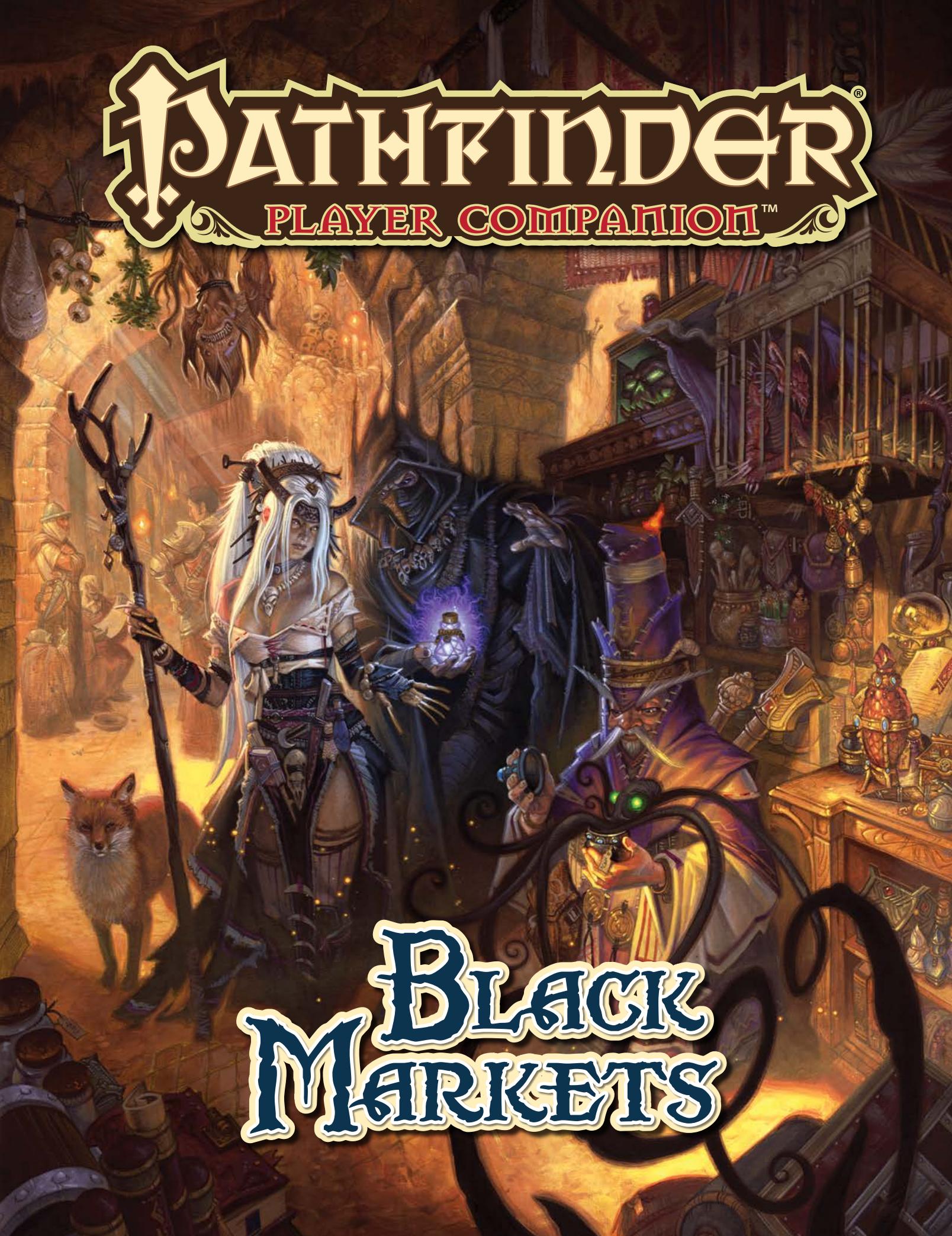


# PATHFINDER

PLAYER COMPANION™

## BLACK MARKETS



# ILLICIT TRADE IN THE INNER SEA REGION



# Pathfinder® PLAYER COMPANION™

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## On the Cover



Chris Seaman illustrates exactly why Feiya handles all the negotiations with dark forces, and why Balazar should look with his eyes, not with his hands.



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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](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 5</i>	B5
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<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.

### Alchemists

Black markets abound with nasty poisons, addictive drugs, and illegal and immoral reagents, all of which complement an alchemist's abilities, and few alchemists would have trouble finding work among the hidden stalls. The eldritch poisoner archetype (page 28) emphasizes an alchemist's gifts for quiet, deadly chemistry, rather than the guard-attracting noise of bombs.

### Bards

Trading in contraband requires a quick wit and a charming smile, and many of the feats and spells presented in this book benefit from those features a bard already possesses. In addition, the hoaxter archetype (page 29) is designed to turn any gifted performer into a despicable snake-oil merchant.

### Rogues

Few classes are better suited to the black market than the rogue, who must often acquire even her basic starting equipment—thieves' tools, disguise kits, and trap supplies—from underworld dealers.

### Sorcerers and Wizards

Black markets offer a treasure trove of forbidden magic, lost artifacts, and sources of arcane power, and benefit greatly from the trickery provided by illusion and enchantment spells. New spells focused on deception and secrecy complement the new extradimension wizard focused arcane school and the sorcerer of sleep's underworld potential, while new magic items like necrografts and cursed relics round out an arcane caster's criminal potential.

## 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 want to run or deal with black markets, the following elements detailed here work equally well for all Pathfinder RPG characters, regardless of class, motivation, or background.

### Black Market Activities

New rules for creating black markets and running underworld activities open up criminal possibilities to every character. Break legs, plan robberies, and send your agents to smuggle goods past the city guard as you maneuver to take control of your city's black market.

### New Feats

Sometimes characters get the best results from their worst habits. An array of pesh feats from Katapesh lets addicts master their high to find insight, ignore pain, and learn magic spells, while black market feats hone a character's skulduggery and gift for subterfuge.

### New Magic

The new spells and magic items within this book help round out nearly any class when it comes to subterfuge and smuggling. Spells like *arcane pocket* and *secret vault* let adventurers carry their wealth or inventory without the prying eyes of tax collectors falling on them, while items like the *congregant's compass* and *false flag tabard* allow worshipers of outlawed gods to wear their faiths close to their chests and continue meeting in private.



## 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: Black Markets*.

**1** Will the campaign make use of the downtime rules and activities found in *Pathfinder RPG Ultimate Campaign*, and will players be able to run organizations?

**2** How much of the campaign will focus on secrecy and evading the authorities? Will the PCs be traditional heroes, daring rebels, or calculating criminals?

**3** Is using poison or traps considered an evil act? What limits are there on good characters using dangerous, immoral, or illegal equipment?

