of armor’s design lies not just in the protection it provides but also in its ability to deflect blows, creating momentary windows of opportunity when an opponent’s attack is rebuffed. When an opponent attacks you with a bludgeoning or slashing melee weapon and misses by 5 or fewer, you gain a +1 circumstance bonus on your first melee attack roll against that opponent during your next turn.

**Drawback:** Deflecting armor reduces your speed by 5 feet.

## Double-Plated

Plating adds protection to a suit of armor’s wearer at the cost of mobility. Double-plated armor’s armor bonus is increased by 1, and its maximum Dexterity bonus is reduced by 2.

**Drawback:** Double-plated armor’s armor category (light, medium, or heavy) is considered to be one heavier. Heavy armor that has the modification added to it is too restrictive to use without the Armor Adept (double-plated) feat (see page 11).

## Jarring

Opponents who swing too hard at targets wearing this armor often regret it—striking jarring armor sends a shock up the arm.

## Drawback

Whenever an opponent makes a melee attack against you using the Power Attack feat and misses by 5 or fewer, he must succeed at a Fortitude saving throw (DC = 10 + the bonus that Power Attack would have applied to the attacker’s weapon damage roll) or be sickened for 1 round.

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<tr>
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<tr>
<td>Double-Plated</td>
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<tr>
<td>Jarring</td>
<td>+1,000 GP</td>
<td>+20 lbs.</td>
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<td>Deflecting</td>
<td>+1,000 GP</td>
<td>+10 lbs.</td>
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<tr>
<td>Vitalguard</td>
<td>+500 GP</td>
<td>+15 lbs.</td>
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## Nimble

Nimble armor is designed for flexibility and ease of use, although this compromises its protective qualities. Nimble armor’s maximum Dexterity bonus is increased by 2, and its armor check penalty is reduced by 1 (minimum 0).

**Drawback:** Nimble armor’s armor bonus is reduced by 1.

## Razored

With every plate sharpened to a cutting edge, razored armor punishes those who get too close. Armor with the razored modification counts as having masterwork armor spikes; if the armor already had armor spikes or masterwork armor spikes, decrease the cost of the razored modification by the cost of the existing armor spikes. Whenever an opponent hits you with a melee touch attack or succeeds at a combat maneuver check to grapple, she must succeed at a Reflex saving throw (DC = 10 + your base attack bonus) or take an amount of piercing damage equal to 1d6 plus the armor’s enhancement bonus.

**Drawback:** Razored armor reduces your speed by 5 feet. In addition, razored armor takes twice as long to don or remove.

## Slumbering

Soldiers in the field and adventurers in the dungeon both find slumbering armor to be a boon, as its layers of downy internal padding allow the wearer to rest comfortably while armored. Slumbering armor is considered to be one category lighter for the purpose of sleeping in the armor. This allows you to sleep in medium armor without penalty, and if you have the Endurance feat (or another method of sleeping in medium armor) you can sleep in heavy slumbering armor without penalty.

**Drawback:** Slumbering armor’s armor check penalty is increased by 1. This increase is applied after reductions for armor material and masterwork armor.

## Vitalguard

This well-designed armor reinforces your defenses, adding layers of padding or mail to your most vulnerable locations. Vitalguard armor’s bonus to AC is increased by 2 for the purpose of confirming critical hits against you.

**Drawback:** Vitalguard armor reduces your speed by 5 feet.
WEAPONS
The following new weapons represent traditions of battle from across Golarion. See the book’s inside covers for more details.

**BATTLE LADDER, GNOME**

Gnomes use these narrow, reinforced, 4-foot ladders as weapons. Fighting with a battle ladder is like fighting with a quarterstaff, except that the spaces in the ladder can be used to entangle limbs, granting the ladder the trip weapon feature.

**BOARDING AXE**

A boarding axe is similar to a handaxe, but features a spike that allows the weapon to do either slashing or piercing damage. When in hand, a boarding axe grants a +2 circumstance bonus on Climb checks to scale wooden or other penetrable surfaces, such as ice.

**BOARDING GAFF**

A boarding gaff, or gaff hook, is a long pole with a hook for spearing fish. Pirates often add extra, heavier hooks to both ends of boarding gaffs to assist with boarding actions, giving the weapon its common name. A boarding gaff can also be used for fishing.

**BUTCHERING AXE**

A creation of the orc smiths of Belkzen, this axe has an oversized head bristling with spikes and a long, thick haft that only barely counterbalances its weight. If your Strength is less than 19 (or 17 for a Small or smaller butchering axe), you take a –2 penalty on attacks with it, as you're unable to maneuver its daunting size and weight.

**CAT-O’-NINE-TAILS**

This short whip is made of nine knotted thongs about 3 feet in length. A cat-o’-nine-tails deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

**CHAIN-HAMMER**

This pair of hammers is linked by a loose chain. While the two hammers are balanced to wield in melee together, the chain is long enough that you can throw one hammer a short distance and then pull it back; pulling the chain to retrieve the thrown hammer is a move action. The chain-hammer’s maximum throwing range is 10 feet. Dwarf rangers are fond of using chain-hammers, often using a locked gauntlet to make sure one of the hammers remains secure.

**CUTLASS**

This short, curved sword is favored by seafarers for close-quarters combat. It is treated as a scimitar for any effects that apply to scimitars.

**DORN-DERGAR, DWARVEN**

This 10-foot-long chain is weighted at the end by a ball of solid iron the size of a large fist. By adjusting the slack of the chain, the weapon can be used either with or without reach. Changing between using it as a normal weapon and a reach weapon is a move action.

**DUELING DAGGER**

This dagger is used in the off hand to block attacks. When you fight defensively or use Combat Expertise while wielding a dueling dagger, your bonus to AC increases by 1. This benefit applies even if you did not attack with the dueling dagger. If you aren't proficient with a dueling dagger, you treat it as a dagger and gain no special benefits. Any effects that apply to daggers apply to dueling daggers.

**FAUCHARD**

Like a glaive, the fauchard is a curved blade at the end of a pole. However, the cutting edge of a fauchard is along the concave side, like that of a sickle or scythe.

**FLASK THROWER**

This staff has a cradle at the end, designed to hold alchemical weapons such as acid. A flask thrower significantly extends the range of thrown substances that deal splash damage, such as acid, alchemist’s fire, or holy water, as well as that of tools such as tanglefoot bags, thunderstones, or caltrops.

**FLYING TALON**

This weapon consists of a three-pronged, barbed hook attached to a length of chain. Due to the weapon’s unwieldiness, you cannot make attacks of opportunity with a flying talon and do not threaten any squares with it.

**HORNBOW, ORC**

Larger even than a longbow, these bows are often made from the horns of great beasts. Though they have a shorter range than other bows, their greater destructive power is highly favored by orcs and their kin. All hornbows are composite bows and can be modified to benefit from high Strength scores in the same way as other composite bows. Any effect that applies to both longbows and shortbows also applies to hornbows.
**KATAR, TRI-BLADED**

Where most punching daggers boast a single thick blade, the tri-bladed katar features a fan of three splayed razor edges. Any effects that apply to a punching dagger also apply to a tri-bladed katar.

**LANTERN STAFF**

This long metal staff has reservoirs for lamp oil, and a lantern-like structure at its head. The lantern staff is fueled as and provides light as a hooded lantern. While lit, attacks with the lantern staff deal 1 point of fire damage in addition to the normal damage. Any effects that apply to a quarterstaff, except those that require it be used as a double weapon, also apply to a lantern staff.

**PISTON MAUL, GNOME**

An alchemically fired piston in the head of this two-handed hammer strikes targets with astounding force. Successful sunder attacks made with a piston maul deal an additional 4 points of damage. A piston maul requires a thunderstone to function; otherwise, it functions as a greatclub. Inserting a thunderstone into the weapon’s compartment is a standard action, and powers the weapon for 24 hours, after which the thunderstone is consumed.

**RAZOR, DROW**

Meant for quick strikes and slashes, this long, slender knife is incredibly sharp along one edge. Drow swashbucklers and assassins are particularly fond of these weapons. A confirmed critical hit or successful sneak attack with a drow razor deals an additional 2 points of damage; this damage is precision damage and is not multiplied on a critical hit. A character with the drow’s weapon familiarity racial trait treats the drow razor as a martial weapon.

**RIPSÄW GLAIVE, GNOME**

The blade of this glaive is serrated and mounted on an axle, around which a heavy cord is wrapped. When the cord is pulled as a move action, the blade spins rapidly for a number of rounds equal to your Strength bonus. While the blade is spinning, you gain a +2 bonus on damage rolls with the weapon. When the blade is not spinning, treat this weapon as a glaive.

**SANPKHANG**

This elaborate knife is carved with special barbs and grooves, meant to channel toxins into the bloodstream. Any injury poison delivered with a sanpkhang has its DC increased by 1, or by 2 if delivered as part of a critical hit or sneak attack. The vishkanya’s weapon familiarity racial trait grants proficiency with the sanpkhang.

**SICKLE-SWORD**

Favored by those residents of Irrisen with no talent for witchcraft, this exotic blade curves multiple times along its 3-1/2 feet. The sickle-sword’s hilt is long and curved, and its blade bears a small secondary grip partway up its length. These allow a wielder with a free hand to quickly twist the sword in unpredictable ways. When wielding a sickle-sword in one hand and nothing in the other, you can spend a swift action to gain a +2 bonus on your next attack roll before the end of your turn.

**SPIRAL RAPIER**

This rapier-like weapon has a thicker blade than normal, which is shaped into a corkscrewing spiral of sharpened edges. These edges can catch enemy weapons, making it ideal for disarming or parrying. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiral rapier sized for you, even though it isn’t a light weapon. You can’t wield a spiral rapier in two hands in order to apply 1-1/2 times your Strength modifier to its damage. Any effects that apply to rapiers also apply to a spiral rapier.

**STORMSHAFT JAVELIN**

This single-use javelin bears a thunderstone just behind the head. If you successfully strike a target with one of these javelins, the creature takes damage as normal and is the center of the thunderstone’s effect. If you miss, roll to see where the javelin lands (as if determining a miss with a splash weapon); that square becomes the center of the thunderstone’s effect.

**SWITCHSCYTHE**

This scythe has a spring-loaded blade that folds down into the weapon’s handle. Opening the scythe blade is a swift action, and closing it again is a standard action. You can use Bluff or Sleight of Hand to treat a closed switchscythe as a hidden weapon; the apparatus can be disguised with 1 minute of work, which grants a +5 bonus on such checks. This disguise is ruined when the weapon is opened and must be reapplied to hide the weapon again. Any effects that apply to a scythe also apply to a switchscythe.

**WAR-SHIELD, DWARVEN**

See the entry on page 6.

**WAVEBLADE**

Also known as a “scorpion’s tail” due to its unique, stinger-like shape, this short, double-curved blade has no hilt but features a knuckle guard. You gain a +2 bonus to your CMD against disarm attempts made to disarm you of a waveblade.
**FIGHTER WEAPON GROUPS**

The new weapons fall into the following weapon groups.
- **Axes:** Boarding axe, butchering axe.
- **Blades, Heavy:** Cutlass, sickle-sword, switchscythe.
- **Blades, Light:** Drow razor, duelng dagger, sanpkhang, spiral rapier.
- **Bows:** Orc hornbow.
- **Close:** Dwarven war-shield, tri-bladed katar, waveblade.
- **Double:** Boarding gaff, chain-hammer, gnome battle ladder.
- **Flails:** Cat-o’-nine-tails, dwarven dorn-dergar, flying talon.
- **Gras:** Chain-hammer, gnome piston maul, lantern staff.
- **Polearms:** Boarding gaff, fauchard, gnome ripsaw glaive.
- **Spears:** Stormshaf javelin.
- **Thrown:** Chain-hammer, dueling dagger, flask thrower, stormshaf javelin.

**WEAPON MODIFICATIONS**

Some smiths or inventive adventurers are unsatisfied with traditional weapon designs, adding custom improvements to the weapons they craft. These modifications are added to mundane weapons after creation at the listed cost, but modifying magical weapons increases the cost of modifications by 50%. As with enchanting, modifications are applied to ammunition in sets of 50. A weapon can normally only bear one modification at a time. After being modified, a weapon’s category (simple, martial, or exotic) increases by one step. While a character proficient with all martial weapons can use a modified simple weapon without additional training, modified martial weapons require the Exotic Weapon Proficiency feat to use without taking penalties. An exotic weapon that receives modifications cannot be wielded without the Modified Weapon Proficiency or Weapon Adept feat (see page 11). A character proficient with a specific weapon (such as a cleric’s proficiency with her deity’s favored weapon) is not automatically proficient with a modified weapon of that type.

**BRUTALLY WEIGHTED**

A brutally weighted weapon is balanced to put more weight on the striking surface, knocking targets off balance with every blow. Only bludgeoning melee weapons can be brutally weighted. This modification can be added to a greatclub or tetsubo without increasing its weapon’s category, but doing so increases the cost of modification by an additional 1,500 gp. A creature hit with a brutally weighted weapon takes a –2 penalty to its CMD against bull rush, reposition, and trip combat maneuvers until the end of its next turn or until after it is subject to such a maneuver (whichever comes first).

**JAGGED HOOKS**

Brutal hooks and barbs are worked along the weapon’s blade or length. Only piercing or slashing weapons can have jagged hooks. Projectile weapons can’t have jagged hooks, but their ammunition can. A weapon with jagged hooks deals additional damage equal to the weapon’s critical hit multiplier on a confirmed critical hit; this additional damage is added to the final total, and is not multiplied by the critical hit multiplier.

