

PATHFINDER

PLAYER COMPANION™



*Heroes of the
Streets*

Urban Conflict Hot Spots

Magnimar

Population: 16,428

One of the largest cities in Varisia and the most widely connected, Magnimar is built atop ruins left over from one of the Inner Sea region's greatest bygone empires, and still occasionally pays the price as strange magic and inhuman beasts stalk the streets.

Kintargo

Population: 11,900

Technically part of Cheliax but isolated from that nation, Kintargo is a city of would-be spies, secret societies, and quiet rebellion, only recently coming under the covetous eye of House Thrune.

Azir

Population: 72,370

Azir is a city on the rise, booming from lucrative new trade opportunities and internal innovation, but the capital of Rahadoum is also a hotbed of seditious cults who battle the nation's atheistic Pure Legion.

Urgir

Population: 28,700

Built within a conquered dwarven Sky Citadel, Urgir is unique as a relatively safe place—in theory—for orcs and non-orcs to trade in large numbers. It also holds the Inner Sea region's only publicly known open passage to the Darklands.

Isarn

Population: 42,700

Once a marvel of civilization whose facades were built by the finest architects in Avistan, the scabrous streets of Galt's capital city now reek of blood. The people live in fear of riots, scheming senators, and judgments delivered by the Gray Gardeners—Galt's vigilante executioners.

Oppara

Population: 109,280

Taldor's capital dates back to before Aroden ascended as a god, and sees itself as the font of civilization from which all of Avistan drank. But now, poverty, mismanagement, and selfish nobles have allowed the city to crumble and crime to run rampant.

Absalom

Population: 303,900

Criminal syndicates, trade barons, and scheming politicos dominate Absalom's towering spires, and dozens of motley gangs battle through the metropolis's back alleys as everyone conspires in an endless shadow war for control of the City at the Center of the World.

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On the Cover



The rabble-rousing Jirelle and Lem lead a group of disgruntled citizens against an oppressive city government in this stirring cover by Kiki Moch Rizky.



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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.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 4</i>	B4
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM

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For Your Character

Focus Characters

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

Bards

From underworld syndicates to aristocratic feasts, bards can make themselves at home in any corner of urban society. Several new spells help a bard accomplish goals both overt and covert, while the busker archetype (page 26) suits those who rely more on trickery than charm.

Investigators

Mysteries abound and scoundrels lurk in any large metropolis. The lamplighter archetype (page 17) grants investigators the power to shine literal light on the city's darkest shadows, while town guards and city defenders can serve as either useful clients to call upon the investigator's services or corrupt antagonists to overcome.

Rogues

As perhaps the quintessential urban class, rogues effortlessly blend into the background hum of the city. Subterfuge-focused gear, new rogue tricks, and duplicitous magic items all help rogues finish the next job, while the dark lurker archetype (page 26) emphasizes rogues' gift for vanishing into the city's long shadows.

Shamans

Though oft thought of as servants of isolated peoples, ancient traditions, and frontier cultures, shamans emerge wherever the spirits speak to them, and spirits crowd ancient tenements and neglected parks as surely as they do lost barrows and forest glades. The new slums shaman spirit (page 21) helps shamans hear the urban landscape's own whispers, and a bevy of new spells help them survive a city's dangers.

For Every Character

Certain game elements transcend the particulars of a character's race or class. While everything in this book is designed to work with characters who are focused on urban environments, the following elements detailed here work equally well for all Pathfinder RPG characters, regardless of class, motivation, or background.

Feats and Traits

The feats presented in this book help characters find their way in a complicated city landscape. Whether your character is a Throat Slicer (page 29) dealing a bloody end to her enemies or the sheltered child of a cloistered upbringing (page 5), the options presented herein will help customize characters to feel distinctly urban.

New Magic

The city presents certain challenges, from finding your way through the artificial maze of streets, to finding the coin to pay for goods and services, to battling unique opponents—both humanoid and far worse. Sprinkled throughout this book are new magic items (pages 14–15) and new spells (pages 22–23 and 30–31) designed to help characters overcome urban threats. Additionally, new options on pages 20–21 help those classes whose magic might normally be deemed a bit provincial feel a little more at home in the city.

Subdomains

Where there are people, there are worshipers, and the throngs in every city have their own spiritual needs. Big cities host countless faiths and sects—often ones with

Questions to Ask Your GM

Asking your Game Master the following questions can help you and your character get the most out of *Pathfinder Player Companion: Heroes of the Street*.

1 How focused will the campaign be on city adventures? Will it be an urban campaign, like the Hell's Rebels Adventure Path, or will large cities play only a small role?

2 Will we have access to any hybrid classes expanded on in this book, such as the bloodrager, hunter, or skald from the *Pathfinder RPG Advanced Class Guide*?

3 What role will the local authorities play? Will the PCs work with or for the established law enforcement in the city, or will they operate against it?

diametrically opposed dogmas—in close proximity, making the battle for mortal souls a constant struggle among the spires and alleys. Many divine classes can make use of the nine new subdomains (pages 18–19) that expand on important aspects of urban life and spirituality.

Tools and Equipment

Not every problem requires a violent solution, and in the city a bit of knowledge will get you further than a wicked knife. The new equipment in this book (pages 12–13) provides new approaches to problem solving, from helpful guidebooks to espionage supplies. With the right gear at your disposal, you may never even need to lift a sword.

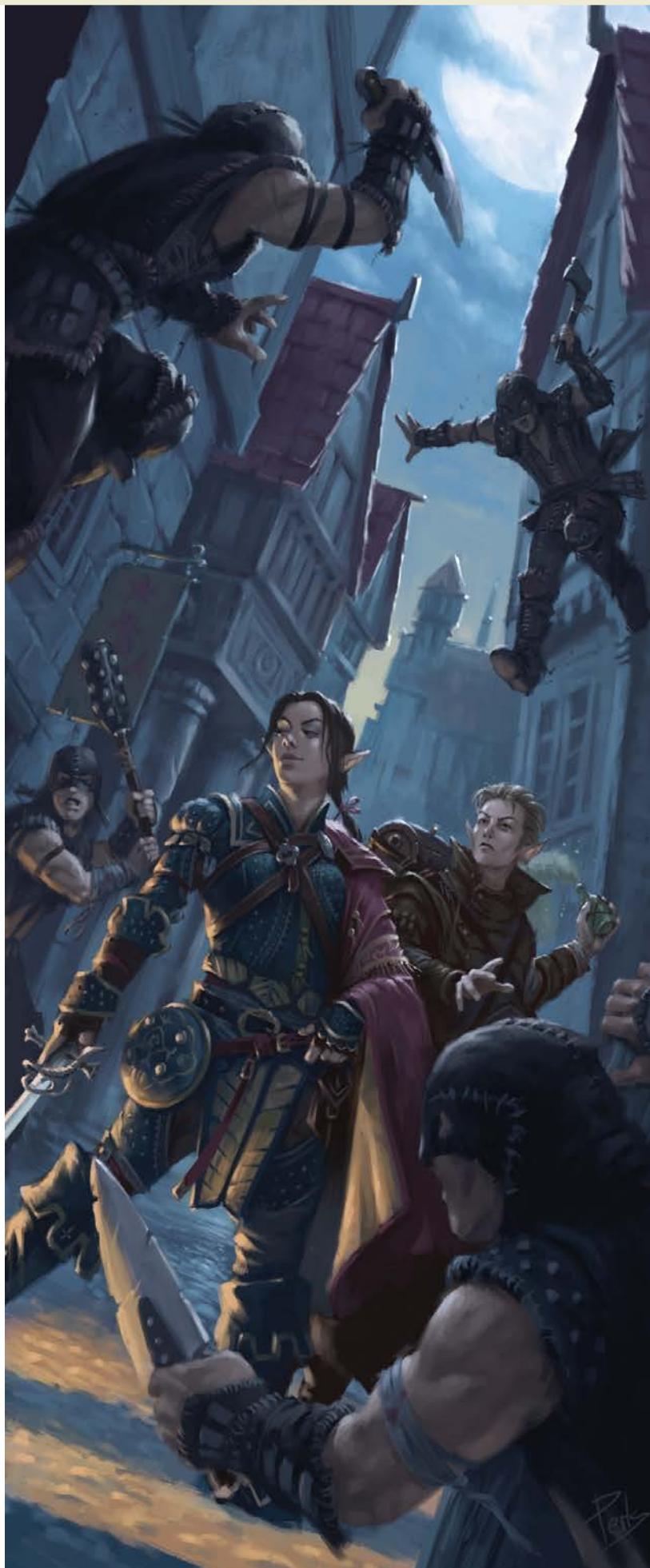
DID YOU KNOW?

The Inner Sea region's largest city, Absalom, covers over 17 square miles and has a population of over 300,000 people, making the metropolis roughly as large as 17th-century London or Paris, or as big as Rome during the twilight days of its empire (and larger than Rome would be until after the 19th century).

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The following new rules options are located on the indicated pages, alongside several general feats and other options.

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Introduction



The city is an endless source of adventures, be they fast-paced chases, high-stakes mysteries, or complex webs of political intrigue. Cities are the beating hearts of most civilizations, where at times all trouble and opportunity seem to congregate. Countless potential allies can be found among the dense populaces of large urban areas, as can countless villains and possible victims. Heroic deeds performed so close to the halls of true power and governmental authority can quickly vault characters to great prominence.

Most heroes of the streets come from the city, but some hail from the wilderness or the edges of civilization. Newcomers may be uniquely prepared to address the problems of urban society in new ways, even as they tackle the unfamiliar rules of city living. At the same time, the access to markets and shops, secure lodging, and other amenities available in cities are obvious benefits of urban adventures when compared to wilderness travel.

This book offers resources and advice for adventuring in and around the city, whether it be one of the many orderly trade cities of the Inner Sea coast, the revitalized ruins of Urgir, or the chaotic assemblage that is the outlaw refuge of Kaer Maga. But what do these wildly disparate settlements have in common? All cities share some key features.

Cities Are Busy: Cities are extraordinary concentrations of people; as a result, there are more opportunities than one adventurer could ever hope to exhaust. Everyone in a city has an agenda, and each agenda is likely to run afoul

of another in ways either subtle or violent. Most cities have governments, criminal elements, and large businesses, each trying to exploit the others for its own selfish or idealistic ends, and ready to ally with adventurers who have compatible interests. Any circumstance might present a chance for adventure, whether it be someone in trouble who seeks to hire muscle, an investigation that needs an outsider's perspective, or a villain's scheme that must be stopped.

Cities Connect the World: Cities exist throughout the Inner Sea region and beyond. From frigid Kalsgard in the northern Lands of the Linnorm Kings to balmy Mzali deep in the southern Mwangi Expanse, from Kintargo in the western end of Cheliax to the eastern markets of Katheer in Qadira, heroes of the streets can come from virtually any nation. The trade routes that connect these areas ensure that an adventurer can cross much of the world while always operating from major cities, if desired. Most cities are home to numerous immigrants, travelers, and locals descended from immigrants and travelers, many of whom are happy to help similar newcomers get established in the city.

Cities Are Centers of Trade: Cities often accumulate sizable populations when traders and workers come to seek bigger markets, which draws larger businesses and attracts even more people in turn. Such markets provide ready buyers for plundered treasures, sellers for expensive and specialized goods and magic items, artisans who can do custom work, and skilled hirelings.

Cities Are Troves of Information: Even adventurers who rarely visit cities find them useful as sources of learning, training, and rumors. Tavern gossip and libraries often provide heroes with secrets and news relevant to their goals. Wizards, magi, alchemists, and investigators thrive on the access to new magic for their books, while trainers can instruct most martial classes.

City Origins

Heroes of the streets can come from a wide variety of backgrounds, each of which might represent a support network your character currently enjoys, or experience that has proven formative. Each of the example backgrounds below includes a regional trait appropriate to that origin.

Born into the Church

As a child, you were given to a religious order by your family, either to save you from poverty or to serve your community's religious ideals.

Cloistered Upbringing (Any City): Growing up among acolytes or monks, you were exposed to their supernatural power. You gain a +1 trait bonus on saving throws against the supernatural effects of channeled energy or abilities powered by ki, and regain 1 additional hit point when healed by supernatural effects.

Business

You hail from a family of respectable business owners or workers. You maintain a connection to commerce by seeking out trade opportunities in your travels. Alternatively, you left business behind because you found it boring or because you saw adventuring as a way to attain much more wealth than is possible with a craft or trade.

Diligence (Any City): You grew up helping with a family business or were mentored by an expert in some craft or profession, who taught you diligence. Select one specific Craft or Profession skill. You can take 20 with that skill in half the amount of time normally required to take 20.

Foundling

Your birth is a mystery, as you were abandoned at a young age to strangers or an orphanage. You might have found a mentor, but more likely grew up with little guidance or support. Foundlings commonly have the Adopted social trait.

Lost Origins (Any City): You are disconnected from your heritage and do what you can to learn more about where your family is or where your people came from. Knowledge (local) is always a class skill for you, and you can always take 10 on Knowledge (local) checks, even when stress or distractions would normally prevent you from doing so.

Immigrant

Your family came to a big city to find new opportunities unavailable in your former home. You have worked hard to overcome the culture shock of new laws, customs, prejudices, and slang common in your new environment.

Cultivated (Any City): You grew up speaking multiple languages. You learn one additional language. Additionally, when attempting a Diplomacy check to gather information using this language, you can do so in $1d6 \times 10$ minutes, rather than the normal $1d4$ hours.

Privileged

You were born into a group that is respected by the people of your hometown, and enjoyed the benefit of the doubt in nearly all your dealings. You may have used this trust to help make your home a better place, or you may have taken advantage of it to perform crimes while maintaining an appearance of innocence.

Good Folk (Any City): People's faith in you tends to run deeper than their trust of others. You gain a +2 bonus on Charisma checks and Charisma-based skill checks with creatures that have a friendly or helpful attitude towards you.

Rags to Riches

Luck carried you from poverty into wealth in your youth. Perhaps you were a starving orphan when you met and charmed a good-hearted noble, who adopted you. Or maybe you were simply a hard worker whose earnestness inspired others to support your family's business until it flourished.

Charmed Innocent (Any City): Your apparent good nature or playful charm makes nonevil creatures want to like you. Once per day, before you roll any Charisma check or Charisma-based skill check against a nonevil creature, you can roll twice and take the better result.

Raised Outside the Law

You grew up around people who constantly had to hide their activities from rivals and the authorities. These were likely criminals or spies, but could also be good folk whose innocuous activities were outlawed by an uncompromising government. You never knew whom you could trust or what personal detail would give you away to your pursuers. You might take to the life of a spy or revolutionary as easily as that of a traditional adventurer.

Cunning Liar (Any City): You were forced into hiding or willingly went on the run at a young age, and learned to reading others' interests to inform your lies. You can use your Intelligence or Wisdom modifier in place of your Charisma modifier on Bluff checks.

Runaway

In your youth, you ran away from home. It might have been an unsafe place for you. Alternatively, you might have simply wished to have your own adventures unimpeded by your family, though you keep in touch to let them know you are safe.

Street Wary (Any City): You learned to take care of yourself on the streets and know the warning signs of hostile intent. Sense Motive is always a class skill for you, and you gain a +2 trait bonus on Sense Motive checks to get a hunch.

Welcome to the Metropolis

Below is an incomplete list of the biggest and most famous cities of the Inner Sea region and elsewhere on Golarion. These metropolises—each home to tens or hundreds of thousands—teem with trouble and possibility. Each city features its own government, attractions, and problems for street-level heroes. Even in campaigns not set in any of these cities, players can use this information to form backstories for their characters, who may hail from a major metropolis or plan to visit one or more great cities.

Absalom

Population: 303,900

Legendary Absalom is the site of the *Starstone*, a gem raised from the depths by Aroden and the means by which Cayden Cailean, Iomedae, and Norgorber ascended to godhood.