## Underworld Connections

Black markets bring varied criminal connections within the reach of any character, whether she wishes to master the city's illicit underbelly or just acquire hard-to-find goods. The new black market stat block gives players and GMs alike a better idea of the kinds of illegal goods a city's underground economy can provide, how difficult those resources are to locate, the depth of the marketeers' pockets, and what sorts of dangers and challenges may await down dark alleys and behind closed doors. Perhaps most importantly, black markets help adventurers who lack criminal inclinations associate with NPCs and hirelings who can make up for that naivete.

### DID YOU KNOW?

The very first black market introduced in the Pathfinder campaign setting was the Nightstalls of Katapesh. Created by senior developer Rob McCreary, the Nightstalls specialize in strange, immoral, and esoteric wares, such as the tears of a new moon, a madman's dreams, or the screams of a thrice-slain virgin, alongside drugs, poisons, and relics.

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# INTRODUCTION



Not everyone willingly accepts the limits of the law. From the Sczarni of Varisia's cities to the underground organizations rumored to run Cheliax's back alleys, criminals and conspiracies carve out secret alliances shaken by periodic betrayals, power grabs, and turf struggles. Even reputable groups like the Pathfinder Society and Eagle Knights make use of resources and connections that society at large may deem dangerous or distasteful, quietly buying from fences and privateers with black market connections when necessary.

Even idealists and wonder-workers are at times driven to the outlaw havens of black markets. Magical visionaries from Katapesh to Ustalav use these unauthorized enterprises to fund and protect their work even when the populace fears and opposes their methods (reasonably or not). In Irrisen and Geb, freedom fighters rely on black markets to support their efforts to undermine oppressors. Persecuted faithful and isolated cultists, such as Iomedaeans in Rahadoum and Desnan evangelists in Nidal, hide their practices and their relics for fear of confiscation and worse, relying on each other for safety—and just as often on the questionable honor of the thieves with whom they must deal.

In this volume, discover the secret workings of underground economies, including descriptions of the most infamous and wondrous black markets in and around the Inner Sea region. In illicit havens like these, adventurers can command a criminal organization or thieves' guild to rule the back streets and dark alleys using new downtime

activities. These pages also contain a treasure trove of illegal goods, including poisons, necromantic experiments, cursed relics, addictive drugs, portable traps, and tools of heretical faiths, all banned and likely as dangerous to their owners as they are to their enemies. Crime is risky business, however, so *Pathfinder Player Companion: Black Markets* also includes secretive spells and smuggler's tricks to help characters safely navigate this shadowy world.

## Black Markets as Resources

Often, the unscrupulous traders of black markets have the deepest pockets, so adventurers turn to these merchants when the open market doesn't have what they need or law-abiding merchants can't afford to buy what they hope to sell. Conventional criminals—from tax dodgers to unlicensed treasure hunters to contract killers—also appreciate fellow outlaws as their best resources. In Cheliax's former capital of Westcrown and the Coins district of Absalom, ineffectual government means that black market connections are often the fastest and easiest ways to get anything accomplished, even projects dedicated to the common good.

Many illegal goods are still vital and accepted tools for adventurers. Drugs, poisons, cursed items, dangerous spells, and thieves' tools are often banned from public sale—with good reason—but may prove necessary to those who delve dungeons and face extraordinary challenges, driving otherwise lawful heroes to consort with criminals.

To any enemies of the powers that be, black markets are an invaluable outlet to sell goods and a source of new equipment, especially items deemed dangerous to those very powers. If you seek items to fight the undead overlords of Geb, the mobile black market known as the Wagons of Light is perhaps your sole source of holy symbols, *cure potions*, and *wands of bless*. Although this market is run by goodly clerics seeking to protect the living, in this evil land where the government is dominated by undead, the marketeers are outlaws.

Similarly, when wealthy powers use legal means to keep the facts buried, truth-seekers often find themselves criminals, and find only fellow lawbreakers are willing to help (for the right price, of course). The best information brokers, even those dealing in perfectly legal lore and history, are often available only through the black market; few get to be the best in such a trade without breaking a few laws or attracting criminal patrons.

## Black Markets as Opportunities for Adventure

Adventurers can get involved with black markets in many ways. Each of these risky operations requires protection from whatever authority keeps it illegal. Most also feel the constant pressure of outside criminal groups or monsters hungry for a cut of the profits, or eager to prey on those living outside of the law's protection. Trust is the one commodity not for sale in any black market, and even if your band of thieves lives by a strict code of honor, it takes only one greedy client to bring the town guard knocking on your door, or one dissatisfied vendor to call down a rival syndicate's wrath. And as with any market, visitors may decide that robbery is faster and easier than haggling.

Every black market needs wares delivered or collected, presenting a chance to work on the road. The smugglers, forgers, and brave caravan guards who perform these tasks form the backbone of any illegal economy. These bold conspirators provide a steady supply of contraband. Trusted agents may also find work scouting new routes, acting as decoys or running shipments on their own.

Most black markets need respectable go-betweens to settle affairs between the shadow world they occupy and the rest of the world. A law-abiding citizen in need of help only the black market can provide may need an advocate to protect her from the robbers and swindlers who call that market home—and that advocate may later need to protect the black-marketeers themselves from the citizen's loose lips. At the same time, criminals sometimes back themselves into a corner, and find themselves unable to call upon the legal authorities for aid or protection. A criminal with an odd disease or cursed item could likely use help getting in touch with the sort of lawful priest or mage who might be able to solve the problem.

For upstanding citizens, black markets represent a chance to champion the authorities by sniffing out and exposing its activities. The authorities might offer rewards for anyone who exposes the markets' lawbreaking, but most lack sufficient personnel or inside knowledge to truly shut down

a black market, as most underground economies simply change venues when discovered. Instead, stalwart heroes looking to end such a criminal enterprise must infiltrate the market and expose its leaders, or else address the societal ills that make black markets so profitable.

## Perceptions of Black Markets

Black markets provoke emotions of every sort. Despite trends in a nation as a whole, the opinions of individual cities and individual citizens naturally run the gamut.

Nations with a strong sense of authoritarianism or moral rectitude, such as Cheliax, Andoran, and the Five Kings Mountains, view black markets as disgraces to proper society, and in such nations, fewer citizens dare associate with them. Criminal organizations exist, but the common folk rarely romanticize outlaws. The cities still have black markets, but they are the domain of scofflaws, revolutionaries, spies, and foreigners. If such a black market survives for long, it likely has some form of semiofficial agreement with local authorities or powerful patrons.

People from more profit-minded nations, such as Absalom, Druma, Katapesh, and Qadira, are less offended by these markets, recognizing that just because a product is illegal or distasteful doesn't mean it won't have buyers and sellers, even among otherwise lawful citizens. Authorities in these places focus on enforcing fines against violators without worrying about the endless task of eliminating them altogether. Most citizens merely shrug at the existence of these vendors, pointing the curious toward or away from noteworthy locations, depending on how their moral compasses align.