**RAZOR-SHARP**

The weapon’s edge is honed to incredible sharpness. The weapon’s edge dulls after a number of daily uses, but the bonus can be reset by spending 15 minutes whetting the blade after a night’s rest. Only piercing or slashing weapons can have the razor-sharp modification. Projectile weapons can’t be razor-sharp, but their ammunition can. A razor-sharp weapon gains a +1 bonus on weapon damage rolls for a number of attacks each day equal to 3 + your base attack bonus.

**SERRATED EDGE**

The weapon’s blade inflicts wounds that bleed profusely. Only piercing or slashing melee weapons can have a serrated edge. This modification can be added to a sawtooth sabre or rhoka sword without increasing its weapon category, but doing so increases the cost of modification by 2,000 gp. When you make an attack with a weapon with a serrated edge, you can take a –2 penalty on the attack roll. If you do and the attack deals damage, the weapon also inflicts 1 point of bleed damage. This bleed stacks with itself (to a maximum equal to the weapon’s critical multiplier), but does not stack with bleed from other sources.

**VERSATILE DESIGN**

A weapon with the versatile design modification is easier to wield for those skilled with other weapon groups. When versatile design is added to a weapon, choose a fighter weapon group. The modified weapon is considered to be a weapon of that weapon group (such as for the fighter’s weapon training class feature). A melee weapon cannot be considered part of a weapon group for ranged weapons, and vice versa.
FEATS

These feats expand upon the armor and weapon modifications and rules presented in the previous sections. Feats requiring ranks in Craft (weapons) as a prerequisite can use the same number of ranks in Craft (bows) to meet this prerequisite if the modification is being placed on a bow.

**Armor Adept (Combat)**
You are skilled at using customized armor.

**Benefit:** Choose two armor modifications (such as deflecting or jarring). You no longer suffer the drawbacks of wearing armor with those modifications.

**Normal:** Each type of armor modification imparts a drawback on a wearer.

**Special:** You can gain this feat multiple times, choosing two different armor modifications each time.

**Creative Armorsmith (Combat)**
You can temporarily customize your own armor.

**Prerequisites:** Craft (armor) 3 ranks, Knowledge (engineering) 3 ranks.

**Benefit:** With an hour of work, you can temporarily add an armor modification of your choice to your armor, or temporarily remove an existing modification, at no cost. You must have access to masterwork artisan's tools designed for armorsmithing to perform this alteration. This alteration lasts for 8 hours. Armor modifications you add this way only provide their benefits to you; any other wearer suffers the modification's drawbacks but does not gain its benefits.

**Creative Weaponsmith (Combat)**
You can temporarily customize your own weapons.

**Prerequisites:** Craft (weapons) 3 ranks, Knowledge (engineering) 3 ranks.

**Benefit:** With an hour of work, you can temporarily add a weapon modification of your choice to your weapon (or temporarily remove an existing modification) at no cost. You must have access to masterwork artisan's tools designed for weaponsmithing to perform this alteration. This alteration lasts for 8 hours. Weapon modifications you add this way only provide their benefits to you; any other wielder treats the weapon as one category more difficult to use than normal, but does not gain its benefits.

**Darting Viper (Combat)**
When using a dorn-dergar, you can quickly attack both near and distant foes.

**Prerequisites:** Base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can change whether you're using the dorn-dergar as a normal or reach weapon as a swift action.

**Normal:** Changing whether a dorn-dergar is a normal or reach weapon is a move action.

**Dorn-Dergar Master (Combat)**
You can use a dorn-dergar with only one hand.

**Prerequisites:** Two-Weapon Fighting, base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can use a dorn-dergar as a one-handed weapon. When using it one-handed, changing whether it's a normal or reach weapon is a full-round action. If you have the Darting Viper feat, changing its reach is a move action.

**Normal:** A dorn-dergar requires two hands to wield.

**Modification Mastery (Combat)**
You can create inconceivable bastardizations of the smith's art.

**Prerequisites:** Creative Armorsmith, Armor Adept, and Craft (armor) 7 ranks, or Creative Weaponsmith, Weapon Adept, and Craft (weapons) 7 ranks; Knowledge (engineering) 7 ranks.

**Benefit:** You can use Creative Armorsmith or Creative Weaponsmith to add a modification to a weapon or suit of armor that already has a modification. The modification you are adding must be one that you have selected with Armor Adept or Weapon Adept. In addition, others can use armor or weapons with your temporary modifications.

**Modification Trainer (Combat)**
You can drill others in the use of modified weapons or armor.

**Prerequisites:** Cha 13, Armor Adept or Weapon Adept, fighter level 4th.

**Benefit:** Choose a modification that you have selected with the Armor Adept or Weapon Adept feat. Once per day with 10 minutes of drilling, you can instruct a number of allies equal to your Charisma modifier in the use of that modification. The allies to be trained must have an Intelligence of at least 3. The instructed allies gain the benefit of Armor Adept or Weapon Adept with that modification for 8 hours.

**Modified Weapon Proficiency (Combat)**
You know how to use a specific weapon skillfully, even when it has undergone modification.

**Prerequisite:** Proficiency with the selected weapon.

**Benefit:** Select one type of weapon, such as longsword. You are always considered to be proficient with modified weapons of that type.

**Normal:** A modified weapon is treated as one category more difficult to wield.

**Special:** A warpriestACG with the focus weapon class feature can gain this feat with his deity's favored weapon in place of his bonus Weapon Focus feat. A magusGM with the kensaiSC archetype can gain this feat with his chosen weapon in place of his bonus Weapon Focus feat.

**Weapon Adept (Combat)**
You are skilled at using customized weaponry.

**Benefit:** Choose a weapon modification (such as jagged hooks). You treat weapons with that modification as being of their normal category (simple, martial, or exotic).

**Normal:** A modified weapon is treated as one category more difficult to wield.

**Special:** You can gain this feat multiple times, choosing a different weapon modification each time.
Adventurers know that having the right gear can mean the difference between a fruitful excursion and coming home empty-handed—or not coming home at all. This section provides new gear for general adventuring and specific situations, as well as equipment tricks for common gear.

### Adventuring Gear
The following equipment is useful for adventurers of all kinds.

#### Adventurer’s Sash
This bandolier holds six pouches along its length and a satchel at the hip. Each pouch has a stiff leather flap that can be secured against jostling with a clasp (requiring a move action to open or close) or left unfastened for easier access. The pouches and satchel contain loops and ties for securing additional equipment. The sash buckles at the shoulder, and in an emergency can be freed with a sharp tug as a move action.

<table>
<thead>
<tr>
<th>Variation</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>20 GP</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Common</td>
<td>1 SP</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Elegant</td>
<td>25 GP</td>
<td>4 lbs.</td>
</tr>
</tbody>
</table>

#### Canes
A cane is a walking stick fashioned from wood. A cane sports either a metal cap or a curved top that’s easy to grip. Simple canes are no more than a sturdy branch, while high quality canes are made from fine materials and bear intricate carvings or adornments.

<table>
<thead>
<tr>
<th>Type</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>2 GP</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Common</td>
<td>1 SP</td>
<td>3 lbs.</td>
</tr>
<tr>
<td>Elegant</td>
<td>25 GP</td>
<td>4 lbs.</td>
</tr>
</tbody>
</table>

#### Canes, Hollow
A hollow cane has a false top that conceals a small compartment within the cane. The compartment is large enough to house a potion or vial. Spotting the secret compartment of a hollow cane requires a successful DC 18 Perception check.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 GP</td>
<td>—</td>
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</tbody>
</table>

#### Charcoal
Sticks of charcoal are useful for marking floors and walls, writing on paper or parchment, and making rubbings of engravings or other markings. In a pinch, they can even be burned to stay warm. A good-quality rubbing generally takes 1 minute per sheet of paper.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 SP</td>
<td>—</td>
</tr>
</tbody>
</table>

#### Chest, Treasure
A treasure chest is a common wooden chest treated with resin to make the wood water-resistant. Metal bands, usually bronze to prevent rusting, are strapped around the treasure chest for extra reinforcement, and the lock is also typically made of bronze. A treasure chest uses the statistics of an ordinary wooden chest (*Pathfinder RPG Ultimate Equipment* 62), but its hit points increase by 25% and its break DC increases by 2. Treasure chests are waterproof and withstand being buried better than ordinary chests.

<table>
<thead>
<tr>
<th>Size</th>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>3 GP</td>
<td>25 lbs.</td>
</tr>
<tr>
<td>Medium</td>
<td>7 GP</td>
<td>50 lbs.</td>
</tr>
<tr>
<td>Large</td>
<td>15 GP</td>
<td>100 lbs.</td>
</tr>
<tr>
<td>Huge</td>
<td>37 GP</td>
<td>250 lbs.</td>
</tr>
</tbody>
</table>

#### Climber’s Planks
A climber’s plank is a 1-foot-wide wooden plank with a steel-capped spike carved on one end. The spiked end can be driven into a wall to create a temporary platform. Driving a climber’s plank into a wall is a standard action and requires a successful Strength check, with a DC equal to the break DC of the surface material. Removing an embedded climber’s plank requires a second Strength check at the same DC. You can easily stand on a pair of climber’s planks, but standing on a single plank requires a successful DC 5 Acrobatics check. Climber’s planks are sold in pairs.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 GP</td>
<td>4 lbs.</td>
</tr>
</tbody>
</table>

#### Conversation Tube
Used to carry out a private conversation even in a crowded room or public place, this 5-foot-long, 1/2-inch-wide leather hose widens into a copper bell at each end. To use it, one conversation partner holds her end to her ear while her partner speaks into his end, switching their postures for each reply. Conversing through a conversation tube increases the DC of Perception checks to eavesdrop on the conversation by +5 and negates the risk of lip-reading but takes twice as long as conversing normally.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 GP</td>
<td>3 lbs.</td>
</tr>
</tbody>
</table>

#### Crutch
A crutch is a simple device composed of wood or metal and held under the arm to assist the injured or impaired with walking. Using a crutch requires a free hand, but does not impede movement speed for an experienced user. A Medium crutch can be wielded as a simple one-handed melee weapon that deals 1d4 points of bludgeoning damage.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 SP</td>
<td>2 lbs.</td>
</tr>
</tbody>
</table>

#### Dusk Lantern
This specialized bullseye lantern has a ruby lens that covers the original lens, providing a deep crimson hue to the lantern’s light, allowing for more stealth when used in areas of darkness. This special lens can be set in place or removed as a swift action. While the ruby lens is in place, the lantern only provides dim light in a 60-foot cone. A dusk lantern’s red light is imperceptible to creatures relying on darkvision as their sole form of sight.

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>35 GP</td>
<td>4 lbs.</td>
</tr>
</tbody>
</table>
These prosthetics are used as a replacement for lost or missing teeth. False teeth fashioned from wood or animal teeth are more common, while masterwork varieties are sculpted from bone or porcelain. Clockwork false teeth are novelties with mechanisms allowing the teeth to clatter and move on their own. Winding the clockworks is a move action, and the teeth move forward over flat surfaces at a rate of 5 feet per round for 10 rounds after one winding.

### Gauntlet Magnet

This specialized magnet straps onto a gauntlet and is powerful enough to attract metal even through leather or cloth. A gauntlet magnet provides a +2 bonus to your CMD against disarm attempts while holding a magnetic metal weapon, shield, or item (such as one made from steel or iron). It also provides a +1 bonus on disarm attempts made with the gauntlet against magnetic objects. Attaching one of these magnets to a gauntlet or removing it is a full-round action.

### Mirror Ball

This intensely polished steel sphere can be rolled in a manner similar to a thrown splash weapon. Anyone who can clearly see the sphere within 30 feet can notice the presence or absence of movement reflected on its surface, making it useful for checking around corners for guards. A gently rolled ball on a smooth floor requires a DC 10 Perception check to hear.

### Nautical Chart

Nautical charts map waterways, showing the depth of water and height of coastlines, as well as currents, harbors, navigational hazards, reefs, and tides. A nautical chart grants a +4 circumstance bonus on Profession (sailor) checks to navigate in the area detailed by the chart.

### Pantograph

This framework of interlocking metal arms is used to duplicate drawings, allowing enlarging (up to twice the original size) or shrinking (down to half the original size) of the copy in the process. The pantograph is anchored at one end, then fitted with a stylus and a writing implement such as chalk, an ink pen, or a pencil. As the stylus is traced over the drawing or other item to be duplicated, the pantograph reproduces the motions, creating a copy. While handy for making quick, accurate copies of ancient carvings, runes, and drawings, a pantograph is unable to produce a convincing forgery or duplicate magical writings such as scrolls. More elaborate and expensive pantographs allow even larger or smaller copies to be made, or multiple copies to be made at the same time.

### Rope Recaller

This large, portable spool of rope or cord contains a clockwork mechanism to reel the rope back in. You can unspool the rope from the mechanism at a rate of 30 feet per round. Activating the mechanism as a move action causes the rope to retract at a rate of 100 feet per round, pulling up to 200 pounds of attached weight. The mechanism works more slowly with increased weight, retracting the rope at a rate of 50 feet per round with more than 200 pounds but up to 300 pounds of attached weight. Weight in excess of 300 pounds prevents the mechanism from functioning. A rope recaller is sold with 100 feet of hemp rope already attached, but can hold up to 1,000 feet of rope. Replacing or adding rope to the device requires 1 minute of work for every 100 feet of rope.