The city is known across the world as the busiest, most cosmopolitan trade center in the Inner Sea region. It is also believed to be impervious to conquest. Absalom's defenses include a dizzying number of mages, an aquatic cavalry of hippocampus riders, a dangerous maze of shipwrecks ringing the harbor, and the inherent hazards of invading its island location. Absalom has been targeted by dozens of would-be conquerors in its long history, many of whom have left behind dangerous—and now monster-infested—siege castles in the area surrounding the city. The webs of intrigue hang particularly thick over Absalom, as control of the city is a step toward control of the Inner Sea.

Almas

Population: 76,600

Almas is the seat of government for democratic Andoran, famous throughout the Inner Sea for the civil freedoms it grants to all. The city is also home to the Eagle Knights, an organization lauded in some circles and hated in others for its interference with regional slave trade. Because of the large and routinely changing assembly responsible for controlling Andoran's civil and military policy, Almas is a hotbed of political machinations and spy activity. Thanks to its university and merchants, Almas is also a thriving center of learning and trade in valuable antiquities.

Daggermark

Population: 27,460

Daggermark is the largest and most powerful of the turbulent River Kingdoms. It is notorious for its guilds of assassins and poisoners, who quickly eliminate threats to the stability of the city; their influence, more so than the self-proclaimed ruler Lord Livondar, keeps the anarchic city functional.

Goka

Population: 300,450

Situated on the only break in the mountain range known as the Wall of Heaven, Goka is a massive and wealthy city-state on the west coast of Tian Xia. It commands much of the ocean-growing trade between that continent and the Inner Sea region, and is famous for its gambling establishments as well as for combat spectacles such as the Ruby Phoenix Tournament. The city is beset by criminal organizations (who quite literally operate underground) and dangerous outlawed cults.

Highhelm

Population: 39,917

One of the most fortified cities on Golarion, Highhelm is the sole known dwarven metropolis on the surface of the planet. The sky is visible only from the outer parts of the settlement, however; the city center is in a vast cavern

carved within a mountain peak. Highhelm is respected by all dwarves as the center of their race's culture, and is one of the primary sites for dwarves to trade with non-dwarves.

Iadara

Population: 56,340

The capital of the elven nation of Kyonin, Iadara is unique among the cities of Golarion as a metropolis of elves. Although Iadara is among the greatest places to learn arcane magic, swordplay, and archery, few non-elves are permitted to enter the well-defended city. Those allowed in discover civility and wonders, but find their movements tightly regulated and closely watched. Since the arrival of Treerazer in the region, the city's primary threat has been demonic forces.

Isarn

Population: 42,700

Isarn is a once-beautiful city now soaked in the blood of the never-ending Red Revolution that has swept Galt since 4667 AR. It's home to the elected Revolutionary Council, although the senators' power is a wavering thing. Numerous foreign agents try to goad or trick the chaotic government into acting in their own countries' interests, but trouble is more often caused by desperate denizens falsely accusing each other of undermining the council to protect themselves or hurt their rivals.

Kasai

Population: 164,200

Kasai is the capital of Minkai in Tian Xia. The city's location near the route across the Crown of the World makes it a focus of trade between Tian Xia and Avistan. It is a deeply regimented city with a strict social hierarchy for its inhabitants. Across the river from the main city are unofficial districts, one of which is effectively controlled by the yakuza, organized criminals who maintain a level of law and order in their domain—except against rivals or lucrative marks for extortion or theft.

Katapesh

Population: 212,300

Katapesh is one of Absalom's chief rivals for trade. Famous for its strange rulers—the hidden Pactmasters—it imposes fewer trade restrictions than Absalom, ultimately attracting both legitimate merchants and more dangerous and unsavory clientele. Anything is for sale in Katapesh, from lost treasures to human lives. Visitors find the city rowdy, and its Zephyr Guards rarely concern themselves with brawls, but punish anyone caught stealing in the City of Trade with swift death or dismemberment.

Mzali

Population: 36,900

Mzali is the capital of a powerful city-state in the Mwangi Expanse. It is an uncompromising bastion against the imperialism of Chelaxians and other foreigners who seek

to conquer and exploit the Mwangi Expanse. For the last century, the cult of the undead child-god Walkena has forbidden all trade with other countries, at once inspiring a cultural renaissance and limiting the city's economy. Mzali wars on and off with settlers, but seeks to eventually reclaim the Expanse as a whole.

Oppara

Population: 109,280

Oppara, known as the Gilded City, is the decadent capital of Taldor. It is famous throughout the Inner Sea region for its beautiful architecture and its self-aggrandizing, backstabbing nobility. Oppara acts as home to Taldor's considerable military leadership and is the hub of the nation's sea trade. The most famous of its defenders are the Lion Blades, elite swashbuckling spies who seek out and eliminate threats to the throne by any means necessary.

Port Peril

Population: 43,270

Port Peril is a great pirate port controlled by a confederacy of greedy and dangerous outlaws known as the Free Captains and ruled by Captain Kerdak Bonefist, the Hurricane King. Port Peril is aptly named; only Free Captains and those who have sworn loyalty to them can expect some measure of protection from crime in the city. Any ship flying the flag of another nation risks all by sailing here. The city is constantly threatened by forces of law from northern nations, unaligned pirates, and supernatural storms spun off from the Eye of Abendego.

Quantum

Population: 60,000

Quantum is the capital of the magocracy of Nex. Its rulers are among the most accomplished spellcasters on Golarion. Exceptionally cosmopolitan, Quantum hosts travelers not only from across Golarion but from across the Great Beyond as well, all seeking its magical lore. It is the best place on Golarion to find most magical components, enchanted items, and arcane spellcasting services. The city is often threatened by its own formidable magic, as reckless mages lose control of their experiments or scheme to use their power for ruthlessly selfish ends. The city has proven nearly unassailable except to extraordinarily potent spells.

Westcrown

Population: 114,700

The former capital of Cheliax, Westcrown has been slowly wasting away since the death of Aroden and the Chelish Civil War, a process that has accelerated since House Thrune moved the Chelish government to Egorian. Though parts of the city are in ruins, Westcrown's location keeps it a major trade port. Its nobility has only a tenuous hold on the streets, and criminal elements have built strongholds and control the legendary Dusk Market, a roving bazaar where many kinds of illegal goods are bought and sold.

Life in the Big City

Although no race has one single unified experience of city life, populations of different races in urban areas often encounter different cultural problems and opportunities. Each entry below describes how a race most commonly experiences city life and lists an alternate racial trait (see *Pathfinder RPG Advanced Race Guide* 8) useful for city-dwelling members of that race.

Dwarves

Dwarves generally see their own cities as strong and safe places, readily defended from invasion and offering a well-established social position for each citizen. Those dwarves who do not appreciate the role assigned to them, however, find themselves constantly questioned and challenged for violating the traditional hierarchies. As a result, unconventional dwarves often seek to find a place to belong in the cities of other races or in a life of adventure where achievements more easily trump expectations.

Many dwarves are shocked by the chaos and disrespect for authority seen in the cities of other races. When adventure takes them to aboveground cities, dwarves usually gravitate toward alliances with lawful organizations such as honorable city guards or the Prophets of Kalistrade. Human crowds are taller than even the tallest dwarves, who often find human cities confusingly ill-planned and surprisingly unsafe. Dwarves who settle in cities controlled by other races are often assumed to be master crafters with an ironclad work ethic. Many dwarven families take this role not out of a racial tendency for such hard work, but because it is a position in which others easily accept them.

Industrious Urbanite: Dwarves who have adapted to the expectations of their host cities make double the normal progress on Craft checks to create nonmagical items and gain a +4 bonus on Profession checks to earn money. This racial trait replaces *hatred*.

Elves

The few elf cities are beautiful affairs of sculpted crystal, ancient trees, living stone, and babbling brooks, all decorated and protected by illusions and living plants. The citizens of elf metropolises are known for their civility, knowledge, and poise. However, they are also notorious for their lack of interest in the concerns and contributions of non-elves. It is because of impressive but haughty city-dwellers in Iadara that many unflattering stereotypes about elves have proliferated around the Inner Sea region.

Coming from cities of relatively sparse and tranquil population, most elves find human city-dwellers to be refreshingly vibrant, if overly obsessed with wealth and status. However, they find most human cities desolate and ugly in design due to little greenery and relatively crude and mundane construction techniques.

Illustrious Urbanite: City elves have a remarkable ability to combine magic harmoniously with their surroundings. They gain Spell Focus with conjuration, illusion, or transmutation spells as a bonus feat. When casting spells of this school, the elves can choose to have the spell leave undamaged any building or structure that would normally be affected. This racial trait replaces *keen senses*.

Gnomes

Gnomes value urban life for its novelty. They love how a city's cosmopolitan amenities allow them to focus on experiencing new cultures, foods, and activities without spending as much time finding basic amenities. However, gnomes hate and fear the routines that can settle on a permanent resident because such habits can hasten the dreaded Bleaching. As a result, most gnomes avoid staying in the same metropolis for a long time, preferring to routinely migrate from city to city (or at least from neighborhood to neighborhood in larger cities).

Although gnomes appreciate having their own cities (such as Brastlewerk in Cheliax) to foster their culture and raise their children, they usually live in their own parts of human or elf urban centers. Gnomes thrill at exploring new cities. They can be gregarious conversationalists, but more private travelers usually find them nosy and annoying.

Student of the City: Gnomes of the city learn all they can from newcomers and tend to make contacts in all quarters. They gain a +2 racial bonus on Knowledge (local) checks, and can use that skill to gather information in place of Diplomacy. This racial trait replaces *obsessive*.

Half-Elves

The majority of half-elves dwell in human cities where they are often regarded as a curiosity (generally an appealing, eerie, or exotic one) and kept at arm's length. Some half-elves thrive on their own strangeness, using their outsider's perspective to observe society's flaws and forge their own path as revolutionaries. Some avoid the expectations of daily city life by becoming adventurers, seeking fortune elsewhere whenever a city proves inhospitable.

Inspire Imitation: Whenever a half-elf succeeds at a skill check, she can inspire imitators as a swift action. Any ally within 30 feet who witnesses the successful check and attempts the same check within the next minute gains a +2 bonus on the check as if from the aid another action. This racial trait replaces *skilled*.

Half-Orcs

Half-orcs are most common in the Hold of Belkzen and nearby human-dominated regions. Urgir, the unofficial capital of Belkzen, features a large half-orc population

drawn to it by the chance for trade and strategic leadership. Outside of orc lands, half-orcs are regarded with fear and distrust by most city-dwellers, who have generally only heard of orcs as dangerous brigands or violent monsters. As a result, many opportunities are harder for them to access; people who think of them as brutes are not quick to hire them for tasks that require care or thought.

Tenacious: City-dwelling half-orcs must often be tenacious to get by. Once per day if a half-orc fails a Fortitude save, Will save, or Constitution check, he can reroll the save or check. The half-orc must take the second result, even if it is worse. This racial trait replaces orc ferocity.

Halflings

Halflings have little in the way of their own settlements, instead taking up residence in human cities. In the cities of Cheliax and its current and former holdings, halflings form a subordinate underclass. Halflings in the cities of Andoran and other human-dominated nations, on the other hand, mix more freely with the general populace.

Halflings usually take full advantage of their small size to avoid unwanted attention and slip through packed city crowds, but while embracing their own invisibility they often find urban amenities challenging to navigate. Halflings must find stools, ladders, and other implements to access places and items intended for those twice their height. Despite their smaller size, halflings are rarely injured underfoot because they are agile and keenly aware of their surroundings. Most city-dwellers see enough halflings to know that seeming gaps in crowds are usually occupied by one of the short folk.

Underfoot Dodger: City-dwelling halflings do not treat crowd squares as difficult terrain and they gain a +5 bonus on Acrobatics checks to move through the spaces of larger foes. This racial trait replaces fearless and weapon familiarity.

Humans

Humans make up the majority of most cities in the Inner Sea region. Incredibly diverse, humans work as administrators, artisans, defenders, laborers, merchants, stewards, and rulers. As a result, they experience the city streets from every angle.

Compared to residents of rural areas, humans from urban centers tend to be more open-minded and aware of cultural shifts, political uprisings, and technological innovations. In most human nations (particularly wealthy ones such as Absalom and Andoran), city-dwellers have better access to education and training. Due to their more varied neighbors, they generally know more about other races and cultures than

their rural fellows. Although few city residents are skilled at wilderness survival, most have witnessed disease and are more resistant to it as a result. Country folk often note, fairly or not, how busy urbanites are and how fixated they are on making money.

One of the Multitude: City-dwelling humans are skilled at blending in with the busy multitudes of the city. They gain a +1 racial bonus on Bluff, Diplomacy, Disguise, Sleight of Hand, and Stealth checks when within 10 feet of at least two other humanoids. They gain a +1 racial bonus on attacks of opportunity made while flanking. This racial trait replaces skilled.

Other Races

Countless other races on Golarion flock to city life, either their own settlements or finding niches within others cultures to call their own. Aasimars and tieflings both appear more commonly in metropolitan settings, both because Golarion's dense urban centers tend to be the center for angel or devil worship and because jaded city-dwellers are less likely to run them out of town or pester them for blessings. Many changelings flee to urban environs to escape the haunting songs that call them into the wild places each night. Fetchlings are city-dwellers by nature, hailing almost exclusively from Absalom's Shadow Plane counterpart.

Geniekin—ifrits, oreads, sulis, sylphs, and undines—are all common slave stock in Katapesh and Qadira, making them familiar with the worst aspects of urban life even if their natural inclinations pull them into more remote settings. Ratfolk and tengu are perhaps the most iconic of urban races, both dwelling largely in and around other humanoid cities, and often learning to navigate the cracks and shadows of settled life better than whatever host race originally built their homes. Both races often live alongside humans without being seen or noticed.

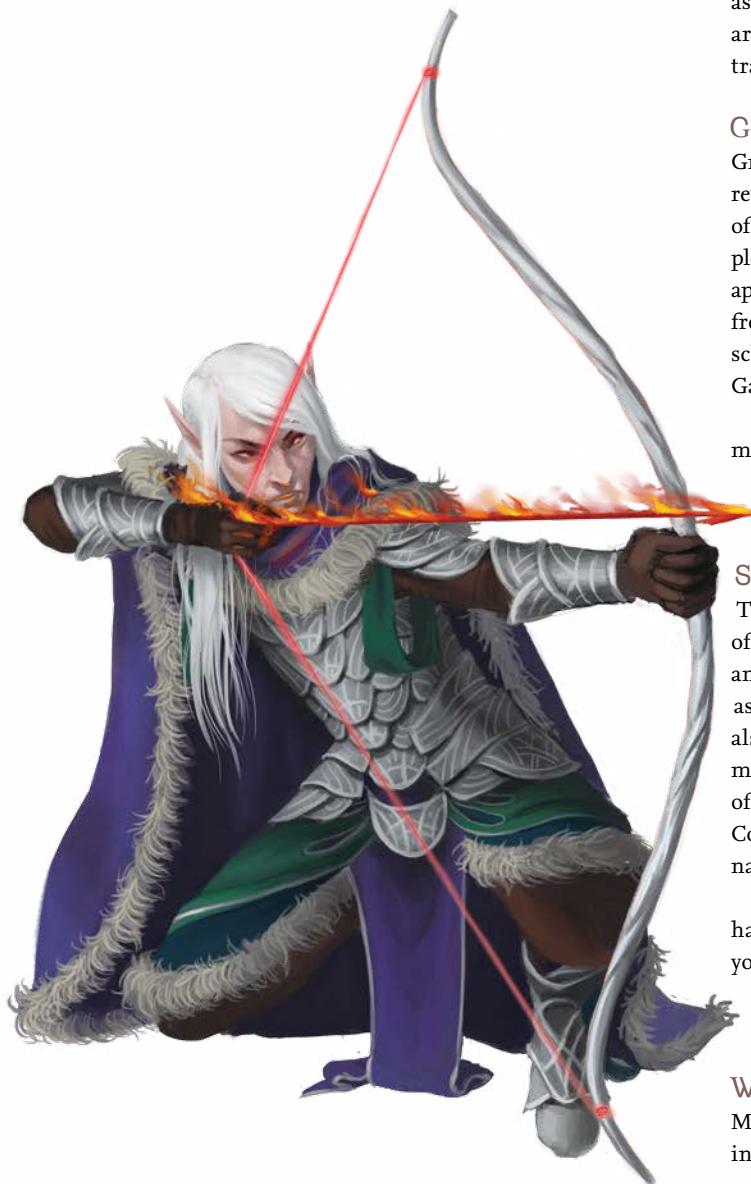
These minority races often find city life more comfortable and accepting than rural life, and safer and more convenient than founding their own tiny, struggling communities. In such complicated societies, they rarely have trouble finding a niche, whether eagerly serving the masses on a busy market street or catering to their own kind in tight-knit, hidden neighborhoods. Golarion's great cities often host more diverse and wondrous communities than even their oldest residents realize.