In places where a certain amount of corruption is commonplace, such as the River Kingdoms, Taldor, and Westcrown in Cheliax, black markets are an unavoidable fact of life, and ordinary citizens likely visit them to buy vital but hard-to-find goods or uncommon luxuries at affordable prices. Criminals, merchants, and even entire markets in these areas likely pay a cut of their profits to local authorities in exchange for turning a blind eye to their illegal activities.

Nations invested in intrigue and spreading their own vision of the world, such as Andoran, Cheliax, and Taldor, take advantage of black markets inside rival nations. On foreign soil, a black market is a valuable blind spot in the enemy's vision, where their agents can hide, resupply, and find allies. With a little tacit support and clever propaganda, criminal organizations can prove fertile ground in which to plant the seeds of future schemes and networks of contacts.

Nations with valuable artifacts and lost treasures, such as Numeria and Osirion, devote much effort to finding and eliminating black markets because they represent the potential loss of extremely potent weapons or symbols. Some citizens may be tempted by the power or wealth these items represent, but others hate foreigners who dare to fleece their nation of its riches by exporting their history and culture. As result, citizens may be highly polarized, immediately either friendly or hostile, should they discover a visitor's black market dealings.

# BLACK MARKET RULES

Black markets represent a risky way for the canny adventurer to make lucrative business deals and find special treasures.

## Black Market Stat Blocks

A black market sometimes offers more valuable items and more powerful spellcasting services than the settlement in which it is found, but such items and services cost half again more (+50%) than their normal market price unless noted otherwise. Black markets by their very nature are illegal, whether because the sellers and buyers are criminals, local taxes and tariffs aren't paid, or the items or services are banned or stolen.

Black markets have stat blocks similar to those of settlements (*Pathfinder RPG GameMastery Guide* 204) and function as settlements except as noted here. A black market is tied to a settlement that must have at least at least 201 inhabitants (small town or larger), and its population can never exceed half its settlement's population. A mobile market uses the nearest settlement as its host settlement for the purpose of its statistics. A black market stat block is organized as follows.

**Name:** The black market's name is presented first.

**Alignment and Type:** A black market's alignment almost always differs from that of its settlement, and the majority of the black market's workers and regulars are within one step of the market's alignment rather than the settlement's. A black market's alignment does not affect its modifiers; all black markets instead apply +1 Corruption and Crime modifiers. The type is indicative of the black market's size, whether it's a hideout, a den, a hotbed, an underbelly, an underground, or an underworld. A black market's type determines many of its statistics (see the tables below).

**Access:** This is the DC of the Diplomacy check to gather the information required to learn about and access the black market. Success reveals how to visit the black market. Failure

by 4 or less reveals the market's existence and best-known attributes but not how to access it. Failure by 5 or more attracts unwanted attention or a false lead, and the check cannot be retried for 1 day. The GM might rule that failure by 5 or more results in a random encounter, with criminals who shake down nosy PCs or authorities who question the PCs' search for illegal goods. Regardless of success, each attempt costs 2d4 gp since PCs must buy drinks or otherwise bribe informants.

A Knowledge (local) check against the black market's access DC reveals general information about the black market and its best-known patrons; failure by 5 or less reveals rumors of its existence.

**Modifiers:** A black market's modifiers are cumulative with those of its settlement.

**Qualities:** A black market's qualities are in addition to those of its settlement. Duplicated qualities don't stack.

**Danger:** A black market's danger value from its type is added to that of its settlement and applies nearby as well as within the black market itself.

**Disadvantages:** A black market's disadvantages are in addition to those of its settlement. Disadvantages duplicated by both a black market and its host settlement don't stack.

**Government:** This entry lists how the black market is run. Most black markets are anarchies or run by secret syndicates. Modifiers for government types duplicated between a black market and its host settlement don't stack.

**Population:** This number represents the number of people who regularly sell, buy, or otherwise maintain contact with the black market. Most are not present at any given time.

**Notable NPCs:** This entry lists the key NPCs' roles, names, and abbreviated statistics.

**Base Value, Purchase Limit, Spellcasting, and Minor Items/Medium Items/Major Items:** These values are set by the black market's type.

## Black Market Statistics

Type	Population Range	Access DC	Modifiers	Qualities	Danger	Purchase Limit
Hideout	30 or fewer	12	0	1	5	4,000 gp
Den	31–120	15	0	1	10	8,000 gp
Hotbed	121–400	18	+1	2	10	16,000 gp
Underbelly	401–1,200	20	+1	2	15	35,000 gp
Underground	1,201–4,000	25	+2	3	15	75,000 gp
Underworld	4,001 or more	30	+2	3	20	150,000 gp

## Available Magic Items and Spellcasting

Type	Base Value	Minor	Medium	Major	Spellcasting
Hideout	1,000 gp	3d4 items	1d6 items	—	3rd
Den	2,000 gp	3d4 items	2d4 items	1d4 items	4th
Hotbed	4,000 gp	4d4 items	3d4 items	1d6 items	5th
Underbelly	8,000 gp	4d4 items	3d4 items	2d4 items	6th
Underground	16,000 gp	*	4d4 items	3d4 items	7th
Underworld	32,000 gp	*	*	4d4 items	8th

\* At this size, nearly all magic items of their category are available for purchase.

## Black Market Qualities

In addition to settlement qualities, black markets can have any of the following qualities.

**Diverse Economy:** The black market attracts an especially wide array of vendors. (*Economy +1; increase base price by 20%; double magic item availability*)

**Mobile:** The market relocates often within its settlement, or operates from a roving caravan. (*Access DC +3; Economy -1; Lore +1*)

**Official Understanding:** The black market is tolerated by government authorities. Guards might be authorized to look the other way to keep the peace or they accept bribes to provide security. (*Access DC -8; Corruption +1; Law +3*)

**Persecuted Enclave:** The black market hosts a cult or another minority persecuted by the wider society. (*Access DC +2; Corruption, Crime, and Economy -1; increase base price by 20%*)

**Secretive:** The black market is particularly difficult for outsiders to find. (*Access DC +2*)

**Specialized Market:** The black market specializes in one or a few types of items or services. (*Lore +2 regarding related topics; increase base price and purchase limit by 50% for related items*)

## Black Market Disadvantage

In addition to settlement disadvantages, black markets can have the following disadvantage.