### Scroll Case, Spring Loaded

This specialized scroll case can hold a single scroll and features a leather strap to hang the case from a belt or backpack. Retrieving the scroll held within is a swift action. Preparing the case for this use requires cranking the case’s tiny gears and springs into place (a full-round action that provokes an attack of opportunity).

### Wheelchair

This device is a chair, typically made from wood, with large wheels attached on either side. A wheelchair can seat a single Medium or Small creature. When seated in a wheelchair, you can propel yourself along a reasonably flat surface at your base speed as a move action, so long as you have at least one hand free. Moving twice in a round or taking the run action requires you to have both hands free. Moving uphill or over rough terrain halves the speed you move in a wheelchair, and certain terrain (such as fallen logs) may be entirely impassable. A wheelchair has hardness 5 and 30 hit points.

### Wing Sheaths

Wing sheaths are protective coverings created from thick fabric or canvas. The sheaths are designed to tightly cover a pair of wings to keep them hidden beneath a cloak or loose-fitting clothing. Noticing hidden wings bound within wing sheaths requires a successful DC 20 Perception check. Donning or removing wing sheaths requires 1 minute, or a full-round action with assistance. Wing sheaths can be burst with a successful DC 22 Strength check.
PREPARATORY GEAR

The equipment presented here assists adventurers in preparing for specific challenges and environments.

**DROWNER’S HELM**

This metal helmet sports an open top and a tightly sealed collar that closes securely around the neck. Water is poured into the open top, filling the helmet and forcing you to hold your breath. A safety lever allows you to release the water at any time. Training with the drowner’s helm requires 1 hour of practice and a DC 15 Constitution check. If you succeed at the check, you treat your Constitution score as 5 higher when determining how long you can hold your breath. This bonus lasts for 24 hours.

**HANGING BOARD**

This wooden board bears a number of narrow, thin holes large enough to hold by the fingertips. The board mounts to a wall, allowing climbers to practice their technique and improve their grip by hanging from the board. Using a hanging board to improve your grip requires 1 hour of practice and a DC 18 Climb check. If you succeed at the check, you gain a +10 circumstance bonus on Climb checks to catch yourself while falling and a +5 bonus to catch a falling character while climbing. This bonus lasts for 24 hours.

**PRACTICE STRAITJACKET**

This straitjacket (Pathfinder RPG Occult Adventures 250) is designed for use by a single person. The leather straps and arm restraints are accessible in such a way as to be tightened by the wearer. Restraining or releasing oneself through these mechanisms requires 1 minute of work. Once restrained, the wearer can attempt to escape from the straitjacket as normal (that is, without using the built-in releases). Using a practice straitjacket to train for escape requires 1 hour of practice and a DC 20 Escape Artist check. If you succeed at the check, you gain a +2 circumstance bonus on Escape Artist checks to catch yourself while falling and a +5 bonus to catch a falling character while climbing. This bonus lasts for 24 hours.

**THIEF TRAINER**

This small box is covered with varying gears, locks, panels, and other mechanisms. Thieves practice their mechanical skills by attempting to undo or unlock the various mechanisms to reach the box’s center. The mechanisms shift and rearrange, allowing for a multitude of combinations to keep the box from opening. Once unlocked, the box resets itself and provides a reordered set of mechanisms, starting the process over. Using a thief trainer to improve your skills requires 1 hour and a DC 25 Disable Device check. If you succeed at the check, you reduce the time required to complete a Disable Device check by 2 rounds (minimum 1 round). This bonus lasts for 24 hours.

**GEAR EQUIPMENT TRICKS**

Clever adventurers know the best way to get the most out of their gear, even if it means using the equipment in unintended ways. Presented below are a number of new equipment tricks for adventuring gear. These tricks supplement the Equipment Trick feat presented on page 2.

**Ladder Tricks**

Ladders are not a common adventuring staple due to their cumbersome size. Yet some adventurers who take ladders with them into the field use them to great effect. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (ladder) feat to use a trick.

- **Guarding Ladder** (Combat Expertise, Combat Reflexes): You can hold a ladder in one hand and treat it as a heavy wooden shield with the fragile and trip special features. While holding a ladder, you can use the aid another action (or related abilities, such as the Bodyguard feat) to improve the AC of an ally up to 10 feet away.
- **Ladder Fighter** (Catch Off-Guard): You treat a ladder as a quarterstaff with the fragile and trip special features, and you can apply feats and abilities as if it were a quarterstaff (for example, a monk can use a ladder to perform a flurry of blows).
- **Ladder Lock** (Improved Dirty Trick): When you successfully perform a dirty trick combat maneuver against an adjacent opponent while you are holding a ladder, you can trap your target’s limbs between the rungs of the ladder. Your target gains the entangled condition in addition to the normal condition imposed by your dirty trick, and for the same duration. If the target removes the other condition, it also removes the entangled condition, and vice versa.
- **Vaulting Ladder** (Acrobatics 3 ranks, Climb 3 ranks, or Acrobatic): You can climb the length of a ladder as part of a running jump, gaining a +4 circumstance bonus on your Acrobatics check and adding the ladder’s length to the total distance you travel with your jump. You must let go of the ladder when you jump.

**Lantern Tricks**

Lanterns come in a variety of shapes and sizes. Each of these tricks can be performed with any sort of lantern or lamp, except when a specific kind of lamp is indicated in the description. In addition to the feat, skill, or other
additional 1 point of fire damage. Bash attacks with that shield deal an additional 1 point of fire damage.

**Lantern Bash (Shield Focus):** If you carry a lamp or lantern in the hand you use to wield a light shield, your shield bash attacks with that shield deal an additional 1 point of fire damage.

**Lantern Bomb (Quick Draw):** You can throw a lamp or lantern with at least 4 hours of oil remaining in it as a splash weapon, using the rules for alchemist's fire.

**Lesser Light (no additional prerequisites):** When lighting a lamp or lantern, you reduce the size of its flame to provide only dim light in the area in which the lantern usually provides normal light. The lamp or lantern uses oil at half the usual rate. The lamp or lantern must be extinguished and re-lit to shed light normally.

**Oil Splash (Improved Dirty Trick):** You can attempt a dirty trick combat maneuver against an opponent while either you or the opponent is holding a lamp or lantern. If you succeed at this combat maneuver check, you can knock some oil from the lamp or lantern into your target's face. Your target is blinded as normal by the dirty trick and takes 1 point of fire damage each round the blindness lasts.

**Mirror Tricks**

Adventurers carry mirrors for many unconventional uses. You may perform the following tricks with a mirror or, at the GM's discretion, with a similarly reflective handheld item, such as a highly polished piece of metal. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (mirror) feat to use a trick.

**Blinding Light (Sleight of Hand 3 ranks):** When in an area of normal or bright light, you can use a mirror held in your hand to shine light into the eyes of a creature within 10 feet as a move action. The target must succeed at a Fortitude save (DC = 10 + your ranks in Sleight of Hand) or be dazzled for 1 round.

**Bold Presentation (Knowledge [religion] 5 ranks):** You can use a move action (rather than a standard action) to use a mirror to hold at bay a creature susceptible to mirrors (such as a vampire).

**Reflect Gaze (Combat Reflexes):** As an immediate or swift action, you can use a mirror to reflect a gaze attack. You must either be looking at the creature with the gaze attack or averting your eyes to use this ability, and you must succeed at your saving throw to resist the creature's gaze attack (if you don't avoid the need to attempt a saving throw by averting your eyes). If you reflect the creature's gaze back at it, the creature must succeed at a saving throw to resist its own gaze or lose access to its gaze attack for 1 round. If the creature attempts to gaze at you with its attack action, you may attempt to reflect its gaze back at it, as above, or redirect its gaze to a new target within 30 feet of you. In this case, the new creature is treated as the target of the original gaze (unless it is blindfolded or otherwise unable to see), although it is automatically treated as if it is averting its eyes.

**Telltales Reflection (Spell Focus [illusion]):** You can use a mirror worth at least 10 gp as an additional material component for an illusion (figment) spell. The spell is treated as 1 spell level higher (to a maximum of 9th level) for all purposes, including the calculation of saving throw DCs.

**Pole Tricks**

Each of these tricks can be done with a pole or balancing pole, but specific poles have further abilities. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (pole) feat to use a trick.

**Pole Trip (Catch Off-Guard or Improved Trip):** You can treat a pole as an improvised weapon with the reach and trip special features. You can treat an unhinged folding pole as an improvised weapon with the disarm and trip special features. A pole or folding pole used as an improvised weapon deals 1d6 points of bludgeoning damage.

**Seek the Unseen (Perception 1 rank):** When you attempt to find a creature you cannot see (either because it is invisible, or because you are blind), you can sweep a pole through any two adjacent squares within 10 feet of you as a standard action. Make a melee attack against an AC of 10. If you hit, and if a creature you cannot see is in the designated area, you deal no damage but have successfully pinpointed the creature's current location.

**Wall Climb (Climb 3 ranks):** You can climb narrow passageways if your pole can reach a wall or other solid surface on both sides, bracing yourself and scooting the pole further along the surface as you climb. This method is reliable but laborious; you gain a +10 circumstance bonus on your Climb checks to climb in this manner, but you climb at half the usual speed.
Tools of the Trade

Success at any task requires the right tools. Adventurers in the wilderness, artisans in their workshops, and common folk conducting business employ a variety of tools to make their jobs easier. In addition to tools ranging from ordinary to superior quality, adventurers might also seek out useful equipment to help prepare for the unique situations they expect to face during the course of their travels.

Tools

The following new tools are particularly useful to characters with certain skills or class abilities.

Bear Trap

An offset bear trap is a specialized variety of a bear trap constructed with offset jaws coated in resin. It inflicts less damage on captured creatures but holds them more securely, and is therefore primarily used by trappers or bounty hunters who do not want to risk killing their prey. Offset bear traps are almost always secured to the ground by a heavy spike and chain so the captured creature can’t wander far.

A sawtooth bear trap has vicious jaws and tighter springs. Used primarily against humanoids or monsters rather than animals, sawtooth bear traps are often painted in camouflaged colors to blend in with the trap site. Most include locking plates over the spring mechanisms to prevent tampering by intelligent victims.

Offset Bear Trap

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** Atk +10 melee (1d6+2); jaws spring shut around the creature’s ankle and hold the creature immobile; the creature can escape with a DC 20 Disable Device check, DC 24 Escape Artist check, or DC 28 Strength check.

Sawtooth Bear Trap

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (3d6+9); serrated jaws spring shut around the creature’s ankle and halve the creature’s base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 25 Disable Device check, DC 28 Escape Artist check, or DC 32 Strength check.

Boline

Bolines are hook-shaped knives commonly used by herbalists and spellcasters to harvest ingredients for their craft. A boline’s blade is typically 5 inches long, and is too small and irregular to use as a weapon. You can use a boline to finely slice the herbs in a healer’s kit, so you can treat deadly wounds with only a single use from a healer’s kit rather than two uses.

Dissipating Fan

This large wood-and-canvas fan is 2 feet wide and ideal for quickly dispersing smoke or other harmful gases. While waving a dissipating fan, you gain a +2 circumstance bonus on Will saving throws to avoid taking nonlethal damage from heat exposure and to avoid the effects of smoke inhalation. You can use a dissipating fan to clear nonmagical smoke, fog, or similar vapors from your square or an adjacent square as a full-round action—although dense smoke or fog in the surrounding area eventually refills the space (how long this takes depends on the source and the size of the area, at the GM’s discretion). When folded and closed, a dissipating fan is the size of a thick walking stick. Some dissipating fans are decorated with paint or elaborate embroidery, and have a higher price to reflect their adornment.

Linguist’s Codex

This leather-bound reference tome contains several alphabets used in the various languages of Golarion, along with extensively cross-referenced and indexed words, phrases, and idioms. As long as you speak at least three languages, consulting a standard linguist’s codex grants you a +2 circumstance bonus on Linguistics checks when communicating in a language you do not speak.

An expanded linguist’s codex has far more phrases and guidance, including instructions to pronounce the sounds in a correct and pleasing manner. These codices provide a +2 circumstance bonus on Diplomacy checks when communicating in a language you do not speak.

Portable Terrarium

This small glass enclosure is 1 foot wide, 1 foot tall, and reinforced with a wooden or metal frame. Tiny air holes in the lid allow living creatures inside the portable terrarium to breathe, and the interior can be outfitted with a variety of substrates and other materials the creatures might require. A portable terrarium is usually fitted with straps so it can be tied to a pack. Diminutive and smaller creatures, such as some familiars, can be safely carried within a portable terrarium and have total cover while inside it. Healers and botanists often store living plants.
The following specialized kits are intended for experienced adventurers who want to be prepared for every possible unpleasant contingency.

**CONTINGENCY KITS**
The following specialized kits are intended for experienced adventurers who want to be prepared for every possible unpleasant contingency.

**SHEARS**
Shears are used to quickly cut through items by slipping them between two sharp blades fitted with a spring to allow the jaws to open again after closing. Small shears can be used in one hand and are often used to trim hair, cut cloth, or perform other delicate cutting work. Lopping shears are 3 feet long and must be used in two hands; they are commonly used by farmers or gardeners to cut hedges and branches.

Adamantine shears are lopping shears with sharpened adamantine blades that can snip through nearly any material. You can use adamantine shears to cut through bars, chains, grates, or similar items, dealing damage to such objects as though using a scimitar and bypassing hardness less than 20. On any item the adamantine shears can fit around (such as a chain or iron bar, but not an iron door), using adamantine shears provides a +10 bonus on your Strength check to break or burst it.