The City Walls

City defenders might be called a militia, an army, or the city guard depending on the local terminology, but they generally share duties related to preserving their cities against external threats. Often distinct from the city watch in metropolises, city defenders are responsible for slaying monsters and defeating military forces approaching the city as well as stopping ingress by spies and smugglers.

City defenders often hire adventurers to investigate potential threats that they lack sufficient personnel or political will to investigate directly. In smaller cities or more peaceful regions where city defenders are only rarely needed in large numbers, sudden threats to the city (such as powerful monsters moving into the area) typically result in the hiring of mercenaries, adventurers, and civilian militias to supplement defenders (at least temporarily).



Even in peacetime, many cities must deal with occasional skirmishes and raids by organized brigands or rival nations. Areas ranging from Sargava to the Varisian coast must often organize troops to clear trade routes or retrieve assets stolen by raiders. In Numeria, giants and stray automatons sometimes prey on even large settlements. In areas of constant conflict, such as the borders of Belkzen and the Worldwound, city defenders must be vigilant for enemy troop movements, so they frequently send squads on reconnaissance missions. Particularly daring heroes of the streets might be asked to neutralize enemy leaders or to help as specialists before or during a siege.

City Defenders

Below are several groups of city defenders. Each entry includes a social trait appropriate for adventurers associated with that group. Following those are two archetypes appropriate for characters who have been trained to act as city defenders.

Gralton Citizen's Directorate

Gralton is a River Kingdom peopled by expatriates from revolutionary Galt. The city government established this official organization to uncover Galtan secret agents plotting dangerous political intrigues. The people appreciate the work done by Directorate operatives but frequently seek to lure them into helping with one secret scheme or another to reclaim something lost in Galt (or Galt itself).

Vigilant Spycatcher (Social): Paranoid parents or a military trainer taught you to keep vigilant for spies. If you roll less than 10 on Perception checks to see through disguises, determine your result as if you had rolled 10.

Sable Company Mercenaries

The Sable Company protects in the southern Varisian city of Korvosa from threats that include pirates, smugglers, and Shoanti raiders. The company famously prefers aerial assaults and reconnaissance upon hippogriff mounts, but also employs infiltration tactics. Although the city has a monarch, the Sable Company answers to the seneschal of Castle Korvosa. Some Korvosans admire the Sable Company, but many are wary, given the complicated nature of the mercenaries' loyalties.

Cutting Condescension (Social): The Sable Company has taught you to quickly get compliance from those in your way. You gain a +2 trait bonus on Intimidate checks to force a creature to act friendly towards you, and can attempt such checks in half the normal time.

Wave Riders

Members of the sea cavalry of Absalom ride hippocampi into battle against seafaring threats to their island home.

They often train as bombers, raiders, and mounted archers. The citizens of Absalom respect their defenders and know better than to trifle with them.

Seafaring Reputation (Social): The Wave Riders' fame helps you convince seafarers to cooperate. You gain a +1 trait bonus on Diplomacy and Intimidate checks against sailors and residents of Absalom.

Eldritch Archer (Magus Archetype)

The eldritch archer rains magical attacks down on her foes from the city walls.

Class Skills: An eldritch archer gains Perception as a class skill, but does not gain Use Magic Device as a class skill. This ability modifies the magus's class skills.

Arcane Pool (Su): An eldritch archer's choices of weapon special abilities to apply with arcane pool at 5th level include *distance*, *nimble shot*^{UE}, and *returning* but not *dancing*, *keen*, or *vorpal*. This ability modifies the magus's arcane pool.

Ranged Weapon Bond (Ex): At 1st level, an eldritch archer gains a bonded object as per the wizard's arcane bonded object; it must be a ranged weapon, and it can't be used to cast a spell once per day. Holding her bonded item does not prevent the eldritch archer from providing somatic components for her spells.

Ranged Spell Combat (Ex): Instead of a light or one-handed melee weapon, an eldritch archer must use a ranged weapon for spell combat. She doesn't need a free hand for ranged spell combat. The eldritch archer cannot accept an attack penalty to gain a bonus on concentration checks to cast a spell defensively. This ability modifies spell combat.

Ranged Spellstrike (Su): At 2nd level, whenever an eldritch archer casts a spell that calls for a ranged attack, she can deliver the spell through a ranged weapon she wields as part of a ranged attack. Instead of the free ranged attack normally allowed to deliver the spell, an eldritch archer can make one free ranged attack with a ranged weapon (at her highest base attack bonus) as part of casting this spell. The attack does not increase the spell's range.

If the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies each attack; if the spell allows multiple attacks and the eldritch archer can make additional ranged attacks as part of a full-round action with spell combat, one additional ray, missile, or effect from the spell accompanies each subsequent ranged attack the eldritch archer makes in the same round until all attacks allowed by the spell are made. Unused missiles, rays, or effects remaining at the end of the eldritch archer's turn are wasted. This ability alters spellstrike.

Focusing Spellstrike (Su): At 16th level, an eldritch archer can use ranged spellstrike to deliver a cone- or line-shaped spell as a ray, affecting only the creature or object struck. This ability replaces counterstrike.

Magus Arcana

The following magus arcana can be selected by any magus who meets their prerequisites.

Distant Spellstrike (Su): The range of any spell the magus delivers through a ranged weapon attack increases to the maximum range of the weapon if that is greater than the spell's range. The magus must be at least 12th level and must have ranged spellstrike to select this arcana.

Reach Spellstrike (Su): The magus can deliver spells with a range of touch with ranged spellstrike up to a maximum range of close (25 feet + 5 feet per 2 caster levels). The magus must be at least 9th level and must have ranged spellstrike to select this arcana.

Siegebreaker (Fighter Archetype)

The siegebreaker is trained to break through lines of enemy soldiers.

Breaker Rush (Ex): At 1st level, a siegebreaker can attempt bull rush or overrun combat maneuvers without provoking attacks of opportunity. When he performs either combat maneuver, he deals an amount of bludgeoning damage equal to his Strength bonus (minimum 1). If he has Improved Bull Rush or Improved Overrun, the damage dealt by the appropriate maneuver increases by 2 and he adds any enhancement bonus from his armor or shield (though such enhancement bonuses do not stack, if both armor and shield are magic). This ability replaces the feat gained at 1st level.

Armored Vigor (Ex): At 2nd level as a swift action, a siegebreaker can gain 2 temporary hit points that last for 1 minute. He can use this ability a number of times per day equal to 3 + his Constitution modifier (minimum 1 per day), but only while wearing armor. At 6th level and every 4 levels thereafter, the number of temporary hit points the siegebreaker gains increases by 2, to a maximum of 10 at 18th level. This ability replaces bravery.

Breaker Momentum (Ex): At 2nd level, when a siegebreaker successfully bull rushes a foe, he can attempt an overrun combat maneuver check against that foe as a free action. This ability replaces the feat gained at 2nd level.

Persistent Menace (Ex): At 4th level, a siegebreaker must choose either Step Up or Disruptive as his bonus feat, but need not meet the prerequisites.

Disorienting Blow (Ex): At 8th level, as an immediate action, a siegebreaker can distract a foe he just hit with an attack or combat maneuver, imposing a -2 penalty on the foe's attack rolls, caster level checks, or skill checks for 1 round. The foe can negate this penalty with a successful Fortitude save ($DC = 10 + 1/2$ the siegebreaker's fighter level + his Strength modifier). At 14th level, the penalty increases to -4. This ability replaces the bonus feat gained at 8th level.

Masterful Distraction (Ex): At 20th level, a siegebreaker can nauseate a foe he targets with his disorienting blow instead of inflicting a penalty. This ability replaces weapon mastery.

The Marketplace

When not a customer, a hero of the streets might be in the market as a guard for valuable wares, a thief seeking those same wares, or an agent tracking a crook through the stalls.

City Guides

From cataloging the dangers of Daggermark to giving tips on accessing the wonders of Kasai, city guides provide useful information on city laws, local customs, specific city sites, and notable organizations, individuals, or families. Each guide grants a bonus on certain skills that any reader trained in the skill can gain by consulting the guide.

Consulting a guide for information takes 1 minute. The GM attempts a Knowledge (local) check for the guide using its listed modifier against the appropriate DC listed on page 101 of the *Pathfinder RPG Core Rulebook*. If the check is successful, the GM gives the PC a clue or some information about an aspect of the topic in question. If the guide fails the Knowledge check by 4 or less, the book has no relevant information on the area in question. If the guide fails the check by 5 or more, the GM should provide the PC with seemingly true information that is actually inaccurate or dangerous in some way.

Associated Skill: If a PC has ranks in the city guide's associated skill, she can attempt a skill check with that skill against the listed DC each time she consults the guide. If her check succeeds, the guide receives a +2 bonus on its next Knowledge check and the PC simply receives no information should the guide fail its next Knowledge check by 5 or more.

Skill Bonuses: City guides can also grant bonuses on certain skill checks in specific situations even outside the city. A PC with ranks in the associated skill can consult a guide for 1 minute to gain the listed circumstance bonus the next time within 10 minutes she uses the skill for the purpose given in the guide's description. Gaining a new bonus from a guide ends any previous bonus from the guide.

A GRAND TOUR OF ABSALOM

PRICE 1,100 GP

Knowledge (local) +7

ASSOCIATED SKILL Profession (sailor) (DC 15)

Written by a meticulous traveler who visited Absalom from Tian Xia, this guidebook is easiest to procure on that continent.

SKILL BONUSES

- Identify a traveler's nationality or race (Knowledge [local] +2)
- Sail around underwater obstacles (Profession [sailor] +2)

POISON IN THE WATER

PRICE 600 GP

Knowledge (local) +3

ASSOCIATED SKILL Bluff (DC 20)

This guidebook details how to survive and profit in Daggermark.

SKILL BONUSES

- Identify or treat a poison (Heal or Knowledge [nature] +2)
- Scare off someone openly trying to take something by force (Intimidate +2)

RIVER OF INK AND SILK

PRICE 3,500 GP

Knowledge (local) +5

ASSOCIATED SKILL Perform (sing) (DC 25)

This travelogue about the Minkai capital of Kasai was composed by a wandering Ulfen skald who was impressed by the city's grandiose beauty and the fact that its highly formal social structure encompasses even criminals.

SKILL BONUSES

- Recall information about Tian-Min nobility (Knowledge [nobility] +2)
- Recognize members, operations, or signs of a yakuza group (Knowledge [local] +2)

New Equipment

The following items are useful for adventuring in an urban environment.

Item Name	Price	Weight	Craft DC
City map	40 gp	—	20
Cryptography book	100 gp	2 lbs.	25
False-bottomed wagon	375 gp	400 lbs.	20
Fashionable accessories	20 gp	5 lbs.	20
Hollow-heeled boot	10 gp	1 lb.	20
Statue disguise kit	50 gp	8 lbs.	15

CITY MAP

PRICE 40 GP

WEIGHT —

This map aids in navigating a single city. You can consult the map for 1 minute to gain a +2 bonus when attempting a Knowledge (local) check to identify a location in that city (and can attempt checks for DCs above 10 even if untrained) or when attempting a DC 15 Survival check to avoid getting lost in that city.

CRYPTOGRAPHY BOOK

PRICE 100 GP

WEIGHT 2 lbs.

You can consult this book while attempting a Linguistics check to understand or create a coded message; doing so makes the task take 10 times longer than normal but grants you a +2 circumstance bonus on your check. The DC to decipher a message encoded with a cypher you invent is equal to the result of the Linguistics check you roll when creating the cypher. You can instead use one of the dozen example ciphers in the book, in which case the DC to understand the message without the cypher is 25, and any characters attempting to decipher the message do so automatically if they consult a copy of the same book.

FALSE-BOTTOMED WAGON

PRICE 375 GP

WEIGHT 400 lbs.

This wagon has a hollow below its apparent bottom. The hollow is 6 inches deep and has a capacity of 75 cubic feet. The hollow can be noticed during a search of the wagon with a successful DC 20 Perception check. The wagon otherwise resembles a normal medium wagon.

FASHIONABLE ACCESSORIES

PRICE 20 GP
WEIGHT 5 lbs.

These accessories allow a courtier's, entertainer's, or noble's outfit to match the height of style in a particular city for 2d4 months. You gain a +2 circumstance bonus on Diplomacy checks to make requests of denizens of that city while wearing the accessories and an appropriate outfit. The bonus also applies on Bluff and Disguise checks to convince others that you hail from that city.

HOLLOW-HEELED BOOT

PRICE 10 GP
WEIGHT 1 lb.

This boot contains a hollow that grants a +4 bonus on Sleight of Hand checks to conceal items within the boot while wearing it. The hollow can hold up to 8 cubic inches. Putting on or removing the boot is a standard action, as is retrieving or storing an item from the hollow when the boot is in hand. Adding an item to or removing one from the boot while it is worn is a full-round action.

STATUE DISGUISE KIT

PRICE 50 GP
WEIGHT 8 lbs.

This disguise kit includes metallic or stone-colored makeup and cloth that you can apply to appear to be a statue; it grants a +2 bonus only on Disguise checks to resemble metal, stone, or similar materials. You take a -5 penalty on Disguise checks when impersonating an inanimate object. A viewer can attempt a single Perception check opposed by your Disguise check upon viewing you, and an additional check each time a creature interacts with you. This kit is exhausted after 10 uses.

Urban Kits

This section includes several kits of preselected gear for specific urban adventuring purposes. You can use them to equip your character in a hurry or as a shorthand for providing gear for cohorts, followers, and hirelings. The listed price for the kit includes a small discount for purchasing these items as a group. Items in a kit that are used up, destroyed, or lost cost the full price to replace.

Kit Name	Price	Weight
Cat burglar's kit	15 gp	12 lbs.
Out-of-towner's kit	55 gp	1 lb.
Spycatcher's kit	260 gp	7-1/2 lbs.
Spy's kit	140 gp	12-1/2 lbs.
Watchman's kit	3 gp	10 lbs.

CAT BURGLAR'S KIT

PRICE 15 GP
WEIGHT 12 lbs.

This kit includes a glass cutter^{UE}, glue paper^{UE} (5 sheets), a grappling hook, a masterwork backpack^{UE}, and silk rope (50 feet).

OUT-OF-TOWNER'S KIT

PRICE 55 GP
WEIGHT 1 lb.

This bundle is often given to operatives sent to new cities to help them operate as easily as locals. This kit includes a blue book^{UE}, a city map (see above), and fashionable accessories (see above).

SPYCATCHER'S KIT

PRICE 260 GP
WEIGHT 7-1/2 lbs.

This kit includes an antidote kit^{UE}, a cryptography book (see above), litmus strips (5; *Pathfinder Player Companion: Dungeoneer's Handbook* 26), and a portrait book^{UE}.

SPY'S KIT

PRICE 140 GP
WEIGHT 12-1/2 lbs.

This kit includes a book of letters^{UE}, a disguise kit, a hollow-heeled boot (see above), ink (1 vial), an inkpen, paper (10 sheets), a poison pill ring^{UE} (signet ring), sealing wax, simple invisible ink^{UE} (3 vials), and a wrist sheath^{UE}.

WATCHMAN'S KIT

PRICE 3 GP
WEIGHT 10 lbs.