**Violent:** Monsters or violent criminals take advantage of the black market's isolation from government protection. (*Economy, Law, and Society -2; Danger +10*)

## Black Market Feats

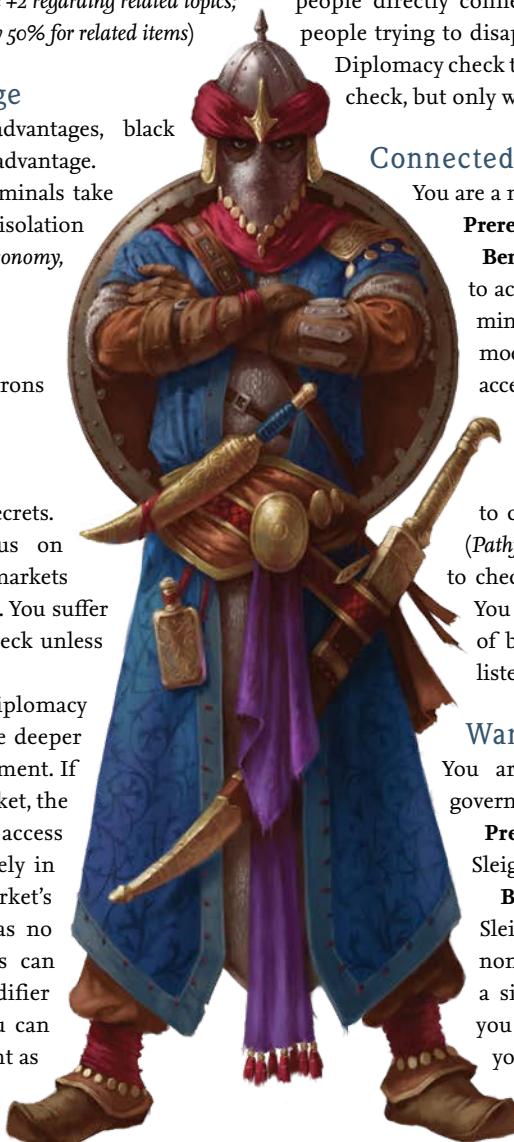
The following feats are used by patrons of black markets.

### Black Market Dealings

You walk dark alleys and trade in secrets.

**Benefit:** You gain a +4 bonus on Diplomacy checks to access black markets and do not pay the gp cost to do so. You suffer no consequences for failing the check unless you fail by 10 or more.

In addition, you can use the Diplomacy skill to locate merchants who have deeper pockets in a black market or settlement. If you are looking inside a black market, the DC is equal to the black market's access DC. If you are looking more widely in a settlement, use the black market's access DC + 5 (if a settlement has no black market, the DC is 30; PCs can apply the settlement's Crime modifier to their checks). If successful, you can treat the black market or settlement as one step larger for the purposes of base value, items available, and



purchase limit. If the settlement was already a metropolis, nearly all minor and medium magic items are for sale, as well as 3d8 major magic items; the base value is 32,000 gp; and the purchase limit is 200,000 gp. If the black market was already an underworld, nearly all minor and medium magic items are for sale, as well as 4d8 major magic items; the base value is 64,000 gp; and the purchase limit is 300,000 gp. This benefit does not stack with other ways to increase the effective size of a black market or settlement (such as the black market connections<sup>UC</sup> rogue talent). You can attempt this check only once per week.

### Black Market Sleuth

You track the dealings of criminals with an expert eye.

**Prerequisites:** Diplomacy 1 rank, Knowledge (local) 1 rank.

**Benefit:** You roll twice and take the better result on Diplomacy checks to access black markets or learn about anyone who has contact with black markets. You can roll twice and take the better result on Knowledge (local) checks to recall information about black markets, criminals, and people directly connected to either. You can search for people trying to disappear in a community, attempting a

Diplomacy check to track a target rather than a Survival check, but only within an urban environment.

### Connected Criminal

You are a master of criminal commerce.

**Prerequisite:** Knowledge (local) 5 ranks.

**Benefit:** Attempting a Diplomacy check to access a black market requires only 5d4 minutes of effort. You can apply the Crime modifier of a black market you have accessed to Bluff, Diplomacy, Profession, and Sleight of Hand checks to make money within the market itself.

This bonus applies to skill checks to covertly perform downtime activities (*Pathfinder RPG Ultimate Campaign 84*) and to checks to earn capital in black markets.

You treat the capital spending limits of black markets as 5 higher than their listed value.

### Wary Smuggler

You are skilled at trading without the government's approval.

**Prerequisites:** Perception 5 ranks, Sleight of Hand 5 ranks, Stealth 5 ranks.

**Benefit:** You gain a +5 bonus on Sleight of Hand checks to conceal small, non-weapon objects on your body, or on a single animal or vehicle with which you are traveling. While in urban areas, you can always take 10 on Perception checks, Sleight of Hand checks, and Stealth checks.

# BLACK MARKETS OF GOLARIÓN

Black markets can be found anywhere that has laws to evade. Each black market described here includes its stat block and a trait for those with ties to that market. Any quality or disadvantage marked with an asterisk (\*) is a new rule introduced on page 7.

## The Dusk Market

The Dusk Market in Westcrown sells most kinds of illegal goods, from drugs and poisons to guard monsters and unregistered slaves. It operates from a different grandiose ruin at sundown each evening to avoid Hellknights of the Order of the Rack and the city's roving monsters.

**Dusk Market Bribery (social):** You learned how to bribe by watching Dusk Market merchants interact with Westcrown's dottari guards. Reduce the amount of gold you must spend to bribe a guard or official or compensate a conjured creature by 5%.



### DUSK MARKET

LE underground

**Access DC** 20

**Corruption** +6; **Crime** +6; **Economy** +3; **Law** -2; **Lore** +3; **Society** +2

**Qualities** mobile\*, notorious, official understanding\*

**Danger** +25

### DEMOGRAPHICS

**Government** secret syndicate

**Population** 1,501 (1,126 humans, 223 halflings, 102 tieflings, 50 others)

### Notable NPCs

**Crooked Dottari Major Eco Drumanis** (CE male tiefling fighter 6)

**Monster Hunter Bellana Maxatari** (N female human ranger 8)

### MARKEPLACE

**Base Value** 20,800 gp; **Purchase Limit** 112,500 gp;

**Spellcasting** 7th

**Minor Items** all available; **Medium Items** 4d4; **Major Items** 3d4

## The Nightstalls

The Nightstalls of Katapesh sell legal but controversial offerings—including most of the city's trade in slaves and drugs—as well as untaxed wares.

**Nightstalls Navigator (social):** Long exposure to the endless variety of the Nightstalls grants you a +2 trait bonus on Diplomacy checks to gather information and on Knowledge (local) checks to recall information about criminal activities. One of these (your choice) is always a class skill for you.

### NIGHTSTALLS

NE underworld

**Access DC** 22

**Corruption** +6; **Crime** +5; **Economy** +6; **Law** -1; **Lore** +2; **Society** +2

**Qualities** diverse economy\*, official understanding\*, prosperous

**Danger** +20

### DEMOGRAPHICS

**Government** secret syndicate

**Population** 5,623 (4,708 humans, 247 dwarves, 191 half-elves, 172 halflings, 114 gnomes, 93 half-orcs, 98 others); approximately 30% are slaves

### Notable NPCs

**Aspis Agent Fatima Jel-Abar** (NE female human rogue 6)

**Slave Master Lord Oslynn Clarion** (LE male half-elf aristocrat 8)

### MARKEPLACE

**Base Value** 48,000 gp; **Purchase Limit** 225,000 gp;

**Spellcasting** 8th

**Minor Items** all available; **Medium Items** all available; **Major Items** 8d4

## The Red Silk Route

The Red Silk Route runs through Absalom's Coins district, demarcated by red silk flags. It boasts famous attractions of pleasure. The lax guards of the Coins pay little attention to its crimes in exchange for the black market policing their own.