**INTERROGATION KIT**
This wooden box contains the tools to interrogate a captive with ease. The kit includes masterwork manacles with an average lock, a vial of gravelly tonic\textsuperscript{[25]}, 2 elixirs of truth, and a scroll of detect thoughts. In case other methods fail, the kit also includes a scroll of speak with dead.

**INVISIBLE ENEMIES KIT**
This kit is designed to help adventurers deal with surprise encounters against magically concealed enemies, and comes in a small, waterproof satchel. The kit contains 2 scrolls of glitterdust, 6 1/2-pound packages of powder\textsuperscript{[26]} such as flour, and one packet of dust of appear.

**FIENDSLAYER’S KIT**
This pack includes several items necessary to injure or intimidate a variety of evil outsiders, or to overcome their damage reduction. The kit contains a celestial censer\textsuperscript{[28]}, a silversheen holy symbol, 2 cold iron weapon blanches\textsuperscript{[29]}, 2 vials of holy water, 10 sticks of incense\textsuperscript{[30]}, an oil of align weapon (good), a vial of silversheen, and a scroll of magic circle against evil. Most of the items in this kit are items evil outsiders hate, increasing the effectiveness of spells such as banishment.

**UNDEAD SURVIVOR’S KIT**
Although this sturdy leather bandolier contains a few items to help combat undead foes, its primary purpose is to supply the right tools to recover from an undead attack and escape. This kit includes 4 potions of hide from undead, a potion of lesser restoration, 2 flasks of holy water, 2 doses of holy weapon balm\textsuperscript{[31]}, a vial of soul stimulant\textsuperscript{[32]}, and 2 vials of twitch tonic\textsuperscript{[33]}.

**UNDERGROUND SURVIVAL KIT**
Pits, fissures, and errant magic might unexpectedly drop a traveler into underground tunnels. This backpack contains a variety of tools to survive an accidental subterranean expedition, including chalk, a climber's kit, a compass\textsuperscript{[34]}, a grappling hook, a hammer, 5 pitons, 100 feet of silk rope, and an everburning torch\textsuperscript{[35]}. The kit also contains a potion of darkvision in the event light would draw unwanted attention. Since oozes are a common underground hazard, the kit also includes 2 alkali flasks\textsuperscript{[36]} and a dose of bladeguard\textsuperscript{[37]}. Finally, a guidebook provides helpful information about underground flora and fauna, granting a +2 circumstance bonus on Knowledge (dungeoneering) checks to identify the abilities and weaknesses of creatures encountered in that terrain.
POISONS
Alchemists and assassins remain alert for rumors of new poisons available in underground marketplaces. The following poisons provide a variety of debilitating effects.

**GRINDING JOINT PASTE**

This poisonous paste, made from dried cockatrice organs, causes extreme muscle stiffness and joint pain, with an unpleasant feeling of gravel grinding in the victim's shoulders, hips, and knees. As long as a creature has any Dexterity damage from this poison, the creature finds it physically painful to make wide motions with its limbs. Whenever the creature attacks with a two-handed weapon or moves more than 10 feet in a round (other than via travel that doesn't require movement, such as by wagon, or teleportation), it takes 2d6 points of damage.

**Type** poison, ingested; **Save** Fortitude DC 16

**Onset** 10 minutes; **Frequency** 1/minute for 6 minutes

**Effect** 1d4 Dexterity damage; **Cure** 1 save

**HALO MUSHROOM TOXIN**

Extracted from mushrooms that grow commonly in caves and forests, this toxin is occasionally used as a recreational drug despite its dangerous side effects. A creature that fails its initial saving throws sees displaced auras of color and light around other creatures and objects. The creature treats all targets as if they had concealment, suffering a 20% miss chance on all attack rolls until the creature is cured or the poison has run its course.

**Type** poison, ingested; **Save** Fortitude DC 18

**Onset** 10 minutes; **Frequency** 1/minute for 6 minutes

**Initial Effect** distraction (see above); **Secondary Effect** 1d4 Wisdom damage; **Cure** 2 consecutive saves

**LENG’S TEARS**

Made from the distilled tears and sweat of denizens of Leng (Pathfinder RPG Bestiary 282), this substance causes hallucinations and temporary paralysis. A creature that fails its initial saving throw is paralyzed and experiences terrifying hallucinations of wandering through an icy, windswept waste. The creature’s paralysis ends if it is cured or once the poison runs its course, though memories of the vivid hallucinations may haunt it for some time.

**Type** poison, contact; **Save** Fortitude DC 18

**Onset** 1 round; **Frequency** 1/10 minutes for 1 hour

**Effect** 1d2 Wisdom damage and paralyzed for 10 minutes; **Cure** 1 save

**NIGHT’S-EYE DUST**

This fine powder is extracted from the wings of night’s-eye moths. Creatures inhaling this poison become shaken and experience slowly building pressure behind the eyes, leading to blindness that persists until the creature is cured or the poison has run its course. A creature immune to fear cannot be shaken by the poison’s initial effect and receives a +4 bonus on its saving throw against the poison’s secondary effect.

**Type** poison, inhaled; **Save** Fortitude DC 14

**Onset** immediate; **Frequency** 1/round for 6 rounds

**Initial Effect** shaken; **Secondary Effect** blinded for 6 rounds; **Cure** 2 consecutive saves

**RAINBOW SCARAB SHELL**

This iridescent toxin is made from the crushed shells of a rare type of Osirian beetle. A creature reduced to 0 Strength by the poison asphyxiates and immediately begins suffocating. Creatures that do not breathe are immune to this suffocation, but not the Strength damage.

**Type** poison, injury; **Save** Fortitude DC 14

**Onset** 1 round; **Frequency** 1/round for 4 rounds

**Effect** 1d4 Strength damage and suffocation (see above); **Cure** 1 save

**SKINSAP EXTRACT**

Harvested by some Mwangi tribes from the skin of colorful tree frogs, this potent poison is often used to coat arrows, darts, and other weapons. A creature that fails its save is distracted by persistent auditory hallucinations of dripping water and susurrous voices, gaining the staggered condition until it is cured or the poison has run its course. A creature that fails two consecutive saving throws against this effect is also confused until cured or the poison has run its course; this confusion is a mind-affecting effect.

**Type** poison, injury; **Save** Fortitude DC 16

**Onset** immediate; **Frequency** 1/round for 6 rounds

**Initial Effect** staggered and confused (see above); **Secondary Effect** 1d2 Dexterity damage; **Cure** 1 save

**SWEETDREAM**

Often employed by spies and saboteurs, sweetdream is a potent sedative with useful amnesia-causing side effects. The memory loss is a mind-affecting effect.

Victims of sweetdream often experience pleasant, fanciful dreams when affected by the poison’s secondary effect, a fact that both inspired the poison’s name and contributed to its medicinal use among those plagued by nightmares or insomnia. Unlike similar drugs, sweetdream is not habit-forming, and thus users have no risk of developing a physiological addiction to the inhaled powder. However, once a frequent user becomes accustomed to the poison’s effects, he often finds himself unable to sleep without it, leading some authorities to ban its willing use.

**Type** poison, inhaled; **Save** Fortitude DC 19

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

**Initial Effect** sleep for 1 minute and forget events of 1d4 rounds; **Secondary Effect** sleep for 1d4 hours; **Cure** 1 save
INSTRUMENT EQUIPMENT TRICK

Bards and other musicians must sometimes improvise more than their music. These instrument tricks expand any musical instrument’s uses and supplement the Equipment Trick feat presented on page 2. Some tricks might be unusable for certain instruments at the GM’s discretion; for example, an organ is too unwieldy to use as an improvised weapon. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (instrument) feat to use a trick.

Attention Grabber (Perform 5 ranks, Bluff 5 ranks or bardic performance or raging song class feature): Your loud or discordant performance covers your allies’ movements. Creatures within 30 feet of you that can hear you play an instrument take a –2 penalty on Perception checks, other than Perception checks made in response to your actions, for as long as you play.

Goad Animal (Handle Animal 5 ranks or Animal Affinity): You can use your soothing performance to handle an animal that is friendly toward you, such as a mount or pet. When playing your instrument, commanding the animal to perform a trick it knows is a free action, and pushing it to perform a trick it does not know is a standard action. If you already can make an animal respond more quickly, such as with the link ability of an animal companion, this trick provides no benefit.

Jaw-Dropping Distraction (Perform 7 ranks, Bluff 7 ranks or bardic performance or raging song class feature): When using your instrument, you can attempt a Perform check instead of a Bluff check to feint an opponent. If you succeed, the creature is denied its Dexterity bonus to AC against one target of your choosing (other than you) until the beginning of your next turn. Once you have used this trick against a creature, whether or not you succeeded at the check, you cannot use this trick to feint the creature for 24 hours. Creatures with uncanny dodge are immune to this trick.

Play to the Crowd (Perform 3 ranks, Diplomacy 3 ranks or bardic performance or raging song class feature): You can use Perform, rather than Diplomacy, to improve an NPC’s initial attitude toward you as long as you are able to perform for at least 1 minute. You cannot use this trick to increase the NPC’s attitude beyond friendly.

Ruffian’s Riff (Catch Off-Guard): You can treat a musical instrument as an improvised weapon with the performance special feature. When you use a masterwork musical instrument as an improvised weapon, you treat it as a masterwork weapon (adding a +1 enhancement bonus on your attack rolls). Your attacks with a magical musical instrument are treated as magic for the purpose of overcoming damage reduction.

EXAMPLE MASTERWORK TOOLS

The definition of masterwork tools on page 161 of the Pathfinder RPG Core Rulebook is intentionally vague to allow players to make creative use of their equipment. The following are examples of masterwork tools for skills that do not have designated kits (such as a climber’s kit [Climb], disguise kit [Disguise], healer’s kit [Heal], magnifying glass [Perception], or masterwork thieves’ tools [Disable Device]).

Acrobatics: A balancing pole to retain balance; gymnast’s slippers to improve footing; a vaulting pole to assist with jumps.

Appraise: A pricing reference book; a jeweler’s loupe to examine fine detail.

Bluff: False but convincing credentials.

Diplomacy: A cultural reference manual; culturally appropriate offerings of peace or gestures of compromise.

Escape Artist: Expensive lubricating oils; a finger-sized saw to weaken restraints.

Fly: Finned clothing to streamline airflow.

Handle Animal: Food that is particularly motivating to the animal; a durable harness and lead; a piercing whistle keyed to pitches animals can hear.

Intimidate: Frightening tattoos or body paint; menacing clothing such as an executioner’s hood; a set of torturer’s tools.

Knowledge: A quality reference work on the subject of choice (existing examples include a blue book, a heritage book, and occult reference materials).

Linguistics: A comprehensive translation reference; for an honest practitioner of this skill, a forger’s kit.

Perception: A spyglass or telescope to boost visual perception; a customized ear trumpet; swaths of hanging gauze to detect movement or changes in air pressure.

Perform: Varieties by performance: an actor would benefit from well-made props and costumes; dancer might use specially tailored shoes and outfits.

Sense Motive: A guide to reading body language; a stethoscope to monitor heart rate.

Sleight of Hand: Hidden pockets or compartments to conceal items; discreet finger razors to slit open pockets or bags.

Spellcraft: A tome containing magical lore; divination tools such as bones or runes.

Stealth: Carefully patterned camouflage clothing; false screens or blinds; a device to create a well-timed distracting noise.

Survival: A reference book to identify local animals and plants; a footprint book to aid in tracking; a mapmaker’s kit, an almanac and barometer; a dowsing rod; basic components for building shelter or maintaining comfortable temperatures.

Swim: Lightweight swim fins and hand fins; reinforced air bladders.

Use Magic Device: A codex of magical symbols and trigger phrases; a gem or jewel to focus your intuition.
ADVENTURING IN STYLE

A person's choice of garments speaks volumes about his culture, vocation, and personal taste. Clothing can also serve a greater purpose than simply making a statement—many articles of clothing are useful to adventurers.

CLOTHING

The following items of clothing provide utility, fashion, or an extra edge. A character can begin play with any of the following outfits instead of other starting outfits.

BURGLAR’S OUTFIT

This outfit consists of fitted pants, a shirt, a hooded reversible cloak, soft leather boots, and a face mask, all in dark or neutral colors. The outfit’s few buttons and rivets are wrapped in dull, dark cloth to avoid jingling or reflecting light. A number of loops and shallow pockets are also worked into the outfit, providing ample spaces for stashing small tools or weapons.

BURGLAR’S OUTFIT

PRICE 5 GP

WEIGHT 5 lbs.

CHAUSSES

These padded woolen leggings are quilted to provide extra warmth and protection. They are frequently worn under mail or plate armor.

CHAUSSES

PRICE 1 GP

WEIGHT 3 lbs.

CORSET

Sewn-in boning and laces allow this bodice to adjust your waist size in a way considered alluring by some cultures. The restrictive nature of this garment makes it a poor choice for combat or other athletic exertions, but you can easily conceal a thin knife in the corset’s boning. The price varies greatly depending on the corset’s quality; the cheapest corsets are made of simple cloth and cost mere silver pieces, while the most expensive feature silk brocade and are decorated with pearls or other costly adornments.

CORSET

PRICE 1 SP–200 GP

WEIGHT 3 lbs.

COURTESAN’S OUTFIT

This outfit includes fine silk or satin garments tailored to complement your figure. In addition, the outfit contains a loose shawl or robe with several discreet pockets for items such as perfume, massage oils, or even a small dagger.

COURTESAN’S OUTFIT

PRICE 8 GP

WEIGHT 4 lbs.