This kit includes a badge (tin brooch worth 5 sp), flint and steel, a shield sconce^{UE}, a signal whistle, and torches (10).



The Magic Shop

Major cities generally have dedicated magic shops, places where the wealthy and ambitious buy and sell objects of eldritch power. Many such establishments are owned by a spellcaster, or else have a friendly relationship with arcane and divine casters who can provide spells and related services. Though most citizens rarely have the means to patronize these stores, they are kept in business by adventurers keen on acquiring magic items, unloading recovered treasure, or gaining expertise regarding an esoteric relic. As something of a luxury service, magic shops are often located within the wealthiest quarters of a city, a widespread practice that does little to ameliorate the common belief that these are places exclusively for the elite of society.

CLOAK OF DAGGERS		PRICE 18,000 GP
SLOT	CL	WEIGHT
shoulders	9th	2 lbs.
AURA moderate abjuration		



This heavy black cloak is trimmed with silver brocade and jingles ever so slightly when disturbed. The wearer of a *cloak of daggers* can draw daggers as a free action as though she possessed the Quick Draw feat; if she already has the Quick Draw feat, drawing a single hidden dagger becomes a free action. Once per day, the wearer can perform a cartwheel as a standard action at any point during a move action, creating a 15-foot cone of daggers that deals an amount of piercing damage equal to the wearer's sneak attack damage (minimum 1d6). A successful Reflex save (DC = 10 + the number of the wearer's sneak attack dice + the wearer's Intelligence modifier) halves the damage. The daggers disappear immediately.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Quick Draw, <i>wreath of blades</i> ^{uc} , creator must possess the sneak attack class ability	9,000 GP

COMBAT SANDALS		PRICE 18,000 GP
SLOT	CL	WEIGHT
feet	9th	3 lbs.
AURA moderate transmutation		

Worked brown leather straps run up the backs and around the soles of this sturdy set of footwear. The wearer of a pair of *combat sandals* can charge through allies' squares without difficulty, and allies adjacent to the wearer don't provide cover to targets the wearer attacks with reach or ranged weapons.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>expeditious retreat</i> , <i>freedom of movement</i> , <i>true strike</i>	9,000 GP

CORNERSTONE CROSSBOW		PRICE 21,335 GP
SLOT	CL	WEIGHT
none	12th	9 lbs.
AURA strong divination		



As a standard action, this *+1 seeking light crossbow* can generate bolts of force that briefly harden to anchor on corners and walls of structures, trailing a line of force that connects the bolt to the crossbow. As a move action, the wielder of the weapon can pull the crossbow to the anchor, swiftly carrying the wielder to the anchor point. The bolt of force has a maximum range of 80 feet, and can anchor only to a structure sturdy enough to support the wielder's weight. If there is not a platform appropriate for the wielder to land on next to the anchor, the wielder must succeed at a Climb check (DC appropriate to climbing the surface the bolt of force is anchored to) or immediately fall. The bolt of force disappears in 1d4 rounds, just after the crossbow is drawn to it (the wielder has time to land), or when the next bolt of force is fired, whichever comes first. The bolts of force deal no damage, and creatures other than the wielder are unaffected by them.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>levitate</i> , <i>true seeing</i>	10,835 GP

DIMINISHING SASH		PRICE 5,000 GP
SLOT	CL	WEIGHT
belt	3rd	1 lb.
AURA faint universal		



At first glance, there is nothing at all unique about this length of woven brown wool; however, in the hands of a spellcaster it can be a devious resource. The wearer of a *diminishing sash* can tear off a piece of the item and use it as a substitute for spell components worth up

to 50 gp. Each piece torn from a *diminishing sash* (an action subsumed in the casting of a spell) provides components for one spell, and multiple pieces cannot be combined to provide more expensive components. After providing the components for 50 spells, a *diminishing sash* becomes a nonmagical piece of cloth.

If the sash is used to generate material components for a spell that normally uses no components or components that cost 1 gp or less, the wearer casts the spell at +1 caster level.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Eschew Materials, creator must have 3 ranks in Knowledge (arcana) and Spellcraft	2,500 GP

EMISSARY'S BREASTPLATE		PRICE 11,350 GP
SLOT	CL	WEIGHT
armor	5th	30 lbs.

AURA faint transmutation

When not being worn, this simple steel +1 breastplate appears to be typical magic armor. When worn by a cavalier with the banner class feature, an *emissary's breastplate* automatically displays the cavalier's heraldry and counts as his banner. As long as the cavalier is not in disguise, he is considered to be displaying his banner while wearing the armor. Additionally, the wearer can expend a use of his challenge ability to speak on behalf of himself, his lord, or other agent who has given him the authority to do so. This allows him to use *tongues* (as per the spell) and issue a single *command* (as per the spell).

CONSTRUCTION REQUIREMENTS **COST** 5,850 GP

Craft Magic Arms and Armor, *arcane mark*, *command*, *tongues*, creator must have 5 ranks in Knowledge (nobility)

MAINTENANCE OVERSEER'S RING		PRICE 8,000 GP
SLOT	CL	WEIGHT
ring	4th	—

AURA faint divination

This tarnished signet is marked as belonging to a specific city no smaller than a large town, though it functions in any settlement of at least that size. After spending 5 days in a settlement with the *maintenance overseer's ring* equipped, its wearer learns a great deal about the schematics of any sewers, tunnels, basements, and passages beneath the settlement. This knowledge is not necessarily absolute, but allows the wearer to act as though trained in Knowledge (dungeoneering) when answering questions about the settlement's underground with a +5 bonus on all such checks.

A *maintenance overseer's ring* also grants the wearer an automatic Perception check to notice secret doors within 10 feet in any area beneath street level of a city to which the ring is attuned. A wearer who already receives a Perception check to perceive a secret door (such as a dwarf using stonecunning) rolls her Perception check twice and takes the better result.

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Forge Ring, *create treasure map*^{APG}

MARKER'S MONOCLE		PRICE 5,600 GP
SLOT	CL	WEIGHT
eyes	3rd	—

AURA faint divination

A solid gold band encircles this intricate convex glass lens. Three times per day as a standard action, the wearer can attempt an Appraise check against a creature within 60 feet (DC = 10 + target's Hit Dice + target's Wisdom bonus). With a successful check, the wearer knows the amount of currency the creature is carrying, as well as the number of valuable objects (with a price greater than 20 gp) the target carries (though the wearer doesn't know which items qualify, or the exact value of the objects).

In addition, once per day, the wearer of a *marker's monocle* can mark one creature with a melee touch attack, allowing

up to 3 allies within 30 feet to track the marked creature for 30 minutes, as if the wearer's allies had the *scent* ability.

CONSTRUCTION REQUIREMENTS **COST** 2,800 GP

Craft Wondrous Item, *locate object*, *scent trail*^{APG}

PAUPER'S ROBES		PRICE 2,400 GP
SLOT	CL	WEIGHT
body	3rd	4 lbs.

AURA faint illusion

Dirt and grime from city streets cling to these dirty brown robes, covering them in an ever-present film of filth. A set of *pauper's robes* surrounds its wearer in mystery, making it difficult for creatures to remember details about him. Creatures that attempt to remember details of their interactions with the wearer of a set of *pauper's robes* must make a successful Will save to do so: recalling general details about the wearer (such as gender or race) requires a successful DC 13 Will save, and recalling more specific information (such as name, distinguishing features, or mannerisms) requires a successful DC 16 Will save. If the wearer of the robes takes any action that counts as an attack (as defined by the *invisibility* spell), creatures witnessing that action are immune to the memory-fogging influence of the *pauper's robes* for all interactions with the wearer over the next 24 hours.

As a standard action, the wearer of a set of *pauper's robes* can cause the garment to tarnish and dirty any valuables he carries, making jewelry appear to be little more than beads and twine or a magical sword look rusted and dull. Anyone who examines or interacts with such an object can see through the guise with a successful DC 13 Will save. This effect ends immediately once the object leaves the wearer's possession.

CONSTRUCTION REQUIREMENTS **COST** 1,200 GP

Craft Wondrous Item, *disguise self*, *memory lapse*^{APG}

PICKPOCKET'S BANDOLIER		PRICE 12,500 GP
SLOT	CL	WEIGHT
chest	5th	2 lbs.

AURA faint transmutation



Carefully embroidered black leather makes up this stylish bandolier, which can hold as many as 12 daggers, vials, or similarly shaped items. The wearer of a *pickpocket's bandolier* opposes Sleight of Hand checks attempt against her with her own Sleight of Hand checks (instead of Perception). Additionally, as a swift action after succeeding at a Sleight of Hand check, the wearer can stuff stolen goods (of size Tiny or smaller) into one of the slots on the *pickpocket's bandolier*, making the purloined object appear to be a simple dagger. Only a careful examination of the bandolier reveals the true nature of items concealed in this manner.

CONSTRUCTION REQUIREMENTS **COST** 6,250 GP

Craft Wondrous Item, *shrink item*

The Guardhouse

Keepers of the peace and thorns in the side of scofflaw adventurers, the city watch often has a mixed relationship with heroes of the streets. The city guards, watch, or sheriff's deputies (terms vary from city to city) are charged with protecting the peace and order of the city from unruly denizens and visitors. A few chaotic cities such as Port Peril lack the infrastructure for formal guards; instead, enforcers working for city leaders hunt down those who threaten their employers' interests. Adventurers can seriously disrupt a city's harmony, even when they have good intentions, but many city watch leaders are willing to put the interests of the city first when adventurers prove willing to work with them to deal with bigger threats—particularly if the official city guards are hindered by jurisdictional conflicts with other keepers of the peace.



Heroes of the streets often find it useful to work directly or provisionally with law enforcers because it grants them authority to hold witnesses for interrogation, draw upon watch forces, learn about ongoing investigations, and do other things that make adventuring quicker and easier inside city walls. Even heroes who spend only a little time in the city often find authority figures to be useful contacts and resources for adventuring leads, magic items, legal assistance, and spellcasting services.

Of course, the town guard may just as easily serve as antagonists for urban heroes. They might operate as the hands of a corrupt government or criminal organization, terrorizing or killing citizens who speak out against corruption or meddle in their masters' schemes. Or they may simply be unsupervised bullies who use their relative power to steal with impunity or take out their frustrations on whatever unfortunates get in their way. Among such unscrupulous forces, heroes may be lone officers trying to stand up to a corrupt and violent system, or they may be outsiders trying to defend their own communities from the guards' predations.

City Guards

Several city guard groups are listed below, along with short descriptions of their duties. Each entry includes a social trait appropriate for adventurers associated with that group. Following that are some archetypes appropriate for PCs who work with city guards.

Magnimar City Watch

Magnimar's city watch is tasked with both guarding its walls (which rarely face serious attack) and patrolling the streets to catch dangerous cultists, Sczarni thieves, and anyone else breaking the relatively straightforward laws of the city. The watch is well liked because its officers are known to be generally reasonable—and because the members of the organization regularly put on exciting mock-gladiatorial performances.

Mock Gladiator (Social): You have learned how to work a crowd in Magnimar's mock-gladiator fights. Choose one weapon. You take no penalty on attack rolls when dealing nonlethal damage with that weapon, and once per day if you score a critical hit with the weapon, you can immediately attempt an Intimidate check to demoralize your target.

Westcrown Dottari

The dottari (Chelish city guard) of Westcrown must be careful of the magical creatures and powerful criminals that stalk the night. While competent in most situations, dottari are treated with suspicion by many citizens, some of whom actually place more trust in local criminal leaders.

Wiscrani Ear (Social): You have a keen ear for the movements of thieves and monsters. You can always take 10 on Perception checks, even when stress and distractions would normally prevent you from doing so.

Zephyr Guard

The Zephyr Guard are primarily charged with catching magical thieves and destroyers of property, as well as protecting members of Katapesh's elite. The merchants of the city greatly respect the Zephyr Guard, but visitors who are unfamiliar with their reputation sometimes give them trouble.

Practiced Disruptor (Social): You are experienced at facing off against spellcasters. You can attempt Knowledge (arcana) checks untrained; if you have ranks in that skill, you instead gain a +1 trait bonus on those checks. The concentration DC to cast a spell defensively in your threatened area increases by 1.

Constable (Cavalier Archetype)

Constables keep order in the narrow streets and dark alleys of settlements.

Class Skills: Perception is a class skill for constables. This alters the cavalier's class skills.

Apprehend (Ex): A constable gains Improved Unarmed Strike as a bonus feat and can attempt a grapple combat maneuver check in place of the attack at the end of a charge. At 2nd level, the constable receives a +1 bonus on Perception checks and combat maneuver checks to disarm, grapple, or trip opponents. At 7th level and every 5 levels thereafter, this bonus improves by 1. At 4th level, the constable does not treat crowds as difficult terrain. This ability replaces mount.

Squad Commander (Ex): At 3rd level, a constable can spend 1 minute laying out a plan to activate the tactician ability without having it count against his number of uses per day. The ability must be triggered within 1 hour of the plan being made, and the benefits last for 1 minute per cavalier level he has. The constable can have only one plan at a time, and if a new plan is made, any old plan is lost. This ability replaces cavalier's charge.

Quick Interrogator (Ex): At 4th level, a constable can attempt a Diplomacy check to gather information in 1d6 × 5 minutes and attempt a Diplomacy or Intimidate check to change someone's attitude in 5 rounds. This ability replaces expert trainer.

Badge (Ex): At 5th level, a constable's badge becomes a powerful symbol of rules and authority. As long as he wears his badge, allies within 30 feet who can see him gain a +2 morale bonus on saving throws against charm, compulsion, and fear effects and a +1 morale bonus on attack rolls against targets the constable has challenged. At 10th level and every 5 levels thereafter, the bonuses increase by 1. This ability replaces banner.

Instant Order (Ex): At 11th level, a constable can bark an order to an ally within 30 feet as a standard action. That ally

can instantly take a single move or standard action to comply with the order. Taking the action dazes the ally for 1 round afterward. At 20th level, the constable can use this ability as a move action, but no more than once per round. This ability replaces mighty charge and supreme charge.

Greater Badge (Ex): At 14th level, a constable can hold his badge aloft as a standard action to inspire his allies to be steadfast. All allies within 30 feet gain a number of temporary hit points equal to twice the constable's cavalier level for 10 minutes. A given ally can benefit from this ability only once per day. This ability replaces greater banner.

Lamplighter (Investigator Archetype)

Lamplighters are investigators tasked with keeping the night streets safe and lit, and securing darkened areas against whatever dangers lurk in the shadows. They also investigate those who seek to hide their crimes from the light of day.

Skills: Perform and Profession are not class skills for a lamplighter. This ability alters the investigator's class skills.

Lamplighter (Su): At 1st level, a lamplighter can take a move action to create a small flame that immediately ignites a lamp, torch, or similar flammable item he's holding.

Alchemical Illumination (Sp): At 2nd level, as a standard action, a lamplighter can cast certain light spells by burning a magic extract, infusion, or potion of a spell of the same or greater level than the light spell in a lit lantern or torch. If the spell has a range of touch, the lantern or torch counts as the object touched. The spell's DC, if any, equals 10 + spell level + the lamplighter's Intelligence modifier. At 2nd level, the lamplighter can cast *light* and *continual flame* (24 hour duration). At 5th level, the lamplighter can cast *daylight* and *discovery torch*^{UC}. At 8th level, the lamplighter can cast *searing light*. At 11th level, the lamplighter can cast *judgment light*^{UC}. The lamplighter need not have an active judgment to cast this spell, can choose what color of *judgment light* is created, can use his alignment for golden light, and can select any element for copper light. This ability replaces poison lore, poison resistance, and poison immunity.

Ready for the Revelation (Ex): At 3rd level, a lamplighter can use inspiration on initiative checks without spending a use of inspiration. He can use his Intelligence modifier in place of his Dexterity modifier on initiative checks. At 6th level, if the lamplighter has Quick Draw, he can draw a weapon as part of his initiative check. At 9th level, the lamplighter isn't flat-footed before he acts in the first round of combat. At 12th level, the lamplighter adds his Intelligence bonus as well as his Dexterity bonus to initiative checks. At 15th level, the lamplighter can act last during the surprise round even if he is otherwise unaware combat has started. At 18th level, the lamplighter is not limited to just a move or standard action during the surprise round—he can act normally. This ability replaces keen recollection and trap sense.