**Red Silk Frankness (social):** You learned from the Forthright Men, the Coins' peace-keeping thieves' guild, to use candor to avoid trouble. You gain a +5 trait bonus on Diplomacy checks to convince others to overlook offensive or illegal acts. Diplomacy is always a class skill for you.

#### RED SILK ROUTE

N underground

**Access DC** 17

**Corruption** +6; **Crime** +5; **Economy** +6; **Law** -1; **Lore** +2; **Society** +2

**Qualities** official understanding\*, strategic location, tourist attraction

**Danger** +15

#### DEMOGRAPHICS

**Government** secret syndicate

**Population** 3,126 (1,909 humans, 326 gnomes, 291 half-elves, 267 halflings, 155 dwarves, 88 elves, 29 half-orcs, 61 others)

#### Notable NPCs

**Forthright Men Guildmaster The Jester** (LN male halfling bard 11)

**Captain of the Token Guard Lady Kythes Finch** (N female human cavalier<sup>AGG</sup> 7)

**Revelant Ainnette Metimer** (LE male half-elf cleric of Calistria 9)

#### MARkETPLACE

**Base Value** 24,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 7th

**Minor Items** all available; **Medium Items** 4d4; **Major Items** 3d4

### The Tarnished Halls

In this market, treasure hunters, smugglers, and tinkers trade in timeworn technology and alien beasts without Technic League interference.

**Tarnished Halls Runner (combat):** You evaded Technic League patrols with the Blood Gar pirates. When you move at least 10 feet, you gain a +1 trait bonus on attack rolls with firearms and technological weapons and a +1 dodge bonus to your AC against such weapons until the start of your next turn.

#### TARNISHED HALLS

CE hotbed

**Access DC** 20

**Corruption** +4; **Crime** +5; **Economy** +2; **Law** -6; **Lore** +1 (+3 alien goods and technology); **Society** -1

**Qualities** notorious, specialized market\* (alien goods, technology)

**Danger** +30; **Disadvantages** violent\*

#### DEMOGRAPHICS

**Government** secret syndicate

**Population** 228 (167 humans, 19 halflings, 13 half-orcs, 8 androids, 7 dwarves, 5 orcs, 4 ratfolk, 5 others)

#### Notable NPCs

**Blood Gar Captain Drakenda Kuldar** (NE female human slayer<sup>AGG</sup> 6)

**Rogue Technomancer Tallend Halant** (CN female android<sup>BS</sup> sorcerer 9)

#### MARkETPLACE

**Base Value** 4,000 gp (6,000 gp alien goods and technology);

**Purchase Limit** 24,000 gp (32,000 gp alien goods and technology); **Spellcasting** 5th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

### The Wagons of Light

This mobile black market in Geb carries holy symbols, good-aligned outlaw priests, and items for combating undead and wielding positive energy. Although the Wagons of Light usually remain near Mechitar, they move frequently.

**Covert Channeler (faith):** Your mentor in the Wagons of Light taught you to hide holy symbols quickly. You can draw or stow a holy symbol as a swift action.

#### WAGONS OF LIGHT

NG den

**Access DC** 18

**Corruption** -5; **Crime** +1; **Economy** -1; **Law** +0; **Lore** +3; **Society** -2

**Qualities** mobile\*

**Danger** +10; **Disadvantages** cursed

#### DEMOGRAPHICS

**Government** magical

**Population** 101 (81 humans, 9 halflings, 6 dhampirs, 5 others)

#### Notable NPCs

**Evangelist Ulliah Muharim** (NG male human warpriest<sup>AGG</sup> of Sarenrae 11)

**Desnan Guide Ixilia Obeg** (N female dhampir<sup>BS</sup> rogue 7)

#### MARkETPLACE

**Base Value** 2,000 gp; **Purchase Limit** 8,000 gp; **Spellcasting** 5th

**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

### The Witchmarket

The Witchmarket is a caravan of fey merchants who use First World portals to visit different locales on Golarion. The peddlers sometimes demand payment in odd forms, such as specific magic items, years of the buyer's life, or a bowl of milk.

**Hex-Proof (magic):** You've dealt too often with cruel fey magic, and so gain a +2 bonus on Will saves against hexes and fey creatures' spells and spell-like abilities.

#### WITCHMARKET

CN underbelly

**Access DC** 22

**Corruption** +4; **Crime** +0; **Economy** +2; **Law** +3; **Lore** +1; **Society** -1

**Qualities** diverse economy\*, magically attuned

**Danger** +15

#### DEMOGRAPHICS

**Government** overlord

**Population** 537 (297 fey, 55 hags, 43 gnomes, 37 elves, 34 humans, 17 half-elves, 44 others)

#### Notable NPCs

**Crone in the Cart Aggys** (LE female green hag witch<sup>AGG</sup> 13)

**Huckster Vitalion** (CN male satyr bard 4)

#### MARkETPLACE

**Base Value** 11,200 gp; **Purchase Limit** 42,000 gp; **Spellcasting** 8th

**Minor Items** 8d4; **Medium Items** 6d4; **Major Items** 4d4

# BLACK MARKET DOWNTIME

Even between adventures, black markets bustle with intrigue, opportunity, and trouble. Thieves' guilds, shadowy cabals, and other black market organizations can all make use of the downtime rules from Chapter 2 of *Pathfinder RPG Ultimate Campaign*.

## Black Market Spending Limits

Black markets have spending limits just like settlements, representing how much help you can get in a given day. A black market uses the spending limits of its host settlement, though it can exceed that settlement's normal limit. In such a case, all capital spent beyond the settlement's normal spending limit can be applied only toward black market businesses and activities. The following numbers represent the limit of Goods, Influence, and Labor you can use in a black market each day.

Black Market Type	Spending Limit per Day (Goods, Influence, or Labor)
Hideout	5
Den	10
Hotbed	15
Underbelly	25
Underground	35
Underworld	50

## Downtime and Teams

The downtime activities listed in the Downtime Activities section can also be performed by your teams. You cannot use a team to earn capital on the same day it is engaged in another downtime activity. When a team performs one of these downtime activities, it attempts a check using the same bonus it uses to attempt a check to earn capital. Multiple teams can collaborate on a downtime activity check, using the largest bonus available, and gaining a +2 bonus for each team assisting (maximum +4). Teams that do not have a listed bonus for a specific type of capital cannot attempt or collaborate on checks of that type.