EXECUTIONER’S OUTFIT

Typically worn by jailers or executioners, this outfit includes a black woolen shirt, a tunic, pants, a belt, sturdy boots, a balaclava or hood, and a great cloak. This outfit is generally too intimidating and macabre to be worn in polite company. Some executioner’s outfits prominently bear the symbol of the government or law-enforcing institution the wearer serves, while others are left ragged and stained to appear all the more threatening.

EXECUTIONER’S OUTFIT

PRICE 5 GP

WEIGHT 8 lbs.

GAMBESON

This padded cloth jacket is often worn alone or with mail or plate armor and is favored by hunters, guards, and soldiers. A gambeson fitted with leather loops to more easily attach armor is called an arming doublet. Although sufficient to protect you against casual scrapes, it is not as thick as padded armor.

GAMBESON

PRICE 1 GP

WEIGHT 4 lbs.

HEADSCARF

Often worn for privacy, religious or cultural reasons, or protection from the elements, full scarves designed to be wrapped around the head are common accessories throughout Golarion. Headscarves of bright colors or ornate embroidery can fetch a substantially higher price.

HEADSCARF

PRICE 1 SP–10 GP

WEIGHT —

SPARRING GEAR

This array of thick, heavily lined pads, including a quilted helmet, rigid shin guards, and a wraparound rib guard, protects you during hand-to-hand training. Sparring gear cannot be worn with armor, but grants DR 2/— against nonlethal damage. Fighting schools often customize their sparring gear to feature prestigious colors or symbols.

SPARRING GEAR

PRICE 35 SP

WEIGHT 15 lb.

SQUIRE’S OUTFIT

This outfit includes heavy woolen pants, a tunic, leather boots, a belt, sturdy gloves, a cap, and a heavy tabard bearing the colors or sigil of a noble house or organization. Many organizations provide new squires this outfit for free, with the expectation they wear it during their duties.

SQUIRE’S OUTFIT

PRICE 5 GP

WEIGHT 8 lbs.

STILETTO BOOTS

The most ostentatious and impractical of footwear, the tall heel attached to these boots adds several inches to your height. This type of boot is popular among Chelish nobles, though the trend has recently caught on among some members of Taldan courts. You can use the heel of a stiletto boot as an improvised weapon, dealing damage as a punching dagger.

STILETTO BOOTS

PRICE 10 GP

WEIGHT 1 lb.
**SPells**

The following spells all require an article of clothing worn by the caster as a focus component for the spell, and can be cast on mundane or magical clothing. The spell might require the caster to remove the item to make use of it (such as restful cloak) or might provide a benefit as long as the item is worn (such as surefoot boots). In the latter case, any creature wearing the article of clothing gains its benefit, but the spell’s duration continues even while the item isn’t being worn.

**Allied Cloak**

*School* abjuration; *Level* bard 3, bloodrager 3, magus 3, occultist 2, sorcerer/wizard 3, summoner 3

*Casting Time* 1 standard action

*Components* V, S, F (cape or outer garment)

*Range* personal

*Target* you

*Duration* 1 round/level

*Saving Throw* none; *Spell Resistance* no

You cause a cloak, shawl, poncho, or other outer garment you are wearing to animate to aid and defend you. The cloak provides a +2 shield bonus to your AC. In addition, once each round during your turn, you can take a free action to direct your cloak to use the aid another action to assist your skill check, attack roll, or AC. The cloak has an attack bonus or a total skill bonus equal to your caster level plus your key spellcasting ability score modifier (Charisma for bards, Intelligence for wizards, and so on). If another creature dons the cloak during the duration, the cloak provides its protection and aid to the wearer, but it still uses the same bonus on the aid another actions as if you were the wearer. The cloak cannot take any other type of action.

**Bilowing Skirt**

*School* transmutation; *Level* bard 2, inquisitor 2, occultist 2, shaman 2, sorcerer/wizard 2, witch 2

*Casting Time* 1 standard action

*Components* V, S, F (a skirt, kilt, or gown)

*Range* personal

*Target* you

*Duration* 1 minute/level

*Saving Throw* none; *Spell Resistance* no

A skirt, kilt, or gown you are wearing enables you to control your falls through the air. A creature wearing the enchanted item of clothing falls slowly as if affected by feather fall and can attempt a DC 15 Fly skill check as a move action to hover in place for 1 round.

**Grapping Scarf**

*School* transmutation; *Level* bard 1, inquisitor 1, occultist 1, skald 1, sorcerer/wizard 1

*Casting Time* 1 standard action

*Components* V, S, F (scarf)

*Range* personal

*Target* you

*Duration* 1 minute/level

*Saving Throw* none; *Spell Resistance* no

A scarf you are wearing frays at the end into hook-like shapes and can extend to incredible lengths. Although your scarf retains its weight, its frayed ends function as a grappling hook that can be thrown with a range increment of 20 feet. Your scarf elongates to 100 feet the first time it is thrown during the spell duration. Regardless of its apparent material, the scarf is as strong and easy to climb as a knotted silk rope. At the end of the duration, the scarf detaches and returns to its former shape, fluttering down from its position if you haven’t already retrieved it.

**Restful Cloak**

*School* conjuration (healing); *Level* cleric 2, druid 2, occultist 2, paladin 2, ranger 2, shaman 2

*Casting Time* 1 standard action

*Components* V, S, F (cloak)

*Range* personal

*Target* you

*Duration* 1 hour/level

*Saving Throw* none; *Spell Resistance* no

A cloak you are wearing transforms into a canvas tent large enough to hold four Medium creatures, firmly pitched in a flat area adjacent to you (if there is no such area, this spell simply fails). A creature regains 1 hit point for each hour it rests in the tent, in addition to any other benefits of resting. Additionally, a fatigued creature resting within the tent for 1 hour loses the fatigued condition, but a creature cannot recover from being fatigued more than once per casting of restful tent. At the end of the spell’s duration, the tent transforms back into a cloak. If the tent is moved prior to the expiration of the spell’s duration, the spell immediately ends.

**Sculpted Cape**

*School* transmutation; *Level* bard 1, occultist 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

*Casting Time* 1 standard action

*Components* V, S, F (cape or loose outer garment)

*Range* personal

*Target* you

*Duration* 1 hour/level

*Saving Throw* none; *Spell Resistance* no

Your cape, cloak, or shawl stiffens and maintains its shape even if removed. A sculpted cape has hardness 2 and a number of hit points equal to your caster level, and it can support 1 pound of weight per caster level. An unworn sculpted cape can provide cover.

**Surefoot Boots**

*School* transmutation; *Level* druid 2, occultist 2, ranger 2, shaman 2

*Casting Time* 1 standard action

*Components* V, S, F (footwear)

*Range* personal

*Target* you

*Duration* 1 hour/level

*Saving Throw* none; *Spell Resistance* no

You touch your boots, shoes, or other footwear and imbue them with the ability to find purchase on even the most treacherous ground. While the spell is in effect, the footwear’s wearer treats any Acrobatics skill check to balance as though the wearer had rolled a 20.
IMPROPTU EQUIPMENT

Some warriors train with objects that don’t look like weapons but are surprisingly effective in skilled hands. This section presents new options for using improvised equipment.

EXPANDED IMPROVISED WEAPONS

Without the appropriate feats, abilities, or magic, improvised weapons generally impart a –4 nonproficiency penalty on attack rolls, threaten critical hits only on a natural 20, have a critical multiplier of ×2, and possess a range increment of 10 feet. At the GM’s discretion, some improvised weapons may have additional qualities, such as those listed below. Improvised weapons only ever have one quality, determined by the GM.

- **Weapon-Like**: Wall hanger swords, replicas, and other objects shaped very much like real weapons impart only a –2 nonproficiency penalty if the wielder is proficient in the weapon the object resembles.
- **Pronged**: Items with large prongs or flanges, like a pitchfork or the antlers of some taxidermic trophies, provide a +1 bonus on combat maneuver checks to disarm an enemy.
- **Silverware**: Items made of silver bypass damage resistance like alchemical silver weapons, but the wielder takes a –1 on combat maneuver checks to disarm an enemy.
- **Heavy**: Anvils, sledgehammers, and other very heavy items deal damage as if one size category larger, but attacking with the weapon puts the attacker off-balance, imparting a –2 penalty to AC until the start of the attacker’s next turn.
- **Jagged**: Broken bottles and similar jagged, fragile items have a critical threat range of 19–20 but are destroyed on an attack roll of a natural 1.
- **Gross**: Disgusting items, like hunks of rotting meat, the severed limb of a target’s ally, or the contents of a chamberpot, can be used as improvised weapons that deal no damage but sicken the target for 1d4 rounds. A successful DC 12 Fortitude saving throw negates this condition.
- **Disk-Shaped**: Plates and other thin, circular objects have a range increment of 20 feet, but they are usually destroyed after an attack, like ammunition.
- **Covering**: A large, soft item like a sheet of canvas, a blanket, or a drapery can be used to entangle foes as a net, though it is always treated as being unfolded, and thus imparst and additional –4 penalty on the attack roll to use it as an improvised weapon.
- **Burning**: A burning or heated object, such as a fireplace poker or burning log, deals 1 point of fire damage, but its base damage die is usually one size category smaller.
- **Gross**: Disgusting items, like hunks of rotted meat, the severed limb of a target’s ally, or the contents of a chamberpot, can be used as improvised weapons that deal no damage but sicken the target for 1d4 rounds.
- **Heavy**: Anvils, sledgehammers, and other very heavy items deal damage as if one size category larger, but attacking with the weapon puts the attacker off-balance, imparting a –2 penalty to AC until the start of the attacker’s next turn.
- **Jagged**: Broken bottles and similar jagged, fragile items have a critical threat range of 19–20 but are destroyed on an attack roll of a natural 1.

FEATS

The following new feats are useful for characters in situations where normal tools and weapons are unavailable.

**Hook Fighter (Combat)**

In your deft hands, a climbing tool becomes a deadly weapon.

**Prerequisite**: Base attack bonus +1.

**Benefit**: You treat a grappling hook as a one-handed weapon that deals piercing damage equal to a heavy pick of its size and that has the disarm and trip special weapon features. You do not incur penalties as you would for using a grappling hook as an improvised weapon. If you are proficient with whips and your grappling hook has at least 10 feet of rope or chain attached to it, you can treat it as a two-handed melee weapon with 15-foot reach, though you can use it against foes anywhere within your reach (including adjacent foes), though you don’t threaten any squares with it. Changing between using a grappling hook as a normal weapon and a reach weapon is a move action. When performing a reposition maneuver with a grappling hook, you can only move the target toward you from its original position.

**Improvisational Healer**

In any urban or natural setting, you can scavenge for useful medical supplies.

**Prerequisite**: Heal 1 rank.

**Benefit**: When attempting a Heal check that normally requires a healer’s kit, you don’t take a penalty on the check for not having a healer’s kit. When you use a healer’s kit, you can augment it with improvised supplies, gaining an additional +2 circumstance bonus on your check. Finally, you can treat any potion of cure light wounds, potion of cure moderate wounds, or potion of cure serious wounds you drink yourself or administer to another character as though its caster level were equal to the number of ranks you have in the Heal skill. The spell’s normal limitations apply; for example, a potion of cure light wounds can cure a maximum of 1d8+5 points of damage, even if you have more than 5 ranks in the Heal skill.

**Tool Optimizer**

You can easily find items that function as tools or augment your own set of tools.

**Prerequisite**: Craft (any) 1 rank, Disable Device 1 rank, or Profession (any) 1 rank.

**Benefit**: You take no penalty for using an improvised tool associated with a skill in which you have at least 1 rank. For example, if you have 1 rank in Disable Device, you take no penalty when opening a lock without a proper tool. If you have at least 3 ranks in a skill, you can treat a normal tool associated with that skill as though it were a masterwork tool.
MAGIC ITEMS

The following new magic items help characters utilize improvised weapons better.

GLOVES OF IMPROVISED MIGHT

<table>
<thead>
<tr>
<th>PRICE</th>
<th>+1</th>
<th>4,000 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+2</td>
<td>16,000 GP</td>
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<tr>
<td></td>
<td>+3</td>
<td>36,000 GP</td>
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<tr>
<td></td>
<td>+4</td>
<td>64,000 GP</td>
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<tr>
<td></td>
<td>+5</td>
<td>100,000 GP</td>
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SLOT hands  CL 5th  WEIGHT 1 lb.

AURA faint transmutation

These rough leather gloves grant an enhancement bonus of +1 to +5 on attack and damage rolls with improvised weapons. Alternatively, the gloves can grant melee weapon special abilities, so long as they can be applied to melee or thrown weapons (see pages 136–137 of Pathfinder RPG Ultimate Equipment for a list of abilities). Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. Gloves of improvised might cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. Unlike an amulet of mighty fists, gloves of improvised might must have a +1 enhancement bonus to grant a melee weapon special ability.

Normal weapons are unaffected by gloves of improvised might except when used as an improvised weapon in a way specifically permitted by the weapon description, such as using an arrow or bolt as a melee weapon (or if the user has an ability that allows the use of normal weapons as improvised weapons). The wearer still takes a –4 nonproficiency penalty on attack rolls with improvised weapons, as normal, unless he has the Catch Off-Guard feat or a similar ability.