The Temple District

Just as cities are centers of commerce, innovation, and growth, so too are they nexuses for many of Golarion's most active and public religions. A city's soaring cathedral is sometimes a traveler's first exposure to a particular god—a point not lost on clergy hoping to recruit more worshipers. Some faiths with particularly cosmopolitan congregations have learned how to focus their deities' urban influences, channeling the deities' power in ways especially relevant to their city-dwelling parishioners. The following is a faith trait appropriate for urban characters who have strong beliefs.

Urban Acolyte (Faith): Growing up in a city has broadened your philosophy, and helped you interpret your patron's divine will in a novel way. You gain Knowledge (local) as a class skill. Additionally, you can select one of the following subdomains using the normal rules for subdomains (*Pathfinder RPG Advanced Player Guide* 86) so long as your deity grants access to its associated domain.

Competition Subdomain

Associated Domain: Strength.

Associated Deities: Cayden Cailean, Irori, Kurgess, Marishi, Trudd.

Replacement Power: The following granted power replaces the strength surge power of the Strength domain.

Athletic Exploit (Su): As a swift action, you gain the ability to overcome physical obstacles with ease. Until the beginning of your next turn, you halve your armor check penalty when attempting Acrobatics, Climb, Escape Artist, and Swim skill checks, and you gain a bonus equal to 1/2 your cleric level (minimum +1) on such skill checks.

Replacement Domain Spells: 1st—*jump*, 3rd—*greater animal aspect*^{UC}, 6th—*greater heroism*.

Duels Subdomain

Associated Domain: War.

Associated Deities: Besmara, Chaldira Zuzaristan, Gorum, Iomedae.

Replacement Power: The following granted power replaces the battle rage power of the War domain.

Divine Challenge (Su): As a swift action, you can challenge a visible foe within 30 feet, gaining a +1 sacred bonus to your AC against that creature's attacks and a bonus equal to 1/2 your cleric level on Bluff skill checks to feint against it. These bonuses last for a number of rounds equal to 1/2 your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*warding weapon*^{UC}, 5th—*dance of a hundred cuts*^{UM}, 8th—*dance of a thousand cuts*^{UM}.

Education Subdomain

Associated Domains: Community, Knowledge.

Associated Deities: Abraxas, Andoletta, Bergelmir, Bharnarol, Erastil, Eritrice, Irori, Nethys, Shei, Svarozic.

Replacement Power: The following granted power replaces the unity power of the Community domain or the remote viewing power of the Knowledge domain.

Teaching Moment (Su): At 8th level, when you or an ally within 30 feet rolls a natural 1 or a natural 20 on an attack roll, an ability check, a skill check, or a saving throw, as an immediate action you can grant all allies within 30 feet special insights that help them overcome similar challenges. Once during the next minute, each affected creature can choose to roll twice and take the better result before attempting an attack roll, ability check, skill check, or saving throw. You can use this ability once per day at 8th level, and one additional time per day for every 4 cleric levels beyond 8th.

Replacement Domain Spells: 1st—*know the enemy*^{UM}, 2nd—*fox's cunning*, 6th—*battlemind link*^{UM}, 8th—*circle of clarity*^{UM}.

Espionage Subdomain

Associated Domains: Knowledge, Trickery.

Associated Deities: Droskar, Erecura, Kelinahat, Norgorber.

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain or the copycat power of the Trickery domain.

Deep Cover (Su): When you prepare your spells, you can also choose one cover identity—whether that of a real person or a fictitious one. You can assume the disguise of your cover identity in half the normal amount of time. When targeted by a spell or effect that would compromise your chosen disguise (such as *detect evil*, *detect thoughts*, or *zone of truth*), as an immediate action you can force the creature using the ability to attempt a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the creature fails, it gains false information in keeping with your cover identity. You can use this false information ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*anonymous interaction*^{ACG}, 4th—*zone of silence*, 8th—*mind blank*.

Fortifications Subdomain

Associated Domain: Protection.

Associated Deities: Abadar, Arqueros, Torag.

Replacement Power: The following granted power replaces the resistant touch power of the Protection domain.

Sheltering Walls (Sp): As a standard action, you can touch an ally to summon a floating blockade of stone, granting the ally the benefits of partial cover for 1 round plus

1 round for every 6 cleric levels you possess. This ability does not grant the ally enough cover to attempt a Stealth check or avoid provoking attacks of opportunity. If the ally benefits from any other form of cover against an attack, the bonuses to AC and on Reflex saving throws increase by 1. You can use this power a number of times per day equal to $3 + \text{your Wisdom modifier}$.

Replacement Domain Spells: 1st—*hold portal*, 5th—*wall of stone*, 9th—*prismatic wall*.

Industry Subdomain

Associated Domain: Artifice.

Associated Deities: Brigh, Daikitsu, Torag.

Replacement Power: The following granted power replaces the dancing weapon power of the Artifice domain.

Aura of Efficiency (Su): At 8th level, you can emit a 30-foot-radius aura that grants your allies a +4 bonus on all saving throws against effects that inflict the fatigued or exhausted condition. Any equipment wielded by your allies within this area gets a bonus to hardness equal to $1/2$ your cleric level, and your allies' attacks against targets within this area ignore an equal amount of hardness. You can use this aura for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells:
1st—*crafter's fortune*^{APG}, 7th—*mage's magnificent mansion*, 9th—*wooden phalanx*^{UM}.

Legislation Subdomain

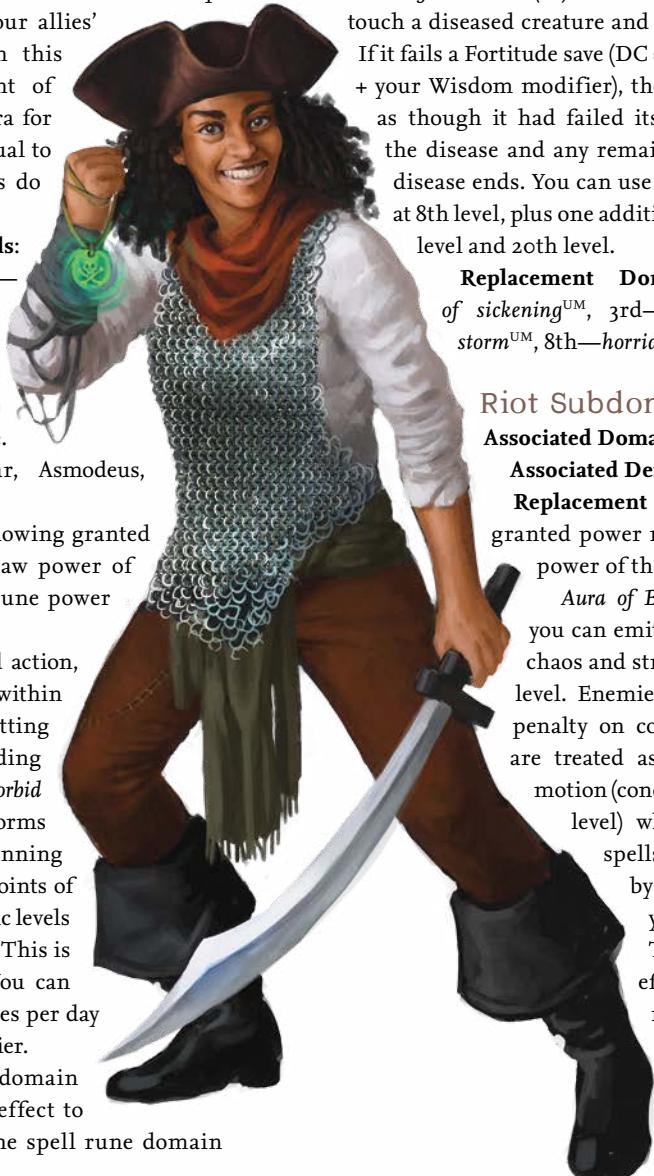
Associated Domains: Law, Rune.

Associated Deities: Abadar, Asmodeus, Dispater, Lissala, Winlas.

Replacement Power: The following granted power replaces the touch of law power of the Law domain or the blast rune power of the Rune domain.

Prohibition (Su): As a standard action, you can command a creature within 30 feet to refrain from committing a particular action (including any referenced in the spell *forbid action*^{UM}). If the creature performs the named action before the beginning of your next turn, it takes $1d6$ points of damage + 1 point for every 2 cleric levels you possess and the effect ends. This is a language-dependent effect. You can use this ability a number of times per day equal to $3 + \text{your Wisdom modifier}$.

If you have the spell rune domain power, you can attach a spell effect to the prohibition as if it were the spell rune domain



ability; the spell takes effect if the creature performs the named action. This spell must be of at least 1 level lower than the highest-level cleric spell you can cast, and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it affects only the creature that triggers the rune. Attaching a spell in this way extends the duration of the prohibition by a number of rounds equal to the spell's level, or until it is discharged.

Replacement Domain Spells: 1st—*forbid action*^{UM}, 5th—*greater forbid action*^{UM}, 9th—*mass hold monster*.

Plague Subdomain

Associated Domains: Death, Evil.

Associated Deities: Apollyon, Cyth-V'sug, Ghlaunder, Urgathoa.

Replacement Power: The following granted power replaces the death's embrace power of the Death domain or the touch of evil power of the Evil domain.

Touch of Virulence (Su): As a standard action, you can touch a diseased creature and exacerbate its condition. If it fails a Fortitude save ($\text{DC} = 10 + 1/2$ your cleric level + your Wisdom modifier), the creature takes damage as though it had failed its Fortitude save against the disease and any remaining onset time for the disease ends. You can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

Replacement Domain Spells: 1st—*ray of sickening*^{UM}, 3rd—*contagion*, 6th—*plague storm*^{UM}, 8th—*horrid wilting*.

Riot Subdomain

Associated Domain: Chaos.

Associated Deities: Lamashtu, Milani.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain.

Aura of Bedlam (Su): At 8th level, you can emit a 30-foot-radius aura of chaos and strife for 1 round per cleric level. Enemies in the aura take a -4 penalty on concentration checks and are treated as experiencing vigorous motion (concentration DC = $10 + \text{spell level}$) when attempting to cast spells. This penalty increases by 1 for every 2 cleric levels you have beyond 8th. This is a mind-affecting effect. These rounds need not be consecutive.

Replacement Domain Spells: 4th—*confusion*, 7th—*song of discord*, 9th—*symbol of strife*^{UM}.

Soul of the City

Cities speak and tell tales of their fortunes. Sometimes a city chooses a soul to hear these whispered stories.

Alley Witch (Witch Archetype)

Some witches find their spark of magic in the long, dark shadows and forgotten places within the city.

Child of the Streets: An alley witch gains Bluff and Knowledge (local) as class skills, but loses Knowledge (nature) and Knowledge (planes) as class skills. This alters the witch's class skills.

Crowd Patron: An alley witch draws power not from a patron, but from the crowd of minds around her. She doesn't select a patron at 1st level; instead, she gains the following bonus spells at the listed levels.

2nd—*ears of the city* (see page 30), 4th—*alter self*, 6th—*witness^{UM}*, 8th—*shadow step^{UM}*, 10th—*mage's private sanctum*, 12th—*heroes' feast*, 14th—*limited wish*, 16th—*create demiplane^{UM}*, 18th—*shades*.

This ability alters witch's familiar.

Speak to the City: An alley witch builds a special rapport with a single city. At 1st level, she can select one settlement whose type is large town size or larger. Within this settlement, she gains a +2 bonus on initiative checks, as well as Knowledge (local), Perception, Stealth, and Sense Motive checks. At 6th level and every 5 witch levels thereafter, this bonus increases by 2. The alley witch can build a rapport with a new city after 30 days of remaining there; this severs her bond to her previous settlement. This ability replaces the witch's 1st-level hex.

Hex Trader: At 6th level, once per day as a full-round action, an alley witch can bind a hex she knows into a feather, bead, or other small token. Any creature holding this token can use that hex once as if using a potion, targeting itself or a creature it touches. While a hex is sealed into a token, the alley witch loses her ability to use that hex until the token is used or she can recover the token. If a hex can be used in increments (like the *disguise* hex), the alley witch decides how many increments the token contains when making it. If a hex has no set duration, it lasts for 1 minute once activated. This ability replaces the witch's 6th-level hex.



Streets (Oracle Mystery)

Deities: Cayden Cailean, Milani, Norgorber.

Class Skills: An oracle with the streets mystery adds Bluff, Knowledge (local), Perception, and Stealth to her list of class skills.

Bonus Spells: *Disguise self* (2nd), *detect thoughts* (4th), *glyph of warding* (6th), *illusory wall* (8th), *false vision* (10th), *getaway^{APG}* (12th), *screen* (14th), *mage's magnificent mansion* (16th), *clone* (18th).

Revelations: An oracle with the streets mystery can choose from any of the following revelations.

The City Provides (Ex): Once per day as a full-round action when in an urban environment, you can scrounge up any nonmagical item of your choosing with a value of up to 10 gp per oracle level. You cannot obtain coins or trade goods, and the item is too tattered to resell (though fully functional). If you scrounge a new item, any item previously obtained in this way becomes useless.

Eyes of the Streets (Su): Once per day as a full-round action, you can summon a spirit rat, pigeon, or similar tiny creature to serve as your eyes on, above, and beneath the streets—this spirit serves as an *arcane eye*. At 10th level, you can summon multiple such spirits; this ability functions as *prying eyes*. At 15th level, this ability functions as *greater prying eyes*.

Face in the Crowd (Ex): You gain a +4 bonus on Stealth checks, and can attempt a Stealth check in a crowd even while being observed.

Keep to the Corners (Su): Once per day when you fail a Reflex saving throw, you can reroll the saving throw with a +4 insight bonus. You must take the second result, even if it is worse. At 7th level and 15th level, you can use this ability one additional time per day.

Knife in the Dark (Ex): As a standard action, you can make a sneak attack as if you were a rogue of your oracle level. You can use this ability once per day, plus one additional time per day at 5th level and for every 5 levels thereafter.

Nooks and Crannies (Ex): You can move through any sort of obstacle or difficult terrain in an urban

environment (including crowds) at your normal speed and without taking damage or suffering any other impairment. Areas that are enchanted or magically manipulated to impede motion still affect you.

Secrets of City (Su): Once per day when you cast a divination spell affecting creatures or areas in urban environments, you can double the spell's range. At 7th level and 15th level, you can use this ability one additional time per day.

Shroud of the City (Sp): You can melt into the streets and alleys. You can cast *veil* once per day, but can affect only yourself and one willing ally per oracle level within 30 feet. You can make the targets appear only as typical members of a settlement with which you are familiar, and can't match the appearance of specific creatures. At 7th level and 15th level, you can use this ability one additional time per day.

The Streets Are Your Friend (Ex): As long as you are in an urban environment, you can call upon the city to help an ally within 30 feet succeed at a task. The ally gets a +2 competence bonus on skill checks with a particular skill as long as you concentrate. This bonus increases to +3 at 9th level, and to +4 at 15th level.

Final Revelation: Upon reaching 20th level, you become an avatar of the city. When you speak the name of a creature and a city out loud, you know whether that creature is in that city. You can also learn about any settlement you are in at will; this functions as *commune with nature*, operating only in towns and settlements rather than natural terrain.

Slums (Shaman Spirit)

A shaman who selects the slums spirit gains the city's alleys and avenues as steadfast allies. The rats in the gutter, the torches along the walls, the coins that flow through the market are all a part of her and serve her whim.

Spirit Magic Spells: *Charm person* (1st), *summon swarm* (2nd), *hold person* (3rd), *confusion* (4th), *wall of stone* (5th), *mislead* (6th), *mass hold person* (7th), *maze* (8th), *imprisonment* (9th).

Hexes: A shaman who chooses the slums spirit can select from the following hexes.