PCs who dispatch teams to do their dirty work risk their employees' safety. If a team fails its downtime activity check by 4 or less, it is reported. If the team fails the check by 5 or more, it is instead broken up.

**Reported:** A team performing an illegal activity or negotiating with disreputable sorts may need to lie low when it fails at a task. A team that fails a downtime activity check may be detained by the authorities, lose confidence, or go into hiding from angry rivals, becoming unavailable for 2d6 days. The character who controls the reported team can spend 1 day of downtime attempting to ease feelings with a successful Bluff check (DC = 20 + the settlement or black market's Corruption or Law modifier, depending on whether the team is in trouble with other criminals or with the law, respectively) to reduce the team's exile to 1d6 days.

Depending on the circumstances, the GM may allow different skill checks to reduce a team's exile—a Profession (barrister) check may be useful in freeing a team detained by the local guard, for example.

**Broken Up:** The dangers of a criminal life sometimes lead to bad ends, and any team that fails a downtime activity check by 5 or more is broken up—its members are dead, imprisoned, or simply putting crime behind them. If the character who controls the broken-up team succeeds at a Diplomacy or Intimidate check (DC = 20 + the settlement or black market's Crime modifier), she can salvage enough resources—equipment, notes, and surviving team members—to reduce the capital cost of recruiting an identical team by half.

## Downtime Activities

This section describes various criminal activities you can undertake during downtime. Additional criminal downtime activities can be found on pages 26–27 of *Pathfinder Player Companion: Cohorts and Companions*.

### Alibi

With a successful DC 15 Bluff or Influence check, you or a team can spend 1 day of downtime to interfere with a current or future investigation. This applies a +2 bonus to any Bluff check to convince others you were uninvolved in a specific event of your choice that happened in the past 48 hours or will happen within 24 hours. You can spend 1 point of Influence to increase this bonus to +5.

### Blackmail

You can spend 1 day of downtime to learn an incriminating secret about someone. To learn a secret about your target, you or a team must succeed at a Diplomacy (gather information) or Influence check with a DC equal to 10 + target's Hit Dice + the target's Charisma modifier. On a successful check, you can pay 10 gp per Hit Die to learn the secret.

You can reveal this secret at any time to gain a +5 circumstance bonus on a single Intimidate check against your target. On a successful check, the target's attitude remains friendly toward you for 1d6 days, rather than 1d6 × 10 minutes, then degrades by one category each day until the target's attitude becomes hostile. Alternatively, you can reveal a secret while coercing your target (see below) to automatically succeed at your Intimidate check to coerce that target. Once a secret has been revealed, you can't use it again.

### Coerce

You or your team uses 1 day of downtime to browbeat a person or team with a successful Intimidate or Influence check (DC = 15 + target's Hit Dice + target's Wisdom modifier). If you succeed, you can coerce the foe to perform a downtime activity on your behalf, or no activity for 1 day. Whether you succeed or fail, the target's attitude becomes unfriendly.

## Enforce Order

Your team keeps the black market relatively safe for customers and vendors for 1 day. Enforcing order requires a successful Influence or Labor check against the black market's access DC. Success raises the black market's Law modifier by 2 and reduces its Danger by 10 for 24 hours. While your agents enforce order, merchants and patrons might approach you to resolve internal disputes or address outside concerns (such as unaligned thieves or nosy guards).

## Heist

One or more of your loyal teams infiltrate (see below) an organization or property to steal valuables or information. You must spend 1 day of downtime and succeed at an Appraise or Sense Motive check ( $DC = 20 +$  settlement or black market's Law modifier) to assemble the ideal recruits and provide them the necessary information on their target.

At any point in the next week, your assembled team or teams can perform their heist, attempting a check to earn capital as if performing skilled work. Because this capital is stolen from another organization, you do not need to pay the associated gp cost for earning capital. Assembled teams must succeed at a DC 20 check to earn capital, or else they fail and are reported or broken up. Performing a heist to generate Magic capital imposes a -5 penalty on this check.

Regardless of the result, your target suspects your involvement. Blame can be deflected with a successful Bluff check, which may benefit from an alibi (above) or manipulating evidence (*Pathfinder Player Companion: Cohorts and Companions* 26).

To perform a heist without arousing too much suspicion, your team must first infiltrate it (see below).

## Infiltrate

You spend 1 day of downtime to insert one of your teams into another organization to feed you information or steal resources. Doing so requires a successful Disguise or Bluff check against a DC of 20, modified by the settlement or black market's Crime (for criminal organizations), Law (for law enforcement and military organizations), or Society (for governments and businesses) modifier. While infiltrating another organization, your team can attempt checks to earn capital on your behalf, using any non-team bonuses provided by the infiltrated organization's facilities and

resources; you must still pay any associated cost for earning capital. Alternatively, your team can spend 1 day of downtime to attempt a check to earn capital and treat the result as a Diplomacy check to gather information regarding the organization, reporting the discoveries to you.

An infiltrating team remains ensconced for 1 week, plus 1 week if you succeeded at your initial check by 5 or more. You can perform the infiltrate activity up to once per week to maintain a team's infiltration for extended periods. An infiltrating team can perform no other downtime activities on your behalf.

Instead of earning capital or gathering information, an infiltrating team can spend 1 day to perform a heist (see above). This ends the infiltration, but deflects any suspicion away from you or your organization; the target of the heist must succeed at a DC 20 Perception check (modified by the earning bonus your team used) to find any evidence of your involvement. Targets that fail their Perception checks by 5 or more don't realize they were robbed.