CONSTRUCTION REQUIREMENTS  COST varies

+1  2,000 GP
+2  8,000 GP
+3  18,000 GP
+4  32,000 GP
+5  50,000 GP

Craft Wondrous Item, greater magic weapon, creator’s caster level must be at least three times the gloves’ bonus, plus any requirements of the melee weapon special abilities

QUICKMETAL BRACERS

<table>
<thead>
<tr>
<th>PRICE</th>
<th>Adamantine  5,000 GP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Cold iron  2,000 GP</td>
</tr>
<tr>
<td></td>
<td>Silver  1,000 GP</td>
</tr>
</tbody>
</table>

SLOT wrists  CL 9th  WEIGHT 1 lb.

AURA faint transmutation

Once per day when a user wearing both these bracers speaks a command word, the metal turns entirely liquid and swims over the wearer’s hands to cover her weapons. The user can cover a two-handed melee weapon or up to two one-handed or light melee weapons. For the next 10 rounds, the affected weapons can overcome damage reduction as though the weapons were made of adamantine, cold iron, or silver (as determined by the quickmetal bracers’ type).

The heavy, shifting metal coating affects the balance of manufactured weapons, imposing a –2 penalty on attack rolls. Improvised weapons, however, are already unwieldy, and the metal coating doesn’t significantly affect their balance.

If the wielder lets go of a weapon affected by the bracers, the liquid metal immediately turns back into a solid metal bracer—or bracers, in the case of a two-handed weapon—reappearing on the user’s wrists. The bracers cannot therefore affect thrown weapons or ranged weapon ammunition.

CONSTRUCTION REQUIREMENTS  COST varies

Adamantine  2,500 GP
Cold iron  1,000 GP
Silver  500 GP

Craft Wondrous Item, major creation

RING OF BALANCED GRIP

| PRICE | 1,600 GP |

SLOT ring  CL 7th  WEIGHT —

AURA moderate transmutation

This sturdy ring allows the user to ignore the nonproficiency penalty for using a particular type of improvised weapon, such as a crowbar or pitchfork, and grants a +1 enhancement bonus on attack rolls with that item as though it were a masterwork weapon.

CONSTRUCTION REQUIREMENTS  COST 800 GP

Forge Ring, masterwork transformation™

SCRAP COLLECTOR’S STRAP

| PRICE | 500 GP |

SLOT none  CL 3rd  WEIGHT —

AURA faint transmutation

When this leather strap is tied around the grip of a broken weapon, the user can ignore the effects of the broken condition on that weapon. If the weapon loses its remaining hit points, it is destroyed as normal. Tying or untiey the strap is a full-round action.

CONSTRUCTION REQUIREMENTS  COST 250 GP

Craft Wondrous Item, mending
While most alchemical items are only usable once, their power and utility make them well worth the expense. A pack full of the right alchemical gear can be priceless in the right situation.

**ALCHEMICAL GEAR**

From the cruel drow to Mwangi herbalists, alchemists from every corner of Golarion ceaselessly innovate. Wise adventurers keep abreast of these advancements. All of the following substances can be made by a character with the Craft (alchemy) skill; the DC to craft each item is listed on the inside back cover.

**ALCHEMICAL REMEDIES**

The following alchemical remedies are used to heal unusual ailments.

**SURGICAL JELLY**

When ingested, this thick red gelatinous substance seeks out and surgically eliminates invasive threats to the body. Consuming surgical jelly immediately ends any infestations (such as rot grubs; *Pathfinder RPG GameMastery Guide* 245), implanted eggs (such as those implanted by xills), or other non-disease effects that can be cured by *remove disease*, so long as such a cure does not require a caster level check. Consuming a pot of surgical jelly is a full-round action.

**TROLL STYPTIC**

Troll styptic is used as a field treatment for wounds and bleeding, particularly where magical healing is not available. When applied directly to wounds, this jar of paste grants a living creature fast healing 2 for 2d4 rounds. While active, the styptic also closes any open wounds the subject receives, negating any bleed effects that would affect the target. This is a painful cure, and the target must succeed at a DC 15 Fortitude save or be sickened for the styptic’s duration.

**ALCHEMICAL TOOLS**

Alchemical tools are not generally used to cure debilitating conditions or attack opponents directly, but they can prove extremely useful in a variety of situations.

**BEAST-SCENT**

This mixture of scent-gland extracts and aromatic herbs serves as both attractor and olfactory camouflage. It masks the natural scent of a creature with a pungent musk that is alluring to animals. Beast-scent provides a +2 circumstance bonus on Handle Animal and wild empathy checks and a –5 penalty on attempts to track the wearer by his original scent. If the tracking creature is following the smell of beast-scent itself, Survival checks to track gain a +10 circumstance bonus instead.

A single vial of beast-scent masks the scent of one Medium creature or two smaller creatures; larger creatures require proportionally more to gain the benefits. Beast-scent becomes inert after 1 hour of exposure to air. Applying a vial is a full-round action that provokes attacks of opportunity.

**GHOST INK**

Pale blue when wet, ghost ink dries to near-transparency 1 minute after application. Ghost ink is used to subtly mark trails and locations. The pigment glows red under the light shed by fire beetle glands and sunrods; otherwise, a successful DC 25 Perception check is required to notice a mark in ghost ink. One vial of ghost ink is sufficient for writing a page’s worth of characters.

**GLOOMSTICK**

This variant sunrod was developed by fetchling alchemists. When twisted as a standard action, a gloomstick begins drawing in light from the surrounding area, reducing the light level by one step (to a minimum of dim light) in a 20-foot radius. A gloomstick remains active for 1 minute before crumbling to dust.

**ALCHEMICAL WEAPONS**

Alchemical weapons are principally designed to harm one’s foes, though inventive adventurers may find additional uses for them.

**BOLT, ACID**

These metal crossbow bolts have a glass section in the middle filled with acid. On a hit, an acid bolt deals 1d4 points of acid damage in addition to its normal damage. Acid bolts do not cause splash damage.

**BOLT, ALCHEMICAL FIRE**

These carefully crafted wooden crossbow bolts have a hollow core filled with alchemist’s fire. On a hit, an alchemical fire bolt deals 1d4 points of fire damage in addition to its normal damage. Alchemical fire bolts do not cause splash damage, and they do not set targets on fire unless a target is particularly flammable.

**BOLT, LIQUID ICE**

These metal crossbow bolts have a glass section in the middle filled with liquid ice. On a hit, it deals 1d4 points of cold damage.
in addition to its normal damage. Liquid ice bolts do not cause splash damage.

**Bolt, Poison**

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
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<tbody>
<tr>
<td>25 GP</td>
<td>—</td>
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</table>

These iron crossbow bolts have resin tips that break when the bolts strike their targets; inside the tip is a dose of injury or contact poison. In addition to dealing damage normally, anyone struck by a poison bolt is exposed to the poison. When using a poison bolt, you do not risk poisoning yourself, but the tip affects the bolt’s accuracy; double all range increment penalties when using poison bolts. The bolt’s cost does not include the cost of the poison, which must be included during creation.

**Darkflare**

<table>
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</thead>
<tbody>
<tr>
<td>1 GP</td>
<td>—</td>
</tr>
</tbody>
</table>

This alchemical flare explodes in black sparks 1 round after lighting. Any creature with darkvision in the same square as a darkflare when it explodes must succeed at a DC 15 Fortitude save or lose its darkvision for 1d10 rounds. Affected creatures can still use other vision (such as normal vision and low-light vision) with no penalty.

**Kitumu’s Ire**

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<th>Price</th>
<th>Weight</th>
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<tbody>
<tr>
<td>75 GP</td>
<td>—</td>
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</table>

Named after a malevolent Mwangi goddess, this sack of luminous paste is made from crushed jungle flowers. You can throw Kitumu’s ire as a ranged touch attack with a range increment of 10 feet; on a hit, the target is coated with the paste. A target coated with the paste draws the attention of any swarm within 30 feet, causing it to seek out and attack the target over any other creature. In addition, an affected creature takes a –2 penalty on saving throws against swarms’ distraction ability. Kitumu’s ire lasts for 1 hour or until washed away with at least a gallon of alcohol.

**Tress Tincture**

<table>
<thead>
<tr>
<th>Price</th>
<th>Weight</th>
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<tbody>
<tr>
<td>50 GP</td>
<td>—</td>
</tr>
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</table>

This tincture is used to counteract hair loss and guarantee luxurious locks, but alchemists have developed a concentrated form for use in combat. You can throw tress tincture as a ranged touch attack with a range increment of 10 feet. On a hit, the target’s hair grows long and thick, partly blocking the target’s vision. The affected creature treats all other creatures as if they had concealment. As a swift action, the affected creature can brush or toss its hair aside, negating this concealment for 1 round. As a full-round action that provokes an attack of opportunity, the affected creature can hack off enough hair to end the concealment effect; this requires a light or one-handed slashing weapon. Creatures incapable of growing hair are unaffected by tress tincture.

**Alchemical Equipment Tricks**

Dedicated warriors and explorers learn to take advantage of everything at their disposal. In the case of alchemical tools, this means drawing upon their versatility—any fool can hurl a thunderstone or hide within a smokestick cloud, but seasoned adventurers master a variety of useful stunts. The following tricks supplement the Equipment Trick feat presented on page 2.

**Smokestick Tricks**

Often overlooked for alchemist’s fire, smokesticks can provide versatile tactical advantage in the right hands. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (smokestick) feat to use the following trick.

**Choking Smoke (Improved Dirty Trick)**: When you perform a successful dirty trick combat maneuver while holding a lit smokestick, you can shove the smokestick into your opponent’s mouth (or other breathing apparatus) to impair its breathing. The affected creature begins choking and sputtering, gaining the sickened condition. Unlike a normal dirty trick, the foe must succeed at a Fortitude save to remove this condition, in addition to spending an action. The DC of this Fortitude save is equal to 10 + half your base attack bonus + any bonus you add to dirty trick combat maneuvers (such as that granted by Improved Dirty Trick). This condition ends after 1 minute, if not removed sooner. Creatures that do not breathe are immune to this effect.

**Slow Burn (Craft [alchemy] 1 rank)**: You can burn a smokestick just slowly enough to not consume it immediately. You must choose to use this trick when you light a smokestick. A slow-burning smokestick is not consumed after 1 round, and the smoke produced only lasts for 1 round. For the next hour, as a swift action when you are holding a slow-burning smokestick, you can use the smokestick to produce a cloud of smoke that lasts for only 1 round. The slow-burning smokestick lasts for 1 hour or until you have created a total of 10 clouds, at which point it is consumed.

**Smoke Shadow (Craft [alchemy] 1 rank; Skill Focus [Stealth] or Stealthy)**: You can use a slow-burning smokestick (using the slow burn trick) to conceal your motions while sneaking. While your smokestick is slow-burning, whenever a creature would succeed at an opposed Perception check against your Stealth check, you can emit a puff of smoke as an immediate action to hide your presence. When you do, the creature must reroll its Perception check and take the second result, even if it is worse. Even if the creature fails this Perception check, it is aware of your general location because of the sudden smoke (unless the location is already filled with smoke—like that emitted by the normal use of a smokestick—or fog).

**Smoke Strike (Craft [alchemy] 1 rank, Improved Feint)**: You can use a slow-burning smokestick (using the slow burn trick) to distract foes from your strikes. As a swift action when you are holding a slow-burning smokestick, instead of producing a cloud with the slow burn trick, you can create a small, dense burst of smoke in an adjacent foe’s face. This allows you to feint as part of that swift action.
Tanglefoot Bag Tricks

Tanglefoot bags can be a versatile and deadly tool in the hands of a skilled user. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (tanglefoot bag) feat to use a trick. At your GM’s discretion, you may be able to use some of these tricks with a tangleburn bag, but at the risk of dealing fire damage to connected items or creatures.

Captivating Embrace (Improved Grapple):

You get up close and personal, then use a tanglefoot bag to keep things that way. When you successfully grapple a creature, you burst a tanglefoot bag to stick yourself to your target. You must have the tanglefoot bag in hand to use this ability unless you have the Quick Draw feat (in which case the tanglefoot bag must be easily accessible on your person). While the tanglefoot bag’s effect lasts, you do not take a penalty to grapple checks for not having two hands free, and your opponent takes a –4 penalty on combat maneuver checks and Escape Artist checks to break the grapple.

Sticky Bombs (Quick Draw, Throw Anything):

You can slap another item on a tanglefoot bag and toss both to ensure contact. When you throw an alchemical item, you can attach a tanglefoot bag to it as you throw it; this does not require an additional action. On a hit, the target is affected by the tanglefoot bag, with the alchemical item firmly stuck in the goo. The item stays in the target’s square as long the tanglefoot bag’s effect lasts, making this most useful with items that don’t immediately take effect, such as darkflares (see above) or fuse grenades.

Thieving Shield (Shield Focus or armor training class feature): As an immediate action, you can splatter a tanglefoot bag on your shield, making it sticky. Your shield gains the grapple weapon quality when used as a weapon with a shield bash attack. In addition, the first time each round an attack with a manufactured weapon misses you by 4 or less, you can make a free disarm attempt against that weapon. This disarm attempt does not provoke an attack of opportunity. Your shield remains sticky for 2d4 rounds, after which it must be cleaned (a full-round action) before you can use this trick again.

Thunderstone Tricks

In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (thunderstone) feat to use the following tricks.

Deafening Component (ability to create bombs or cast any spell with the electricity, fire, or sonic descriptor):

You can add a thunderstone as an additional material component to any spell you cast with the electricity, fire, or sonic descriptor, or to any bomb you throw. Any creature damaged by that spell or bomb must also succeed at a DC 15 Fortitude save or be deafened for 1 hour.