Accident (Su): The shaman causes a target within 30 feet to stumble and fall. The shaman attempts a caster level check with a DC equal to the target's CMD against trip attempts. On a successful check, the target falls prone and takes 1d6 points of damage. If the target is adjacent to a pit or similar drop-off, he must also succeed at a Reflex save (with a DC equal to the shaman's caster level check) or fall into the pit. Observers must succeed at a Perception or Sense Motive check with a DC equal to the shaman's caster level check to identify her as the source of the accident.

Bad Penny (Su): As a standard action, the shaman can curse a coin. The next bearer of the cursed coin takes a -2 penalty on all saving throws and skill checks as long he has the coin on his person. Once the coin leaves his person, the curse ends and the coin becomes a mundane piece of tender again. At 8th level, the penalty becomes -4. If the shaman curses a new coin, the previous curse ends. This is a curse effect.

City Spirit (Su): As a swift action, the shaman channels the city's spirit through herself, gaining a +4 bonus on all Dexterity- and Wisdom-based skill checks. She can use this ability for a number of rounds per day equal to 3 + her Charisma modifier. These rounds need not be consecutive.

Ward of the City (Su): The spirit of the city shrouds one creature the shaman touches from the hazards of the slums. The warded creature gains a +5 bonus on saves against disease and poison, and a +25% bonus on percentage chances to negate critical hits and sneak attacks. (This stacks with effects such as *fortification*, or abilities that grant a creature with no chance to negate critical hits a flat 25% chance.) Each time the ward is used (whether the roll is successful or not), the bonuses are reduced by 1 and 5%, respectively. The ward ends when the bonuses are reduced to 0, when the shaman wards a new creature, or after 24 hours, whichever comes first. At 8th level and 16th level, the ward's starting bonuses increase by 2 and 10%, respectively. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal looks like a leaner version of its species, with hungry eyes and a wiry frame. It gains a +4 bonus on initiative checks.

Spirit Ability: A shaman who chooses the slums spirit as her spirit or wandering spirit gains the following ability.

Doors to Everywhere (Ex): As a standard action, the shaman can step through any door and instantly exit through another distant doorway. Regardless of what spell this functions as, it can transport only you, and both your departure and arrival spaces must be adjacent to a door or similar opening. Initially, this functions as per *jester's jaunt*^{APG}. At 9th level, the shaman can use this ability as per *dimension door*. At 14th level, the shaman can use this ability as per *tree stride* (treating all doors as generic coniferous trees). You can use this ability three times per day, plus one additional time per day at 12th level and at 20th level.

Greater Spirit Ability: A shaman who chooses the slums spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

City's Shroud (Su): When in an urban environment, the shaman blends into the streets around her, making her difficult to pin down. She gains the evasion and improved uncanny dodge class features.

True Spirit Ability: A shaman who chooses the slums spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Paragon of the City (Su): As a standard action, the shaman assumes a spirit-infused paragon form that makes her a lethal stalker of the alleys and shadows. She gains the ability to make sneak attacks as a rogue of her shaman level for 1 minute or until dismissed. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of the slums. She is immune to all diseases and poisons. When in an urban environment, she gains a +4 insight bonus to her AC and on Reflex saves.

The Stone Jungle

Many groups within the Inner Sea region view cities and the wildernesses between them as opposing forces, with settlements serving as agents of order and reason and wilderness existing as a state of chaos and savagery—or with the wilderness maintaining the unspoiled innocence of nature while cities stew in their own corruption and the worst impulses of the “civilized” soul. Indeed, life in the big cities is often no less savage and chaotic than the wilderness, and those who wish to thrive within a city must learn to adapt to its ways. Luckily, the needs of a city are broad enough that nearly any adventurer can make a living there if she is willing to tailor her approach to urban obligations and desires.

Crops, Gardens, and Guides

Characters with abilities that are closely tied to the wilderness, including druids, hunters, and rangers, can find many uses for their skills in even the largest cities. No city can survive without the surrounding lands that provide the food, water, and raw materials the city voraciously consumes. Druids and shamans who wish to earn a city’s goodwill often have no problem using their wilderness-themed magic to protect farms, domesticate fauna, and mitigate the damage of weather and other natural forces. Hunters and trappers are also generally welcome within a city’s walls, even if they are sometimes seen as a bit more rough and unruly than the more civilized folk who make permanent homes within city walls. However, although sophisticated urbanites look down on those who make their living in the wild, they often feel a reluctant admiration for these untamed visitors, seeing them as maintaining a connection to nature that most city-dwellers have lost.

A city’s trade is also dependent on the ability of merchants and peddlers to traverse the terrain around it. Rangers, hunters, and others able to serve as guides and scouts are vital to the success of cities near dangerous wild lands, even if the hazards do not pose a direct threat to the city. Adventurers who can handle themselves in the hinterlands are also welcome as agents of civilization, acting against local brigands or tracking down escaped criminals.

In larger cities, characters with a knack for nature can also turn their talents to tiny slices of the wild within the city walls. Big cities need skilled personnel to maintain parks, private gardens, and greenhouses, to ensure safe and sustainable levels of vermin and other animal life, and occasionally to serve as herbalists and healers for the communities they call home.

Far From Home

Druids and rangers are not the only characters who may face challenges in a big city. In some cities, anyone from a far-away land is likely to be viewed with suspicion by the denizens, and newcomers who seem curious or don’t fit in

well might be suspected of being spies or saboteurs. Those with habits and accents that mark them as clearly foreign could be subject to bigotry and social exclusion. Beyond such social concerns, each city has its own local laws, methods of marking streets, unwritten taboos, and public expectations. A half-orc who believes behavior considered appropriate in Urgir will be tolerated in Egorian is as likely to run afoul of trouble as the Egorian who expects to be safe traveling alone in Urgir.

A character with ranks in Knowledge (local) is skilled both in a broad range of customs and how they interconnect, and can determine at a glance who is allowed to sell in an open-air market and when. If a character is from so far away he hasn’t even heard of a settlement (or the nearest actual city, in the case of small settlements), the GM may decide to apply a penalty of up to -4 to the character’s Knowledge (local) checks. This penalty is reduced to -3 after an hour in the settlement, to -2 after a day, to -1 after a week, and goes away entirely after a month of experiencing the settlement directly.

Spells for the Stone Jungle

The following spells are generally useful to urban adventuring characters, and many are perfect for those who find themselves needing to adapt to (or just survive in) a new city or other civilized place.

BELoved OF THE FORGE

School divination; **Level** alchemist 2, bard 2, cleric 2, shaman 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

You gain an innate sense of the direction to your home or to the place where you last attempted a Craft check, whichever you choose when you cast the spell. You gain a +10 insight bonus on Survival checks made to find your way back to the chosen place. While under the effects of this spell, items in your possession gain a +2 luck bonus on saving throws against spells and effects, and you gain a +5 luck bonus on Craft checks to create or repair objects with Craft skills in which you are trained.

BLESSING OF LIBERTY

School abjuration; **Level** bard 2, shaman 2

Casting Time 1 standard action

Components V, S, M (a feather or small object that symbolizes good fortune)

Range personal

Target you

Duration 1 minute/level

You imbue yourself with the blessings of liberty. You gain a +1 luck bonus per 6 caster levels (minimum +1, maximum +3) to

your CMD and on saving throws against spells and traps that would move you or impede your movement. You can end the spell's effects as a swift action to gain a +20 foot enhancement bonus to your base speed for 1 round per whole minute of duration remaining.

HARMLESS FORM

School transmutation (polymorph); **Level** druid 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one willing animal companion, familiar, or spirit animal

Duration 8 hours (D)

Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

You transform the target into a harmless animal of the same approximate body type. The form assumed must be one considered unobtrusive by local communities, such as a cat, a dog, a hunting hawk, a horse, or a rat. This transformation can reduce the target by up to two size categories, but cannot make an animal smaller than Tiny. It cannot increase the size of the target or give it new natural attacks or new forms of movement. The spell otherwise functions as *beast shape II*.

HARVEST SEASON

School abjuration; **Level** druid 2, shaman 2

Casting Time 1 minute

Components V, S, M

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

Target one plant

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

You cause an explosive burst of growth in a single plant, causing it to grow through a cycle of flower, fruit, or grain production as appropriate. If the plant is not one that normally produces food fit for humanoid consumption, it produces edible flowers under the effect of this spell. The plant produces enough food to nourish one Medium creature per caster level. Food harvested through this spell rots if not eaten within 24 hours. This spell nourishes, fertilizes, and pollinates the plant, and doesn't harm the plant in any way. This spell has no effect on plant creatures.

WALL OF CLOCKWORK

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

Casting Time 1 standard action

Components V, S

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

Effect wall of bronze clockworks whose area is up to one 5-ft.-square/level (S)

Duration 1 minute/level

Saving Throw Reflex half or Reflex negates; see text; **Spell Resistance** yes

An immobile, vertical wall of spinning cogs and gears springs into existence. Any creature passing through the wall takes 1d6 points of piercing

and slashing damage per 2 caster levels (maximum 10d6); a successful Reflex save halves the damage.

The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of clockwork* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

A *wall of clockwork* is 1 inch thick per 4 caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 9. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness. If an attacker an attack roll of a natural 20 (and only a natural 20, regardless of the weapon's threat range) and confirms the critical hit (even though the wall is otherwise immune to critical hits), that section of wall gains the broken condition. If already broken, that section of wall is destroyed instead.

Bronze created by this spell is not suitable for use in the creation of other objects (even for the limited duration of the spell) and cannot be sold.



Savage Streets

Bloodragers, hunters, and skalds are not the most prevalent of urban adventurers, but even savage warriors can find a place on the city streets. Raging characters can let loose to an extent in the occasional street row or tavern brawl, but often must rein themselves in if they want to maintain their access to the opportunities civilization urban provides. Frequently, they find that ensuring their animal allies and rough manners are tolerated requires a degree of restraint to which they are unaccustomed.

Other traditional wilderness classes may also find a home within major cities. Both the urban druid and urban ranger archetypes (*Pathfinder RPG Advanced Player's Guide* 101 and 129, respectively) bring nature-focused classes to the city streets.



Urban Bloodrager (Bloodrager Archetype)

Like the urban barbarian (*Pathfinder RPG Ultimate Combat* 31), the urban bloodrager has learned to control her rage in so-called polite society. Though she lacks the untamed resilience of her wilder fellows, she's an expert at keeping her rage from causing collateral damage in crowds.

Class Skills: An urban bloodrager adds Diplomacy (Cha), Knowledge (local) (Int), Linguistics (Int), and Profession (Wis) as class skills, and removes Handle Animal (Cha), Knowledge (nature) (Int), and Survival (Wis). This alters the bloodrager's class skills.

Weapon and Armor Proficiency: An urban bloodrager isn't proficient with shields. This alters the bloodrager's weapon and armor proficiencies.

Controlled Bloodrage: When an urban bloodrager rages, she does not gain the normal benefits. Instead, she can apply a +4 morale bonus to her Constitution, Dexterity, or Strength. This bonus increases to +6 when she gains greater bloodrage and to +8 when she gains mighty bloodrage. She can apply the full bonus to one ability score or split the bonus between several scores in increments of 2. When using a controlled bloodrage, an urban bloodrager gains no bonus on Will saves, takes no penalties to AC, and can still use Charisma-, Dexterity-, and Intelligence-based skills. A controlled bloodrage still counts as a bloodrage for the purposes of any spells, feats, and other effects. This ability alters bloodrage.

Restrained Magic (Su): At 3rd level, an urban bloodrager can attune her spells so they are less likely to impact her allies or innocent bystanders. When the bloodrager casts a spell, she can grant a +2 bonus on the saving throw against that spell to any creatures she is aware of that are targeted by the spell or within the spell's area. Any creature that receives this bonus and succeeds at its save is unaffected by the spell, as if it hadn't been targeted or wasn't in the area. This ability replaces blood sanctuary.

Adopted Magic: At 7th level, an urban bloodrager learns some of the secrets of other magical traditions from other denizens of the city. She can select from the bard or magus spell list any spell of a level she can cast, and add it to her bloodrager spell list and to her bloodrager spells known. At 10th level and every 3 levels thereafter, the urban bloodrager can add another such spell to her spell list and spells known. If she chooses to learn a new spell in place of an old one, she can exchange a bard or magus spell for another. This ability replaces damage reduction.

Bloodline: The following bloodlines are especially suitable for an urban bloodrager, reflecting either a more nuanced origin or ancestry from city-dwelling magical creatures: aberrant, arcane, celestial, destined, infernal, and undead.

Urban Hunter (Hunter Archetype)

Urban hunters help guards track down and apprehend criminals or spies, find lost children and disaster victims, and protect animals from abuse in the city. They still draw their inspiration and strength from the natural world, marveling at how nature flourishes wherever the city allows.

Class Skills: An urban hunter adds Diplomacy (Cha), Knowledge (local) (Int), and Sense Motive (Wis) as class skills, and removes Knowledge (nature) (Int) and Survival (Wis). This alters the hunter's class skills.

Animal Companion (Ex): Urban hunters have animal companions that are domesticated animals or animals native to a major city. The urban hunter must select her animal companion from the following list: axe beak^{B3}, badger, bird, camel, dire rat, dog, horse, llama (*Pathfinder Player Companion: Animal Archive* 28), ostrich (*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* 55), pony, ram^{B2}, or trumpeter swan^{B4}. In urban settings, an urban hunter's animal companion seems domesticated and likely harmless to anyone who has not seen it in combat (potentially reducing the DC of Diplomacy checks to convince anyone to allow it into secure areas). It draws no more attention than a friendly dog, loyal horse, or similar tame animal.

Creatures who have never seen the animal companion make an attack must succeed at a Sense Motive check (opposed by the animal companion's Stealth check) to realize the animal companion is a potential threat. The hunter can calm those who witness her animal companion's attacks (so long as they were not injured) with a successful Handle Animal check (DC = 15 + the target's Will save modifier).

Captor (Ex): At 3rd level, an urban hunter and her animal companion take no penalties when dealing nonlethal damage with weapons or natural attacks. At 6th level and every 3 levels thereafter, the urban hunter selects a bonus feat from the following list to be gained by both the hunter and her animal companion: Improved Bull Rush, Improved Dirty Trick^{APG}, Improved Disarm, Improved Grapple, and Improved Trip. At 12th level, the hunter can also select from the following feats: Combat Patrol, Combat Reflexes, Disarming Strike^{APG}, Greater Bull Rush, Greater Dirty Trick^{APG}, Greater Disarm, Greater Grapple, Greater Trip, and Lunge. Neither the hunter nor her animal companion needs to meet the prerequisites for these bonus feats. This ability replaces hunter tactics and teamwork feat.

Animal Insight (Ex): At 5th level, an urban hunter and her animal companion learn to combine their insights to defeat deception and manipulation. As long as they are within 30 feet of each other, both hunter and animal companion gain an insight bonus on Sense Motive checks equal to half the urban hunter's hunter level. They also gain a +2 insight bonus on Will saving throws against illusions and mind-affecting effects. This ability replaces woodland stride.

Frightful Ferocity (Ex): At 17th level, an urban hunter and her animal companion can each attempt an Intimidate check to demoralize a foe as a swift action. This ability replaces one with the wild.

Urban Skald (Skald Archetype)

The urban skald finds that challenging and mocking foes is sometimes more effective than inspiring uncontrolled rage in a city.

Weapon and Armor Proficiency: An urban skald is not proficient with medium armor. This ability modifies the skald's weapon and armor proficiencies.

Raging Song (Su): An urban skald gains a different selection of raging songs, as noted below. The save DC for a raging song that allows a save is equal to $10 + 1/2$ the urban skald's skald level + his Charisma modifier.

Controlled Inspired Rage (Su): When the urban skald inspires rage, he does not grant the normal benefits. Instead, he can apply a +2 morale bonus to his allies' Strength, Dexterity, or Constitution. This bonus increases to +4 at 8th level and to +6 at 16th level. The urban skald can apply the full bonus to one ability score or split the bonus between several scores in increments of 2. The choice applies to all affected allies. The controlled inspired rage grants no bonus on Will saves, imposes no penalties to AC, and does not prevent affected allies from using Intelligence-, Dexterity-, or Charisma-based skills. This alters inspired rage.