## Smuggle

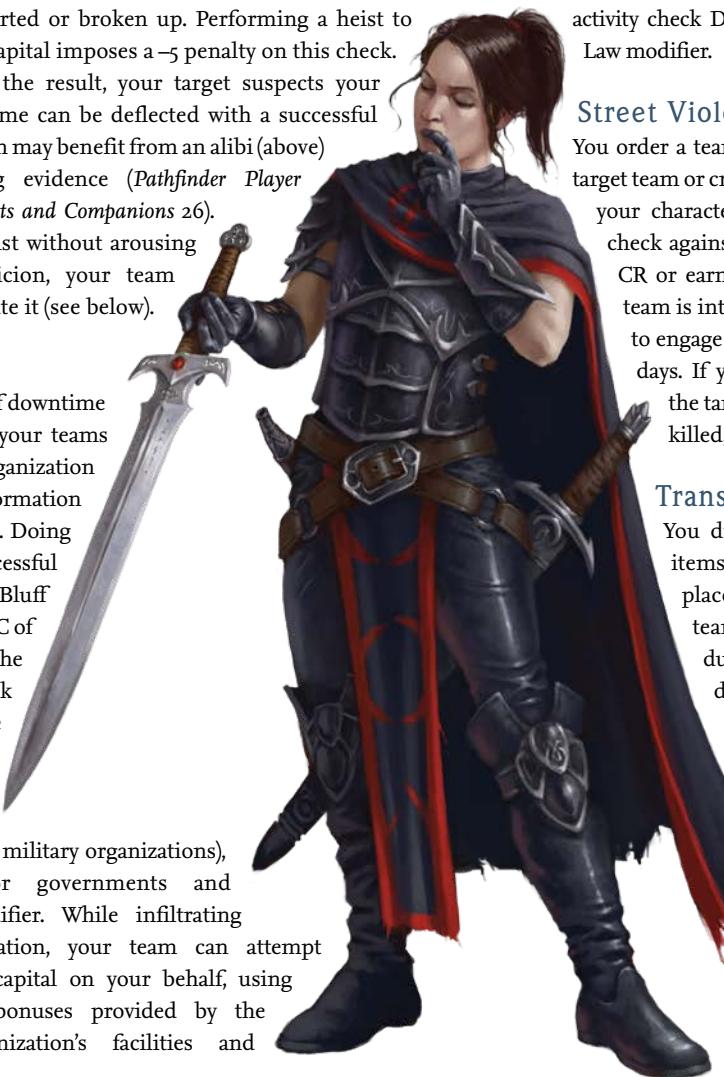
Your team performs a transport activity (see below), but moves illegal goods or circumvents normal taxes and fees. Smuggling adds 1 additional day to the travel time, and the final downtime activity check DC is modified by the settlement's Law modifier.

## Street Violence

You order a team to capture, intimidate, or slay a target team or creature with a CR at least 3 less than your character level. With a successful Labor check against a DC of  $11 +$  double the target's CR or earning bonus, the target creature or team is intimidated or injured, and is unable to engage in any downtime activities for 1d6 days. If your team succeeds by 5 or more, the target creature is instead captured or killed, or the target team is broken up.

## Transport

You dispatch a team to move specific items, people, or capital from one place or organization to another. The team becomes unavailable for the duration of the trip (minimum 1 day). At the end of its journey, a successful downtime activity check by the assigned team ( $DC = 5 +$  days traveled) means their goods arrived safely and intact. On a failure, the team is robbed or skims off the top, losing half the cargo's value. If its check fails by 5 or more, the team breaks up or goes rogue, and you lose both the team and the valuables it was transporting.



# BLACK MARKET POISONS

In some countries, poisonous substances are sold openly alongside other alchemical wares. Yet even in these nations, illegal poisons trade hands in the shadows. Mixing toxins with magic or negative energy creates amalgamations that even many assassins find deplorable.

## Infused Poisons

By combining the skill of potioncraft with a poisoner's art, cunning assassins and herbalists can craft vile supernatural threats. An infused poison combines the effects of an ingested poison and a potion. A creature drinking an infused poison is affected by the poison (and its initial effects or damage) first, after which the infused spell effect triggers and the imbiber must attempt a second saving throw (often of a different type or DC) against its magical effects. Spell resistance applies normally to an infused poison's magical effects, but offers no protection against the poison, and poison resistance offers no protection against the magical effects of an infused poison. Poison immunity renders a creature immune to an infused poison's magical effects.



A poison can be infused with a spell of up to 3rd level that has a casting time of less than 1 minute and targets one or more creatures. As with a potion, you cannot create an infused poison without meeting its spell prerequisite. The base price of the infusion is equal to the level of the spell × the creator's caster level × 25 gp. The cost of the poison to be infused is paid separately. If the spell has a material component cost, it is added to the poison's base price and cost of creation.

Infused poisons function like spells cast on the imbiber. A poison's creator makes all decisions regarding the spell's effects when it is created—the creature consuming the infused poison has no control over its effects. Unlike with a potion, the imbiber is not considered the caster of the effect. If the spell has an effect related to the caster (as does *charm person*), the subject treats the first sentient creature it encounters after consuming the poison as the poison's creator.

A character who attempts to identify an infused poison with a Perception check (as if it were a potion) has a 5% chance of poisoning herself, unless she has the poison use ability. This process doesn't consume the infused poison.

## Infuse Poison (Item Creation)

You can infuse a poison with a magical effect.

**Prerequisites:** Brew Potion, Craft (alchemy) 5 ranks, caster level 3rd.

**Benefit:** You can infuse an ingested poison with any spell of 3rd level or lower that you know and that targets one or more creatures and has a casting time of less than 1 minute. Infusing a poison takes 2 hours if its base price is 250 gp or less; otherwise, infusing a poison takes 1 day for each 1,000 gp in its base price. When you infuse a poison, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. To infuse a poison, you must use up raw materials costing half of its base price.

When you create an infused poison, you make any choices that you would normally make when casting the spell. Whoever ingests the infused poison is the target of the spell.

## Common Infused Poisons

Infused poisons can be purchased at many black markets.

ABYSSAL ARSENIC		PRICE 420 GP
SLOT	CL	WEIGHT
none	3rd	—
<b>AURA</b> faint transmutation		
Favored by demon cultists, this malign variant of arsenic causes a wide variety of painful deformations in the victim's flesh.		
<b>Type</b> poison, ingested; <b>Save</b> Fortitude DC 13		
<b>Onset</b> 10 minutes; <b>Frequency</b> 1/minute for 4 minutes		
<b>Effect</b> 1d2 Con damage; <b>Cure</b> 1 save		
<b>Spell Effect</b> <i>disfiguring touch</i> <sup>UM</sup> (Will DC 13)		
<b>CONSTRUCTION REQUIREMENTS</b>		<b>COST</b> 270 GP
Brew Potion, Infuse Poison, <i>disfiguring touch</i> <sup>UM</sup>		

BURNING HEART		PRICE 150 GP
SLOT	CL	WEIGHT
none	1st	—

**AURA** faint evocation

Brewed from belladonna and popular among the backstabbing nobility of Taldor and Cheliax, *burning heart* causes victims to burst into flames at the most embarrassing times.

**Type** poisoned, ingested; **Save** Fortitude DC 14

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

**Effect** 1d2 Str damage, target can attempt one save to cure a lycanthropy affliction contracted in the past hour; **Cure** 1 save

**Spell Effect** *touch of combustion*<sup>ARG</sup> (Reflex DC 11)

CONSTRUCTION REQUIREMENTS	COST
Brew Potion, Infuse Poison, <i>touch of combustion</i> <sup>ARG</sup>	125 GP

Brew Potion, Infuse Poison, *touch of combustion*<sup>ARG</sup>

DUST OF EOX		PRICE 1,150 GP
SLOT	CL	WEIGHT
none	5th	—

**AURA** faint abjuration

This black metallic powder infuses lich dust with magic-destroying energies, tearing down any protective spells its imbiber may have in place. It is especially favored by Red Mantis assassins when they must target wizards, arcanists, or nobles with abundant magical servants.