Evolve Resilience (Knowledge [arcana] 1 rank, eidolon class feature):

Your eidolon can consume a thunderstone as a standard action to bolster its resilience against certain effects. For 1 hour, your eidolon gains the resistance evolution (electricity or sonic only; Pathfinder RPG Advanced Player’s Guide 61 or Pathfinder RPG Pathfinder Unchained 36). Your eidolon cannot gain both resistances from this trick at the same time. During this time, the eidolon is immune to the effects of thunderstones.

Startling Noise (Stealth 3 ranks or stalker vigilante specialization):

Your thunderstones are especially effective when foes don’t know they’re coming. Any creature that is completely unaware of your presence takes a –4 penalty on saving throws against thunderstones you use and, if deafened, takes an amount of nonlethal damage equal to your number of sneak attack or hidden strike dice (if any).

Thunderclap (Weapon Focus [any hammer]):

Your thunderstones enhance the concussive force of hammers you wield. This trick only works with hammers to which your Weapon Focus feat applies. As a move action, you can wedge a thunderstone in place on your hammer’s striking surface. When you hit a foe with that hammer, the thunderstone detonates. You gain a +4 bonus on your saving throw against the thunderstone’s effect (if necessary), and your foe takes a –4 penalty on its saving throw against the thunderstone’s effect.

Concoctions

Some alchemical creations are less stable than others. Concoctions are notorious for their side effects and for their dangerous unpredictability when mixed together.

All concoctions last for 1 hour, even if their benefits are expended before then. Drinking a second concoction before this duration expires causes unpredictable effects as their unstable alchemical compounds mix inside the body. To determine the effects of admixture, roll on the Concoction Miscibility Table. For each additional concoction consumed before the initial duration expires, rolls on the Concoction Miscibility Table take a cumulative –10% penalty. Mixing concoctions outside the body ruins both substances’ potency. All concoctions have a Craft DC of 15.

**CRYSTAL-SWEET CONCOCTION**

This sugary blue drink, often cut with mint to reduce the cloying sweetness, brightens your demeanor and sweetens your voice, granting a +2 alchemical bonus on Diplomacy checks. It renders you naïve and perilously trusting, however, imparting a –4 penalty on your Sense Motive checks.
This effervescent concoction improves your sensory reaction
time, providing a +2 alchemical bonus on Perception checks.
However, the mental hyperactivity it creates imparts a –1
penalty on your Will saving throws.

A favorite of Ustalavic alchemists, this pale sludge hampers your
fear response, granting a +2 alchemical bonus on your saves
against fear effects. The concoction’s necrotic components dull
healing, however, causing you to regain 2 fewer hit points from
healing effects (to a minimum of 1 point of healing per effect).

This minty fluid quickens your feet and improves your
balance, granting a +2 alchemical bonus on Acrobatics
checks and to your CMD against trip attempts. However,
you become easily distracted and take a –2 penalty on
Perception checks.

This inky concoction slows the flow of blood, reducing any
bleed damage you would suffer by 2 and causing you to
automatically stabilize when dying. The concoction dulls your
response speed, however, imparting a –1 penalty on your
Reflex saving throws.

This lime-green goo turns your saliva venomous. Once during
the concoction’s duration, as a swift action, you can lick or spit
on a held weapon to apply a dose of black adder venom to the
weapon. If you are a vishkanya ARG, you instead apply the poison
granted by your toxic racial trait; this does not count against
those ability scores for 24 hours.

This syrupy concoction fills you with a dreamy, peaceful feeling,
providing a +1 alchemical bonus on Will saving throws. However,
the dreaminess slows your reactions to danger, imparting a –2
penalty on initiative checks.

This coppery-tasting substance causes your adrenaline
production to spike, granting you a +2 alchemical
bonus on melee damage rolls with natural and
manufactured weapons. The concoction weakens
your self-preservation urges and imparts a –2
penalty to your AC.

<table>
<thead>
<tr>
<th>CONCOCTION MISCIBILITY TABLE</th>
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<tr>
<td><strong>d%</strong></td>
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<td>93–99</td>
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<td>100</td>
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EQUIPMENT FROM ABROAD

The tools of distant lands often appeal to well-traveled explorers. This rare equipment allows adventurers from the Inner Sea to fit into these cultures while traveling abroad, and offers an unexpected edge when using it at home.

DRAGON EMPIRES EQUIPMENT

Items from Tian Xia are most common in northeast Avistan, transported by hardy merchants crossing the Crown of the World, but such goods can be found in cosmopolitan areas throughout Golarion.

Alchemy is a deeply respected art throughout the lands of Tian Xia, and its practice is intertwined with culture, faith, and everyday life in the Dragon Empires.

### MINKAIAN CEREMONIAL TEA

This tea is extremely rare and expensive, requiring several years to grow and prepare. A geisha bard (Pathfinder RPG Ultimate Magic 27) who uses this tea as part of her tea ceremony to inspire courage increases the bonuses granted by 1. A lotus geisha bard (Pathfinder Player Companion: Dragon Empires Primer 22) who drinks this tea increases the bonus granted by her enrapturing performance ability by 1; this effect lasts for 24 hours.

### SPIRIT-VISION INK

Originally developed by kami-revering priests to write prayer scrolls, this pale ink is now often used by ninjas to mark locations or leave messages. Once spirit-vision ink dries, it becomes completely invisible. To invisible creatures, however, writing in spirit-vision ink shimmers with a rich azure hue.

### CLOTHING

Tian clothing stands out for its beauty and functionality. It is usually crafted from silk, fine linen, or other pricey fabrics, and is often densely embroidered with metallic and richly dyed threads. Tian clothing is seen as a sign of prestige in major cities like Absalom and Katheer.

### SHINOBI SHOZOKU

This close-fitting bodysuit of soft, dark fabric is favored by ninja and assassins. When worn, it grants a +2 circumstance bonus on Stealth checks. Wearing armor with a base armor bonus higher than +1 negates this bonus, as does additional heavy clothing or equipment worn under the shinobi shozoku (at the GM’s discretion).

### SPECIAL MATERIAL: SINGING STEEL

This lustrous golden metal emits beautiful bell-like tones when struck. An alloy of gold and mithral, singing steel was originally created by the elves of Jinin, although the secrets of working singing steel have spread to Hwanggot, Minkai, and Tianjing. Instruments made of this metal are especially popular among bards and other performers who worship the goddess Shelyn.

A weapon made of singing steel counts as alchemical silver for all purposes, including the –1 penalty on damage rolls with singing steel weapons. Most armor made of singing steel is treated as one category lighter (heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light). The armor or shield’s arcane spell failure chance is reduced by 5%, its maximum Dexterity bonus is increased by 1, and its armor check penalty is reduced by 1 (to a minimum of 0).

When wielding a singing steel weapon, shield, or item weighing at least 5 pounds, or wearing medium or heavy singing steel armor, the wielder or wearer can strike the singing steel as part of beginning a bardic performance. If the wielder can normally start a bardic performance as a standard action, he can do so as a move action instead. If the wielder can normally start a bardic performance as a swift action, he can do so as a swift action instead. This ability does not function in the area of a *silence* spell or similar effect. After using the singing steel in this fashion, the steel must be carefully brushed to remove any lingering vibrations, a process that takes 10 minutes.

Singing steel items are always masterwork; this cost is included in the price. Singing steel has 20 hp per inch of thickness and hardness 10. Although formed partially from mithral, singing steel items weigh as much as their normal counterparts.

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</tr>
<tr>
<td>Heavy armor</td>
<td>+12,000 gp</td>
</tr>
<tr>
<td>Shield</td>
<td>+7,000 gp</td>
</tr>
<tr>
<td>Weapon</td>
<td>+6,000 gp</td>
</tr>
<tr>
<td>Other items</td>
<td>+600 gp/lb.</td>
</tr>
</tbody>
</table>
KELESHITE EQUIPMENT
Qadira serves as a gateway for the Padishah Empire's goods to enter the Inner Sea region. Keleshites are incredibly well traveled and thus this iconic equipment can be found throughout Avistan and Garund, especially in cosmopolitan population centers where trade is healthy.

CLOTHING AND ENTERTAINMENT
Sophisticated entertainments are a mainstay of Keleshite culture, from complex dances and poetry to games of strategy and friendly artistic competitions.

DANCER'S GARB
This combination of loose-fitting sashes, veils, and ornamentation accentuates a dancer’s form and movements. Dancer's garb provides a +2 circumstance bonus on Perform (dance) checks, similar to that provided by masterwork instruments for other Perform skills, but does not grant this benefit when worn with armor or other concealing clothing.

DANCER'S GARB, SILVER
In addition to granting the same bonus on Perform (dance) checks as regular dancer's garb, silver dancer's garb is considered a silver instrument for silver balladeer bards (Pathfinder RPG Occult Adventures 115). Silver dancer’s garb can be made of sunsilver (see below); sunsilver dancer’s garb costs an additional 3,000 gp and grants the same benefits as armor made of sunsilver. As with the bonus on Perform (dance) checks, this benefit functions only when no other armor or concealing clothing is worn.

IMPERIAL CONQUEST
This strategy game, best played with an elaborate ebony board and intricate ivory pieces, follows deceptively simple rules with great strategic depth. While the game can be played with less expensive sets, only a suitably intricate and well-crafted game set can generate the state of mind necessary to gain the tactical benefits of the game. Imperial conquest is a great intellectual pursuit across the breadth of the Padishah Empire, but the game has only recently begun to spread through the Inner Sea region.

Up to four people can play a game of imperial conquest, which generally takes 1–2 hours (4d20+20 minutes). At the end of an uninterrupted game, each player attempts a DC 20 Intelligence check, with success granting tactical insights. For the next 8 hours, any character who succeeded at the Intelligence check gains a +1 bonus to AC against attacks of opportunity; when two players who succeeded at the Intelligence check flank the same enemy during this time, the bonus on attack rolls from flanking increases by 1.

ALCHEMICAL REMEDIES
The physicians of the Padishah Empire are among the most advanced students of healing and physiology on Golarion. While the Sarenite Church specializes in healing magic, it also trains students in non-magical medicine and biology. Their studies have led to the development of numerous potent medicines.

ANESTHETIC WINE
This alchemical anesthetic, developed from ancient recipes for Sarenite sacred wine, grants a powerful resistance to pain. For 1 hour after drinking anesthetic wine, you gain a +5 bonus on saving throws against pain effects, and when you would take nonlethal damage, reduce the amount of damage taken by 1.

CURATIVE MYRRH
When you burn this powerful resin, it fills eight contiguous 10-foot cubes with faint smoke that persists for 8 hours. Creatures resting or receiving long-term care in the smoke from curative myrrh regain 1 additional hit point per level. Multiple uses of curative myrrh in a 24-hour period do not stack.

LIQUID BREEZE
Developed in ancient times to ease travels across the harsh deserts of Kelesh, liquid breeze is a common ware in markets catering to travelers, adventurers, and explorers. This soothing liquid grants the benefits of endure elements for 8 hours, but only against hot environments. This effect is nonmagical and can’t be dispelled.

SPECIAL MATERIAL: SUNSILVER
An advanced form of alchemical silver, sunsilver is the pride of the Padishah Empire’s war smiths. A weapon made of sunsilver counts as alchemical silver for all purposes. Items not primarily made of metal are not meaningfully affected by being partially made of sunsilver. (For example, a scimitar or breastplate can be made of sunsilver, while a quarterstaff or hide armor cannot.) In addition, items made of sunsilver are immune to rust effects (such as rusting grasp). While in an area of bright light, a shield or suit of armor made of sunsilver shines brightly, allowing the wearer to reflect light at nearby foes as a move action. When she does so, creatures adjacent to the wearer must succeed at a DC 12 Fortitude save or be dazzled for 1 round.

Armor and weapons made of sunsilver are always masterwork. To determine the price of a sunsilver item, add 25 gp per pound to the price of a masterwork version of that item. Sunsilver has 10 hit points per inch of thickness and hardness 8.
Poppets

Humanoid in shape and constructed of base materials, poppets are designed to accompany explorers into dangerous places and help with simple tasks.

POPPET STATISTICS

The following statistics represent a standard poppet without any modifications.

<table>
<thead>
<tr>
<th>POPPET</th>
<th>CR 1/3</th>
</tr>
</thead>
<tbody>
<tr>
<td>XP 135</td>
<td></td>
</tr>
<tr>
<td>N Tiny construct</td>
<td></td>
</tr>
<tr>
<td>Init +2; Senses darkvision 60 ft., low-light vision; Perception –3</td>
<td></td>
</tr>
</tbody>
</table>

**DEFENSE**

- AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
- hp 5 (1d10)
- Fort +0, Ref +2, Will –3
- Immune construct traits
- Weaknesses vulnerable to fire

**OFFENSE**

- Speed 20 ft.
- Melee slam +2 (1d2–1)
- Space 2-1/2 ft.; Reach 0 ft.

**STATISTICS**

- Str 8, Dex 14, Con —, Int —, Wis 5, Cha 1
- Base Atk +1; CMB +1; CMD 10

Poppets resemble humanoid mannequins standing 1 foot tall and weighing 6 pounds. Their faces have only the crudest features, if any at all.

Each poppet is connected to a wooden token as a part of its creation, typically shaped into a doll or piece of jewelry. The poppet follows orders given by the individual keyed to this token, so long as that individual carries or wears the token. The individual currently keyed to the token can give it to another—transferring control of the poppet—in a 1-minute ritual. This transfer is typical when a poppet is sold to a new owner.