Infuriating Mockery (Su): At 3rd level, the urban skald can inspire reckless fury in one foe within 30 feet. If the foe fails a Will saving throw, it takes a -2 penalty to AC and on attack rolls, cannot use any Intelligence-, Dexterity-, or Charisma-based skills, and must succeed at a concentration check to cast spells (DC = 15 + spell level) for as long as it remains in range of the skald and the performance is maintained. At 7th level and every 4 levels thereafter, the urban skald can target an additional foe with this ability. This replaces song of marching and damage reduction.

Humiliating Defamation (Su): At 10th level, the urban skald can ostracize a foe. The song has one primary target, who the skald must see and name or describe. That target must attempt a Will save. On a failed save, the primary target cannot benefit from any morale bonus or teamwork feats, cannot treat any creature as an ally, and must attempt to save against any spell cast on it (including harmless spells, even if it casts them on itself). These effects remain as long as the primary target can hear the skald and the skald maintains the performance.

All other foes within 60 feet of the skald are secondary targets. Secondary targets must succeed at Will saves or they cannot treat the primary target as an ally, and cannot target it with spells or abilities that are harmless. These effects remain as long as the secondary targets are within 60 feet of the skald and the skald maintains the performance. This is a sonic mind-affecting charm effect.

This ability replaces dirge of doom.

Back of the Crowd (Ex): At 3rd level, an urban skald has learned to maximize the defensive benefit of being near allies. He gains a +1 dodge bonus to AC when adjacent to 2 or more allies. This bonus increases to +2 at 9th level and to +3 at 15th level.

Back Alleys

The hidden, unlit alleys and back streets of large settlements hide secret crimes, shady dealings, forbidden romances, and honest citizens too poor or too desperate to live in safer places. Because of the seclusion offered, many magical creatures and criminal organizations hide their operations and resources in these dark streets where only particularly daring or desperate adventurers can find them. Aside from some Sczarni gang leaders and veteran vigilantes, few folk with better-lit options feel safe or respected here, or remain long if they can help it.

Adventurers often move through back alleys to seek out black markets to buy rare components or sell less-than-legal bounty from past adventures. They may even be able to find employment with the shadowy organizations and loners who dwell in these forsaken spots. Heroes of the streets might also be drawn to back alleys to help the downtrodden. Healers and charitable souls are always in demand in desperate places like these, but the underprivileged also need protection from those unscrupulous sorts who would take advantage of them. Independent crime-fighters and far-reaching agents of the law alike can find many unpredictable threats and treasures hiding in the darkness away from the respectable parts of the city.

In addition to the archetypes presented here, the cad^{UC} (fighter), cutthroat^{ACG} (slayer), drunken master^{APG} (monk), eldritch scrapper^{ACG} (sorcerer), hospitaler^{APG} (paladin), infiltrator^{APG} (ranger), and mysterious stranger^{UC} (gunslinger) archetypes all help introduce less specialized classes to the mean back alleys of any city.

Dark Lurker (Rogue Archetype)

Dark lurkers use darkness as an ally. They are widely feared in many major metropolises, spoken of as “living shadows” by guards of Magnimar who patrol under the Irespan and called “the hungry night” by citizens of Absalom who mistake them for fetchling assassins.

Blades from the Shadows (Ex): At 2nd level, a dark lurker gains shadow strike^{APG} as a bonus rogue talent. (A character using the unchained rogue class from *Pathfinder RPG Pathfinder Unchained* instead gains the ability to make attacks of opportunity against foes with cover, though not foes with improved cover or total cover). At 6th level, the dark lurker can deal precision damage to targets with total concealment (though any miss chance applies normally, and may prevent an attack from hitting in the first place).

This ability replaces evasion; the dark lurker can take evasion as a rogue talent.

Blind-Fight (Ex): At 2nd level, a dark lurker gains Blind-Fight as a bonus feat. This ability replaces the rogue talent gained at 2nd level.

Improved Blind-Fight (Ex): At 8th level, a dark lurker gains Improved Blind-Fight^{APG} as a bonus feat. This ability replaces the rogue talent gained at 8th level.

Greater Blind-Fight (Ex): At 14th level, a dark lurker gains Greater Blind-Fight^{APG} as a bonus feat. This ability replaces the rogue talent gained at 14th level.

Instinctual Sense (Ex): At 20th level, a dark lurker gains blindsight with a range of 30 feet. This ability replaces the rogue talent gained at 20th level.

Rogue Talents: The following rogue talents complement the dark lurker archetype: befuddling strike^{APG}, fast getaway^{APG}, fast stealth, opportunist, sniper’s eye^{APG}, and surprise attack.

Rogue Talents

The new talents below especially suit the dark lurker, but can also be taken by any rogue that meets their prerequisites (including characters using the unchained rogue class from *Pathfinder Unchained*).

Eerie Disappearance (Ex): As a full-round action, the rogue can move up to her speed. If she successfully reaches a location that offers her cover or concealment, any creature observing her must attempt a Perception check opposed by the rogue’s Stealth check. On a failed check, the observer loses track of the rogue and fails to note where she moved to. The rogue does not take a penalty on this Stealth check for moving up to her speed. At the end of her movement, the rogue can attempt an Intimidate check to demoralize all foes within 60 feet who were aware of her at any point during her movement and are unaware of her current location. She rolls the Intimidate check only once and compares her result to the DC for each opponent. The rogue must be at least 6th level to select this talent.

False Attacker (Ex): Whenever the rogue strikes a foe from hiding, she can attempt a Bluff check as an immediate action (opposed by the target’s Sense Motive or Perception check, whichever has a higher bonus) before rolling damage to convince the foe that another creature was the attacker. This Bluff check applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). If the Bluff is successful, and the rogue maintains concealment or cover, the rogue’s stealth does not end.

Pierce the Darkness (Ex): The rogue can extend her senses of hearing and smell in darkness or when blinded. She gains blindsense out to a range of 5 feet, but only against creatures concealed by darkness or her own blindness. She still suffers the normal miss chance for attacking creatures with concealment.

Busker (Bard Archetype)

A busker uses his dazzling physical stunts to get by on his own in the city streets. Buskers commonly use their skills to entertain for a few coins, but also pick pockets, hide in

plain sight as statues, and manipulate the desperate in medicine shows. Many buskers are also jugglers (*Pathfinder Player Companion: Ranged Tactics Toolbox* 7).

Bardic Performance: Buskers do not gain the bardic performance ability or any of its performance types, except as noted below.

Busker Stunts (Su): A busker knows how to magically enhance the effectiveness of his physical stunts. He can use this ability for a number of rounds per day equal to $4 + \text{his Charisma modifier}$. Maintaining a stunt is a free action, but it ends immediately if the busker is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This ability is treated as bardic performance for the purposes of feats, abilities, and other effects that affect bardic performance. Like a bardic performance, a busker stunt cannot be maintained at the same time as other performance abilities.

Quick Hands (Su): At 1st level as a swift action, a busker can call on his stunts to gain a +1 competence bonus on Acrobatics checks, a +1 dodge bonus to AC and on Reflex saves, and a +1 bonus on attack rolls as if from *haste*. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level. At 5th level, while maintaining this stunt the busker also gains an extra attack at his highest base attack bonus as if from *haste*.

Patter (Su): A busker can engage in brisk conversation that seems innocuous, but actually encourages creatures to reveal secrets to the busker. Each round while maintaining this stunt, the busker can force one creature within 30 feet that is able to see and hear the busker and has an attitude of indifferent or better towards him to attempt a Will save ($\text{DC} = 10 + 1/2 \text{ the busker's bard level} + \text{the busker's Charisma modifier}$). On a failed save, the target must answer one yes/no question the busker asks to the best of its ability. Anyone observing this (including the creature asked, even if it succeeds at its save) must succeed at a Sense Motive check (opposed by the busker's Bluff check) to realize the question was asked or answered. A target that feels threatened or is in combat is immune to this ability. This is a language-dependent, mind-affecting enchantment effect.

Living Statue (Su): At 3rd level, a busker can use this stunt to hold perfectly still. While maintaining this stunt the busker can attempt a Bluff check (opposed by all observers' Sense Motive checks) to appear paralyzed, dead, or as a statue (this requires that the busker be disguised to look as though he were made of stone or metal, which is aided with a statue disguise kit; see page 13). Even magical means of determining the true nature of the busker do not function for an observer that fails this check. If the busker takes any physical actions, this stunt ends.

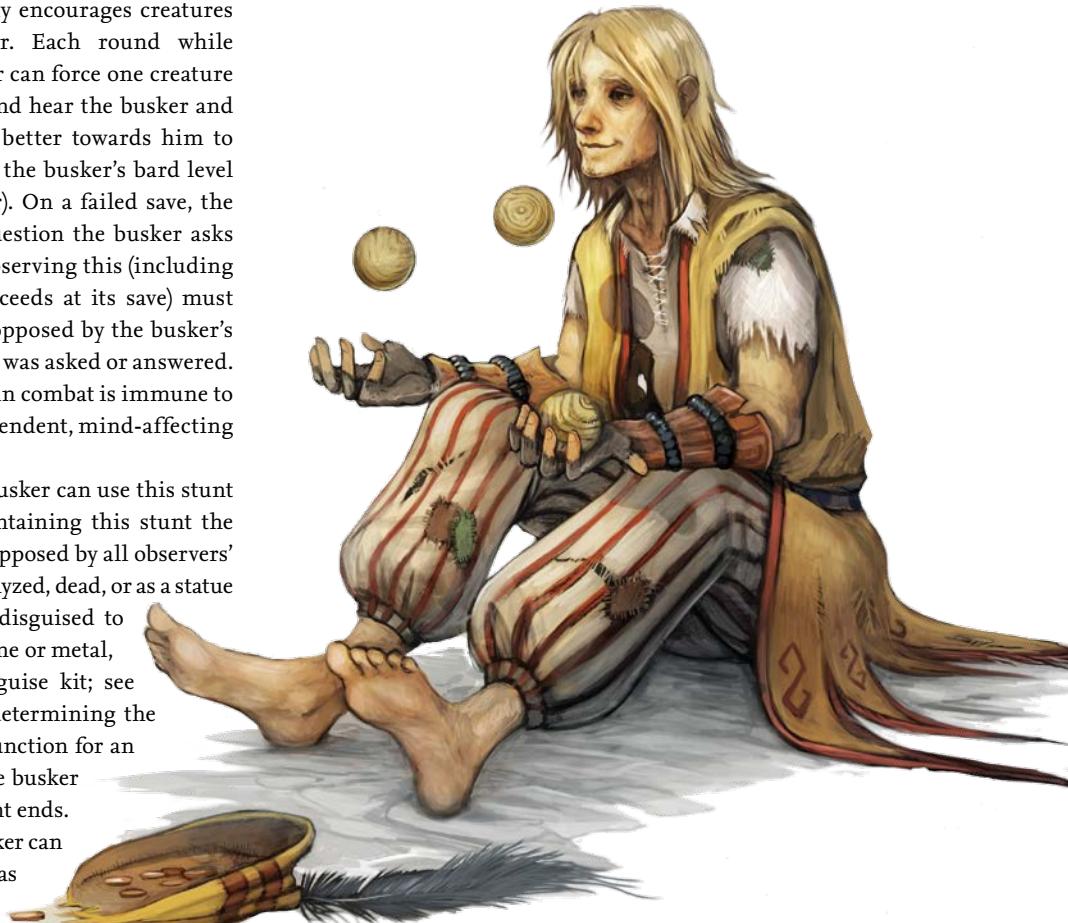
Fascinate (Su): At 6th level, the busker can fascinate creatures with his stunts, as per the bardic performance ability.

Suggestion (Sp): At 8th level, the busker can implant a suggestion in a creature with his stunts, as per the bardic performance ability of the same name.

Inventive Juggler (Ex): At 9th level, a busker masters unconventionally dangerous juggling techniques. While maintaining this stunt, the busker can use a thrown weapon (even an improvised one) to threaten spaces as though he were using a reach weapon. At 12th level and every 3 levels thereafter, the busker threatens squares up to 10 feet farther away with thrown weapons.

Impossible Sleight of Hand (Su): At 15th level, a busker can store items in or retrieve them from a personal extradimensional space with a maximum capacity of 8,000 cubic feet and 8,000 pounds as a busker stunt. The item may be sent from or called to his hand or any place it fits on his person. He can access the extradimensional space only to store or retrieve a single object at a time; to retrieve or store an object larger than Fine size, the busker must expend 1 additional round of busker stunts for each size category larger than Fine. This stunt is instantaneous and must be activated again each time the busker wishes to use it. The extradimensional space empties its contents within the busker's space if he dies.

Flexible Performer (Ex): A busker can attempt Acrobatics, Disguise, Sleight of Hand, and Stealth checks to earn money instead of Perform checks. He can use his Bluff modifier in place of his Diplomacy modifier on Diplomacy checks.



Below the Cobblestones

Many of the great cities of Golarion are built atop the bones of past civilizations or ruins of earlier attempts at habitation. These previous settlements are often immured beneath the rising spires of current-day metropolises, forming a complicated morass of collapsed buildings, forgotten cisterns, long-buried lanes, and modern tunnels. Some of these ancient ruins remain habitable in the sunless depths below the bustling throng. In addition to sewers, old burial crypts, and catacombs, there are often secret vaults, concealed basements, and other hidey-holes of contemporary skullduggery. Such hidden paths often connect via secret tunnels, forming an unseen labyrinth sprawling beneath the city.

Under the streets of Absalom, a twisted maze of sewers zig and zag, giving shape to a labyrinthine metropolis with its own denizens, culture, customs, and dangers. Korvosa's ancient undercity of catacombs, factory sluices, hidden subterranean coves, and old smugglers' tunnels create a maddening nest beneath the royal city, filled with bizarre aberrations, dream spiders, and any number of eerie monsters. Whitethrone's hoary underbelly contains cavernous vaults of tombs and the frozen facades of ancient palaces eaten by the glacial maws of an unforgiving winter centuries ago. The Tian Xia city of Goka connects directly to the Darklands, with an entire ratfolk-run second city known as Deepmarket filling the caverns and chasms below its streets.

Every large city is built atop something. Each lofty, majestic spire of Golarion's great urban centers casts a shadow below—and beneath the hard packed earth of markets, cobblestoned streets, marbled squares, and well-appointed promenades lies another world, rife with pests both human and verminous, forbidden markets, lost treasures, and dark secrets that won't stay buried.

Subterranean Urban Feats

Those who frequently venture beneath the streets, be it in search of treasure or to hide their own actions, often possess special abilities to aid them against the many wretched threats scuttling in the sewage flowing below most citizens' feet. These feats are of

greatest use to urban explorers, smugglers, underworld bosses, and exterminators, but are available to any character that meets their prerequisites.

Cunning Caster

Whether a smuggler or spy, you've learned to use misdirection and legerdemain to conceal your own magical abilities.

Prerequisites: Deceitful, ability to cast 1st-level spells.

Benefit: When casting a spell, you can attempt a Bluff check (opposed by observers' Perception checks) to conceal your actions from onlookers. If the spell requires material components, you take a -4 penalty on the Bluff check. If the spell requires somatic components, you take a -4 penalty on the Bluff check. If the spell requires verbal components, you take a -4 penalty on the Bluff check. If the spell requires a focus or divine focus, you take a -4 penalty on the Bluff check. If the spell produces an obvious effect (such as a summoned creature or visible spell effect), you take a -4 penalty on the Bluff check, and even if your check is successful, observers still see the spell effect (though they fail to notice that you are responsible for it). All Bluff check penalties are cumulative.

Edge Runner

You move with speed and assurance in places that cause others to fall into danger.

Prerequisite: Dex 13.

Benefit: You can move at full speed while using Acrobatics to balance on narrow surfaces, and do not become flat-footed or lose your Dexterity bonus to AC while doing so. You also gain a +4 bonus on Climb checks to catch yourself while falling. You also gain a +4 bonus on saving throws against effects that would cause you to fall into a pit (such as *create pit* or a pit trap). This bonus does not apply to your CMD against bull rush or trip attacks.



Filth Forager

Your regular exposure to the filth and unfortunate residues common to sewers and subterranean urban environs has caused you to develop a resistance to the effects of such conditions.

Benefit: You gain a +4 bonus on all saving throws against diseases

and any effect that would cause you to become nauseated or sickened.

Filthy Weapons (Combat)

You spread contagion with your weapons by covering their business ends in virulent muck and sewage.

Prerequisites: Knowledge (dungeoneering) 1 rank, Knowledge (nature) 1 rank.

Benefit: You can take a standard action to cover a weapon in decomposing waste, slimy filth, or other virulent agent. The next attack with that weapon that succeeds against a foe exposes the target to filth fever. If the attack is a critical hit, the filth fever has an onset time of 1 round, and a save DC equal to $10 + 1/2$ your base attack bonus + your Intelligence modifier.

Guild Emissary

Not only are you associated with a powerful thieves' guild or similar shadowy group, you are well-enough connected to gain benefits when dealing with the underworld in any settlement.

Prerequisite: Leadership or Underworld Connections (see below).

Benefit: You can attempt a special character level check ($1d20 +$ your Charisma modifier + your character level) in place of a Diplomacy check when attempting to gather information. You can ask local contacts to find information for you. While this still takes the normal amount of time (typically $1d4$ hours), you can gather information about multiple topics at once (up to a maximum number of topics equal to $3 +$ your Charisma bonus).

Additionally, when you are in a settlement no smaller than a small city and are seeking a magic item with a value equal to or less than the city's base value (*Pathfinder RPG Core Rulebook* 460–461) and the item is not available, you can check again after 1 day (rather than 1 week).

If using the contact rules (*Pathfinder RPG Ultimate Campaign* 148) you gain a single reliable contact each time you enter a settlement no smaller than a small city. This contact is randomly determined to be a fence, gossip, manipulator, merchant, petty criminal, snitch, or thug. The contact operates only within that city, and if the contact's Trust score goes down, it immediately drops to 1.

Mud in Your Eye (Combat)

You are used to fighting in muck and slime, and happily hurl it in your foes' eyes in the heat of battle.

Prerequisite: Throw Anything.

Benefit: As a standard action when in urban or subterranean terrain, you can scoop filth, sewage, mud, or similar grime off a nearby surface and hurl it at a foe as a ranged touch attack with a range increment of 5 feet. If the attack hits, you can immediately attempt a dirty trick^{APG} combat maneuver against the target as a free action; this dirty trick can be used only to blind the target. As a ranged touch attack, this action provokes attacks of opportunity,

even if your dirty trick attempts normally wouldn't provoke such attacks (such as via the Improved Dirty Trick^{APG} feat).

Special: A character with favored terrain (as the ranger class feature) can use this feat when in any of his favored terrains in addition to urban and subterranean.

Rat Catcher (Combat)

You have a great deal of experience dealing with the subterranean pests common in cities.

Prerequisites: Knowledge (dungeoneering) 1 rank, base attack bonus +1.

Benefit: You gain a +1 dodge bonus against attacks made by creatures at least two size categories smaller than yourself, and gain a +1 bonus to attack and damage rolls against such creatures. Additionally, you take only half damage from swarm attacks, and as a full-round action can make a single attack with a natural or bludgeoning weapon against an adjacent swarm. If the attack hits, you deal half damage to the target, even if the swarm is small enough to normally be immune to such attacks.

Subtle Devices

You are skilled at concealing your use of magic items with guile and deft tricks.

Prerequisite: Stealthy.

Benefit: When triggering a wand, staff or any other magic item, you can attempt a Stealth check (opposed by observers' Perception checks) to conceal the trigger from onlookers. If the magic item produces an obvious effect (such as a summoned creature or visible spell effect), you take a -4 penalty on the Stealth check, and even if your check is successful, observers still see the spell effect (though they fail to notice you are responsible for it).

Throat Slicer (Combat)

Sometimes the only way to deal with those who see your illicit activities is to get rid of them.

Prerequisite: Base attack bonus +1.

Benefit: When using a 1-handed, light, or natural weapon, you can deliver a coup de grace to an unconscious, bound, or pinned target (though not other kinds of helpless targets) as a standard action.

Underworld Connections

You know people and things that interact with the underworld, whether through crime syndicate connections or friends that literally dwell beneath the surface.

Benefit: You gain a +2 bonus on all Knowledge (dungeoneering) checks and Survival checks while underground or in urban terrain. Additionally, while within a settlement and attempting a check modified by that settlement's corruption, crime, or economy modifiers (see *Pathfinder RPG GameMastery Guide* 205), you can use your knowledge of local contacts to gain a +4 bonus on that roll. However, if the check fails, anyone witnessing your attempt sees you committing some violation of local law.

Street Magic

In a city, appearances are everything, and information is a commodity in places both high and low. Knowing the right spells can make the difference between a successful deal and a garrote around the neck in a back alley. When things get ugly, a simple spell can quickly change the situation or at least provide a means for a fast escape. No matter how big a city is, minor spells have their place in every urban spellcaster's repertoire. The following new spells are intended for heroes of the streets on both sides of the law.

CLOAK OF SECRETS

School illusion (glamer); **Level** antipaladin 1, bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 minute

Components V, S

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

Area 5-ft.-radius emanation centered on a point in space

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

This spell forms an invisible bubble that filters all speech coming from inside the affected area so that creatures outside hear a completely different version of the conversation. The bubble also disguises lip movements to match the false conversation. Any creature listening to the conversation for at least 1 round can attempt a DC 15 Sense Motive check to realize that the apparent conversation doesn't actually make any sense. The bubble also obscures the verbal components of spells cast within the area so it's impossible to identify spells by their verbal components alone, and anyone outside the bubble attempting a Spellcraft check to identify a spell cast within the bubble takes a -5 penalty on the check. Furthermore, the bubble renders any language-dependent spells and effects used within the bubble ineffective against creatures outside the area.

COIN SHOT

School transmutation; **Level** alchemist 1, antipaladin 1, bard 1, bloodrager 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S

Range touch

Target up to three coins touched

Duration 10 minutes or until discharged

Saving Throw none; **Spell Resistance** yes (harmless, object)

You turn up to three coins into deadly projectiles that gain the velocity of a bullet when thrown. The coins retain their normal appearance but can be used as simple thrown weapons with a range increment of 20 feet and a critical multiplier of ×2. The transmuted coins are treated as ammunition for the purposes of drawing them. Like firearm bullets, the coins deal bludgeoning and piercing damage, and attacks with them are resolved as touch attacks within the first range increment. Regardless of whether a transmuted coin hits or misses the target, it is

destroyed after the attack. Only you can make attacks with the coins, though other creatures can safely handle them without discharging the spell.

You can make a single ranged attack with a coin as part of casting this spell. Different types of coins create different bullet effects. Copper coins deal 1d4 points of damage. Silver coins deal 1d6 points of damage and count as silver for the purpose of overcoming damage reduction. Gold coins deal 1d8 points of damage and count as masterwork weapons. Platinum coins deal 1d10 points of damage, count as masterwork weapons, and are treated as adamantine weapons for the purposes of overcoming damage reduction and bypassing hardness. All coin bullets deal an additional 1 point of damage per 2 caster levels (to a maximum of an extra 10 points of damage at 20th level).

EARS OF THE CITY

School divination; **Level** bard 1, cleric 1, inquisitor 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a small piece of a brick)

Range touch

Target one creature

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell sees and hears a stream of past scenes and pieces of conversations related to local people and events. The flashes are so brief that it is impossible to identify individual people or places, but when the target concentrates on a particular topic or individual, she can piece together a coherent narrative told in a multitude of changing voices in her mind.

Each round for the duration of the spell, the target can attempt a Diplomacy check to gather information as though she had spent 1d4 hours talking to local people. Since the information gathering doesn't involve actual interaction with people, only observation, the target can use her Perception skill instead of her Diplomacy skill. While thus concentrating, the target is effectively blind and deaf.

ILLUSORY CROWD

School illusion (figment); **Level** bard 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, M (a shirt button)

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

Effect one 10-ft. cube of illusory people

Duration 1 minute/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell creates an illusion of a stationary group of people milling about. They can be of any humanoid race or ethnicity you are familiar with, and they speak a language of your choice that you know. To anyone not paying close attention, their

conversations sound perfectly normal but are in fact repetitive and essentially meaningless. The crowd appears to be a group of typical citizens, and cannot duplicate any specific group, guild, or military squad.

The crowd affects movement and provides cover like a real crowd (*Pathfinder RPG Core Rulebook* 436), but anyone who disbelieves the illusion can move and attack through the crowd without impediment. Each round a creature enters or makes an attack through a crowd-filled square, it can attempt a save to disbelieve the illusion. Similarly, any creature that spends a round listening to or talking to the crowd can attempt a save to disbelieve the illusion. If the group is placed in any terrain other than urban, each creature attempting a save to disbelieve the spell gains a +5 bonus on the save.

LOCKSIGHT

School divination; **Level** alchemist 1, antipaladin, bard 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (a small key)

Range touch

Target one creature

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target can observe for 1 full round a lock that he is aware of (or object that includes a lock, such as a chest or door) that is within 60 feet to automatically determine whether it is open, closed, or jammed.

If the target creature is trained in Disable Device, by concentrating on a lock for 3 rounds, he can also determine the quality of the lock (simple, average, good, or superior). This spell does not enable the target to see hidden locks, such as those on secret doors.

PEACE BOND

School abjuration; **Level** bard 1, cleric, druid 1, inquisitor 1, paladin 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a glass cube)

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

Area one or more 5-ft. cubes, no two of which can be more than 30 ft. apart

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell creates one glowing rune of peace, plus one per 2 caster levels above 1st (to a maximum of five runes at 9th level). An identical symbol appears on your forehead

for the duration of the spell and cannot be disguised (though it is visible only if you are visible). Each rune illuminates a 5-foot cube, preventing any spell you cast of up to 3rd level and that has a defined area (as opposed to targets or an effect) from entering or affecting the 5-foot cube. For example, creatures and items within any square affected by *peace bond* take no damage from a *fireball* you cast. However, if you cast *stinking cloud*, the noxious vapors are an effect and enter such cubes normally. This spell does not break line of effect within any other spells you cast; it simply negates all effects of your 1st-, 2nd- and 3rd-level area spells within the *peace bond*'s area. *Peace bond* offers no protection against your spell-like abilities or supernatural area effects.

SECRET COFFER

School conjuration (summoning); **Level** sorcerer/wizard 2, witch 2

Components V, S, F (the coffer and its matching ring)

Target one small coffer and up to 1 cu. ft. of goods

This spell functions like *secret chest*, except it enchains a coffer just large enough to contain a maximum of 1 cubic foot of goods. Once hidden on the Ethereal Plane, the coffer can remain safely hidden for 14 days, after which there is a cumulative 10% chance per day the coffer will become lost. The spell automatically fails if a living creature enters the coffer.

The coffer used as a focus for this spell must be exceptionally well crafted, costing at least 500 gp. Once constructed, it is bound to a ring made from the same materials and costing at least 10 gp.

SPEAK LOCAL LANGUAGE

School divination; **Level** bard 1, cleric 1, inquisitor 1, ranger 1, sorcerer/wizard 1, witch 1

Components V, M/DF (a worn-out coin)

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane

in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka.

The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

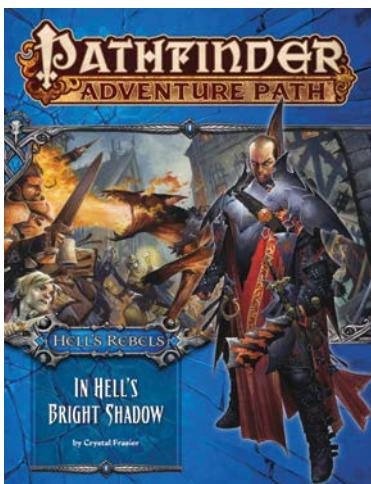


Next Month!

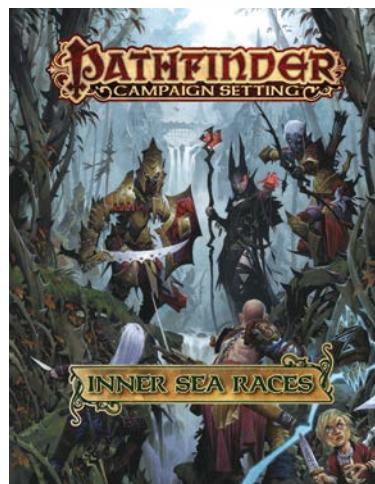
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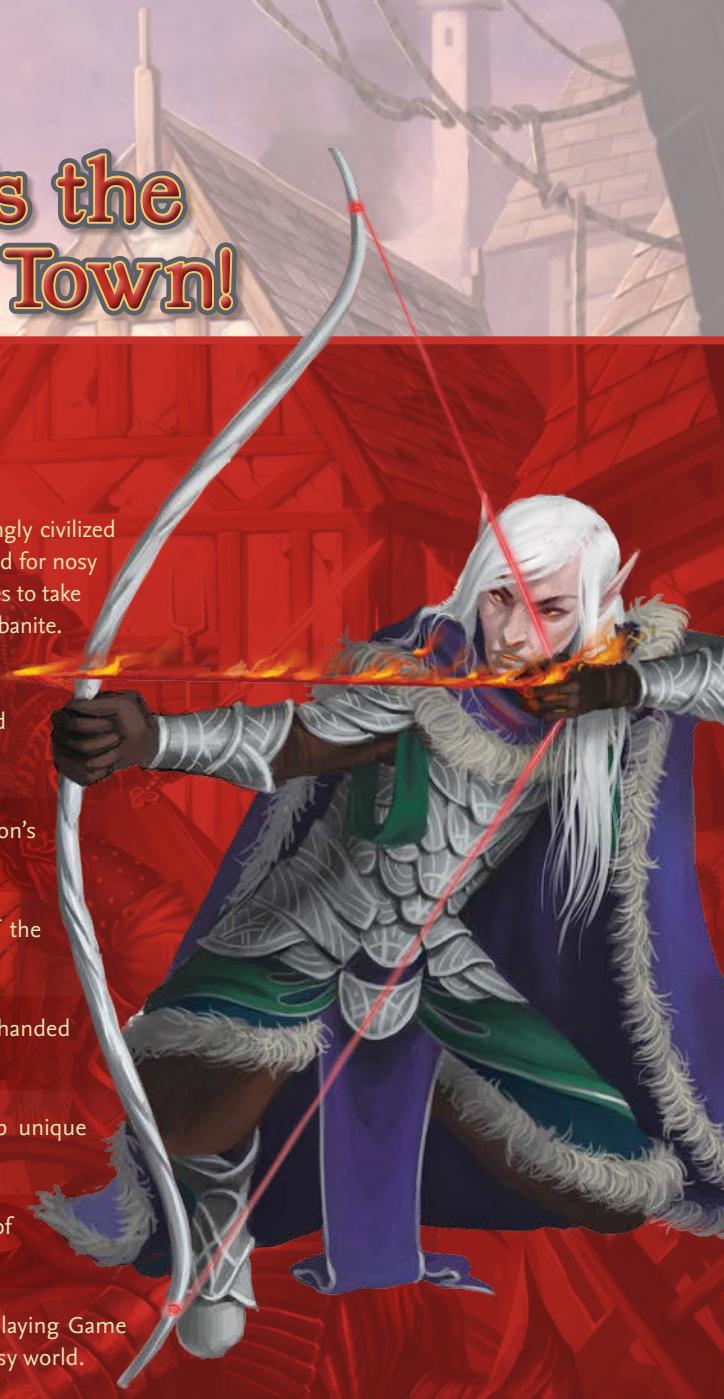
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