Poppets have no minds of their own, and so carry out orders explicitly as they are instructed, even if their situation makes the command nonsensical. Poppets can only perform simple manual labor, but they can be commanded to perform simple tasks at certain times, or when certain conditions are met.

**CONSTRUCTION**

Poppets are among the simplest of constructs. The creator must start with quality pieces of wood and wicker worth 10 gp.

---

**POPPET, TINY**

<table>
<thead>
<tr>
<th>POPPET, TINY</th>
<th>CL 1st; Price 310 gp</th>
</tr>
</thead>
</table>

**CONSTRUCTION**

- Requirements Craft Construct or Craft Poppet, make whole, mending; Skill Craft (carpentry) DC 15; Cost 160 gp

**POPPET VARIANTS**

Poppets can be enhanced with a variety of abilities or built in a slightly larger size.

**POPPET AUGMENTATIONS**

The following abilities can be added to a poppet at the time of creation or added later to a poppet under the crafter's control. Each augmentation is listed with the additional price to a buyer, as well as the additional requirements that a crafter must meet to produce the augmentation (in addition to the Craft Construct or Craft Poppet feat), followed by the additional cost to the crafter.

Unless otherwise stated, a poppet can gain each augmentation only once.

- **Agile Poppet (Price +200 gp)**: The poppet's joints are carefully articulated to provide it a more flexible range of motion. The poppet gains Acrobatic, Athletic, or Stealthy as a bonus feat. A poppet can gain this augmentation up to three times, providing the poppet with a different feat each time.
  - Requirements: minor creation;
  - Cost: +100 gp.

- **Armored Poppet (Price +300 gp)**: An armored poppet has thick wooden plates around its torso. The poppet gains a +2 armor bonus to AC.
  - Requirements: mage armor;
  - Cost: +150 gp.

- **Durable Poppet (Price +500 gp)**: A durable poppet can sustain more blows before breaking apart. It gains 10 additional hit points.
  - Requirements: false life;
  - Cost: +250 gp.

- **Fleet Poppet (Price +250 gp)**: The poppet has longer legs, allowing it to move more quickly. The poppet's base land movement speed increases from 20 feet to 30 feet.
  - Requirements: expeditious retreat or longstrider;
  - Cost: +125 gp.

- **Heavy Lifter (Price +250 gp)**: The poppet has a series of harnesses, plates and sturdy leather straps that allow it to distribute weight more evenly. The poppet's carrying capacity triples. **Requirements: ant haul**;
  - Cost: +125 gp.

- **Mighty Poppet (Price +400 gp)**: The poppet's Strength score increases by 4.
  - Requirements: bull's strength;
  - Cost: +200 gp.

- **Nimble Poppet (Price +400 gp)**: The poppet's Dexterity score increases by 4.
  - Requirements: cat's grace;
  - Cost: +200 gp.

- **Scaling Poppet (Price +400 gp)**: The poppet's construction integrates climbing tools, allowing it to move across steep surfaces with ease. It gains a climb speed of 20 feet. A poppet must have the Athletic feat before
gaining this augmentation. **Requirements:** *minor creation*, *spider climb*, **Cost:** +200 gp.

**Sealed Poppet (Price +200 gp):** A layer of protective sealants protects the poppet from flames. The poppet loses its vulnerability to fire. **Requirements:** *resist energy*, **Cost:** +100 gp.

**Soaring Poppet (Price +800 gp):** The poppet gains a rudimentary pair of wings, granting it the ability to fly at a speed of 20 feet with poor maneuverability. A poppet can gain this augmentation a second time to increase its fly speed to 30 feet and gain Hover as a bonus feat. A poppet must have the Acrobatic feat before gaining this augmentation. **Requirements:** *fly*, *minor creation*; **Cost:** +400 gp.

**Swimming Poppet (Price +400 gp):** The poppet bears fins, flippers, or other accessories to assist with swimming. It gains a swim speed of 20 feet. A poppet must have the Athletic feat before gaining this augmentation. **Requirements:** *minor creation*, *water breathing*; **Cost:** +200 gp.

**Small Poppets**

Small poppets are more durable but more expensive than typical poppets. They can also gain augmentations, but the extra material required doubles an augmentation’s cost.

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**Poppet, Small**

Small poppets require quality pieces of wood or wicker worth 100 gp.

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**FEATS**

The following new feats are useful for characters who want to craft poppets or forge a closer magical connection with one.

**Craft Poppet (Item Creation)**

Some construct builders learn their art by creating poppets. **Prerequisite:** Caster level 1st.

**Benefit:** You can craft poppets and add augmentations to existing poppets that you control. You are treated as having both Craft Arms and Armor and Craft Wondrous Item for the purpose of fulfilling the prerequisites for Craft Construct.

**Poppet Familiar**

You may select a poppet as your familiar. **Prerequisites:** Ability to acquire a new familiar, caster level 3rd.

**Benefit:** You can choose a standard Tiny poppet that you control as your familiar. This poppet cannot have any existing augmentations. You absorb the poppet’s token harmlessly into your body, making it impossible for you to transfer control of the poppet thereafter. A poppet familiar uses the rules for regular familiars, with the following exceptions: its type does not change, and it does not gain the ability to speak with others of its kind. The poppet’s Wisdom score increases to match its Intelligence score and it can speak and understand one language chosen by you at the time you select the poppet as your familiar. A poppet familiar has Craft, Perception, Profession, and Stealth as class skills. A poppet familiar cannot receive augmentations from crafting, but its connection to you allows it to spontaneously generate augmentations of your choice as you increase in level.

If your caster level is 7th or higher, your poppet familiar either becomes Small in size or gains two augmentations of your choice. You do not need to meet the requirements (or pay the construction cost) to craft these augmentations. At caster level 7th, and every 2 caster levels thereafter, your poppet familiar gains an additional augmentation of your choice.

If your caster level is 7th or higher, your poppet familiar gains the ability to generate spray of splinters as a breath weapon that deals 1d6 points of piercing damage in a 15-foot cone. At caster level 9th and every 2 caster levels thereafter, the damage increases by 1d6 (to a maximum of 7d6 at 19th level). A poppet can use this breath weapon three times per day.

If your poppet familiar is lost or destroyed, you can replace it with another standard Tiny poppet that you control by undertaking a ritual that takes 8 hours to complete. If your previous poppet familiar was Small or had gained augmentations, you can choose different augmentations for your new poppet familiar.
Pathfinder Player Companion: Blood of the Sea explores the mystical paths and strange abilities of seaborne adventurers—and those who hunt them. Discover the secrets of aquatic elves, gillmen, merfolk, tritons, and more. New magic items aid aquatic characters in adventuring on land and take land-dwelling characters into the mysterious deep, while new spells grant mastery over the waters. A host of other new archetypes, feats, and more allow characters of all types to infuse themselves with the power of the sea. Dive into Blood of the Sea and discover oceans of possibility!

WOULD YOU LIKE TO KNOW MORE?
Pathfinder Player Companion: Adventurer’s Armory 2 is far from the only source of new gear with which to customize characters of every sort. Check out these great equipment-heavy publications for even more exciting options, available at bookstores and game stores everywhere, and online at paizo.com!

Next Month!
Pathfinder Player Companion: Armor Master’s Handbook provides new tools, tips, and tricks for any character that wears armor to make the most of her protective gear, the key to survival in any campaign.

No character is complete without gear from the exhaustive hardcover, Pathfinder RPG Ultimate Equipment. With nearly 400 pages of equipment both mundane and magical, this book is a must for any player or GM.

Learn to unlock the full potential of all your character’s many weapons, from simple daggers and slings to legendary magical artifacts, with Pathfinder Player Companion: Weapon Master’s Handbook!

Pathfinder Player Companion: Tome of Horrors Complete offers hordes of horrible monsters ready to devour your characters and consume your game sessions. The Tome of Horrors Complete has been a mainstay of horror-themed games since 2001, providing the lair, lairs, and hordes of horrible monsters to fill any 5th Edition campaign.

Pathfinder Player Companion: Master’s Handbook provides new tools, tips, and tricks for any character that wears armor to make the most of her protective gear, the key to survival in any campaign.
The following lists compile the information for all the new armor and weapons presented in the Implements of War section beginning on page 6.

### Weapons

#### Simple Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lantern staff</td>
<td>15 gp</td>
<td>1d4</td>
<td>1d6</td>
<td></td>
<td>+2</td>
<td>9 lbs</td>
<td>B</td>
<td>See text</td>
</tr>
</tbody>
</table>

#### Exotic Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chain coat</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hornbow, orc</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flask thrower</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged Weapons</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### One-Handed Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiral rapier</td>
<td>20 gp</td>
<td>1d6</td>
<td>1d8</td>
<td>+2</td>
<td>4 lbs</td>
<td>S</td>
<td>Distancing, see text</td>
<td></td>
</tr>
</tbody>
</table>

#### Two-Handed Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle ladder, gnome</td>
<td>20 gp</td>
<td>1d10d6</td>
<td>1d6/1d6</td>
<td>+2</td>
<td>8 lbs</td>
<td>S Double, reach, trip, see text</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Armor

<table>
<thead>
<tr>
<th>Armor/Shield</th>
<th>Cost</th>
<th>Armor Bonus</th>
<th>Maximum Bonus</th>
<th>Armor Check Penalty</th>
<th>Spell Failure</th>
<th>Speed</th>
<th>30 ft.</th>
<th>20 ft.</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reinforced tunic</td>
<td>1 gp</td>
<td>+1</td>
<td>+5</td>
<td>0</td>
<td>5%</td>
<td>30 ft.</td>
<td>20 ft.</td>
<td>5 lbs.</td>
<td></td>
</tr>
</tbody>
</table>

### Exotic Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Price</th>
<th>Dmg (S)</th>
<th>Dmg (M)</th>
<th>Critical</th>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemic Al weapons</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Alchemical Remedies

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemic wine</td>
<td>50 gp</td>
<td>1 lb.</td>
<td>20</td>
</tr>
</tbody>
</table>

### Alchemical Tools

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arsonist's bolt</td>
<td>75 gp</td>
<td>1/2 lb.</td>
<td>25</td>
</tr>
<tr>
<td>Chronik</td>
<td>25 gp</td>
<td>1 lb.</td>
<td>20</td>
</tr>
<tr>
<td>Chronik</td>
<td>25 gp</td>
<td>1 lb.</td>
<td>20</td>
</tr>
<tr>
<td>Chronik</td>
<td>100 gp</td>
<td>2/3 lb.</td>
<td>25</td>
</tr>
<tr>
<td>Chronik</td>
<td>100 gp</td>
<td>2/3 lb.</td>
<td>25</td>
</tr>
<tr>
<td>Chronik</td>
<td>400 gp</td>
<td>4 1/2 lb.</td>
<td>25</td>
</tr>
<tr>
<td>Chronik</td>
<td>400 gp</td>
<td>4 1/2 lb.</td>
<td>25</td>
</tr>
<tr>
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<td>400 gp</td>
<td>4 1/2 lb.</td>
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</tr>
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<td>400 gp</td>
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<td>Chronik</td>
<td>400 gp</td>
<td>4 1/2 lb.</td>
<td>25</td>
</tr>
</tbody>
</table>

### Alchemical Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear (acid)</td>
<td>40 gp</td>
<td></td>
<td>25</td>
</tr>
<tr>
<td>Bear (alchemical fire)</td>
<td>50 gp</td>
<td></td>
<td>25</td>
</tr>
<tr>
<td>Bear (liquid fire)</td>
<td>40 gp</td>
<td></td>
<td>25</td>
</tr>
</tbody>
</table>

### Poisons

<table>
<thead>
<tr>
<th>Poison</th>
<th>Type</th>
<th>Aft DC</th>
<th>Dose</th>
<th>Frequency</th>
<th>Effect</th>
<th>Cure</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grinding joint paste</td>
<td>Ingested</td>
<td>55</td>
<td>10 min.</td>
<td>1/40 for 4 min.</td>
<td>1d4 Dis and pain (see text)</td>
<td>1 save</td>
<td>2,500 gp</td>
</tr>
</tbody>
</table>

### Miscellaneous Equipment

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Weight</th>
<th>Craft DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bags</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Belt (gauze)</td>
<td>25 gp</td>
<td>3 lb.</td>
<td></td>
</tr>
<tr>
<td>Belt (gauze)</td>
<td>25 gp</td>
<td>3 lb.</td>
<td></td>
</tr>
<tr>
<td>Belt (gauze)</td>
<td>25 gp</td>
<td>3 lb.</td>
<td></td>
</tr>
<tr>
<td>Belt (gauze)</td>
<td>25 gp</td>
<td>3 lb.</td>
<td></td>
</tr>
</tbody>
</table>

**Note:** These items weigh one-quarter this amount when made for Small characters.
Following in the tradition of the most popular Pathfinder Player Companion of all time, Adventurer’s Armory 2 is a comprehensive guide to equipment of all sorts. Containing a wide array of new adventuring gear, alchemical items, armor, clothing options, magic items, poisons, tools, traps, and weapons to outfit any character, this guide is a welcome addition to any armory. Whether you’re looking to gain the edge in combat or fit in to a social situation, Pathfinder Player Companion: Adventurer’s Armory 2 has you covered!

Inside this book you’ll find:

► New feats, spells, and skill tricks to allow any adventurer to get the most out of the equipment they already own.

► Armor and weapon modifications, allowing smiths or skilled adventurers to customize equipment on the fly to meet specific needs.

► New construct familiars known as poppets—stuffed or wicker dolls crafted to carry out simple tasks at their masters’ bidding.

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

paizo.com/pathfinder