**Type** poison, ingested; **Save** Fortitude DC 13

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

**Effect** 1d3 Str damage; **Cure** 2 consecutive saves

**Spell Effect** *dispel magic*

CONSTRUCTION REQUIREMENTS	COST
Brew Potion, Infuse Poison, <i>dispel magic</i>	775 GP

Brew Potion, Infuse Poison, *dispel magic*

LIQUID INFLUENCE		PRICE 900 GP
SLOT	CL	WEIGHT
none	5th	—

**AURA** faint enchantment

This heady liquid brewed from the toxin indigo dreams imparts a compulsion to its victim, decided when the poison is first created.

**Type** poison, ingested; **Save** Fortitude DC 13

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

**Effect** 1d3 Wis damage; **Cure** 2 consecutive saves

**Spell Effect** *suggestion* (Will DC 14)

CONSTRUCTION REQUIREMENTS	COST
Brew Potion, Infuse Poison, <i>suggestion</i>	525 GP

Brew Potion, Infuse Poison, *suggestion*

## Necrotoxins

Hailing from the undead nation of Geb but illegal even there, necrotoxins fuse alchemy and necromancy to attack not just the body or the mind, but the very soul of the victim. Only alchemists in Geb and the poison-loving city of Daggermark have mastered the creation of these rare and reviled toxins.

Charging necrotoxins with necrotic power requires special rituals, reagents from undead creatures, and the channeling of negative energy during the brewing process. The DCs of Craft (alchemy) check to brew a necrotoxin is 5 higher than the poison's Fortitude DC due to the temperamental process of its creation.

ENTROPIC DUST		PRICE 1,500 GP
SLOT	CL	WEIGHT
none	3rd	—

**AURA** faint necromancy

This white grit hinders a victim's divine power.

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

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Cha damage, and for the duration of the poison, victim must succeed at a concentration check vs. the poison's save DC to channel positive energy or lay on hands; **Cure** 1 save

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>desecrate</i>	750 GP

Craft Wondrous Item, *desecrate*

LAZURITE FLAKES		PRICE 5,400 GP
SLOT	CL	WEIGHT
none	11th	—

**AURA** moderate necromancy

These dark gray flakes induce ravenous hunger.

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

**Onset** 10 minutes; **Frequency** 1/minute for 8 minutes

**Effect** 1d2 Con damage, and a humanoid who dies while poisoned rises as an uncontrolled ghoul at the next midnight, retaining none of the abilities it possessed in life; **Cure** 2 consecutive saves

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>create undead</i>	2,700 GP

Craft Wondrous Item, *create undead*

QUICK ROT		PRICE 450 GP
SLOT	CL	WEIGHT
none	3rd	—

**AURA** faint necromancy

This smelly toxin causes a victim's flesh to become gangrenous.

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

**Frequency** 1/round for 4 rounds

**Effect** 1d2 Con damage, and until the Con damage is healed, the victim gains the stench universal monster ability. The stench DC is equal to the poison's DC, and creatures who fail their saves are sickened for 1d6+4 minutes. The poisoned creature is not immune to its own stench; **Cure** 1 save

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>ghoul touch</i>	225 GP

Craft Wondrous Item, *ghoul touch*

XENSH SPORES		PRICE 1,200 GP
SLOT	CL	WEIGHT
none	5th	—

**AURA** faint necromancy

These Shadow Plane spores inhibit a victim's ability to absorb positive energy.

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

**Onset** 10 minutes; **Frequency** 1/hour for 6 hours

**Effect** 1d2 Dex damage, and until the Dex damage is healed, the victim regains only half the normal amount of hit points from channeled energy and conjuration (healing) spells; **Cure** 2 consecutive saves

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>undead anatomy I</i> <sup>UM</sup>	225 GP

Craft Wondrous Item, *undead anatomy I*<sup>UM</sup>

# THE CORPSE TRADE

Black markets deal in esoteric goods far more often than in addictive drugs and valuable baubles. A macabre trade in undead—either whole or as parts to be grafted onto living flesh—flourishes across Golarion.

## Ghoulrunning

Creating an undead violates not merely a person's body, but also his immortal soul, and most nations of the Inner Sea region outlaw the creation or transport of undead. Yet some nations, such as Geb, appreciate the obvious advantages of undead servants: undead never tire, require no food or payment, and never demand better treatment. Such a creature's owner must be prepared to reduce or conceal the ever-present dangers of using the undead—primarily their occasional tendency to run amok and attack the living.

Though the practice is common only in Geb, unscrupulous business owners throughout the Inner Sea region use mindless undead laborers in industries requiring repetitive toil, such as mining and logging. Mindless undead also make good soldiers and exceptional guards, as they attack without concern for their personal welfare. A standard human zombie costs about 90 gp, while a skeleton costs 45 gp, although most

necromancers charge an additional fee of 50 to 100 gp to provide a body, and purchasers are expected to provide their own means of controlling their shambling laborers. Most undead available in black market circles are created through arcane necromancy, as those created by dark cults and death-worshipping clerics often exist to fulfill divine plots, while those that arise independently are difficult to sway from the unnatural impulses that spawned them for very long.

Intelligent undead make far more efficient and adaptable guards, soldiers, and assassins. However, intelligent undead prefer payment for their services and react to slavery with sullen defiance or violence.

## Necrografts

Grafting undead components to a living creature is illegal outside of Geb, but black markets across the Inner Sea region still trade in these undead body parts. Most prospective necrograft hosts seek out these macabre additions to replace a sick or missing body part, although some see necrografts as an extreme form of body modification, excising perfectly healthy body parts to make room for undead flesh. Not all necrograft hosts are willing recipients—some are forced to endure the surgical process as part of mad experiments.

A skilled necrograft surgeon (often a necromancer) is required to install a necrograft. Necrografts can be attached only to humanoids and only to replace a part—a necrograft arm can't be added in addition to a human's two healthy arms, for example, but could replace a lost arm. When a necrograft

is attached (a process requiring 1 hour), the recipient must succeed at a DC 18 Fortitude save or the necrograft fails to integrate with his body. Either way, the recipient takes 2 points of Constitution damage from the surgery.

A *raise dead* or *resurrection* spell cast on a living creature instantly destroys any necrograft implants unless the target succeeds at a separate Will save against the spell for each necrograft implant. If the target of the spell is dead, the target is restored to life but any implants are destroyed.

## Necrosis Score

Undead flesh doesn't readily bond with a living body, creating many problems but also unexpected boons. A necrograft host has a necrosis score equal to half the number of necrograft implants in his body (minimum 1). A necrograft host gains DR against nonlethal damage (excluding nonlethal damage from starvation or exertion) and a racial bonus on saving throws against paralysis, poison, and sleep effects equal to his necrosis score, but takes an equal penalty on saving throws against disease and negative energy effects. A necrograft also reduces the host's morale bonuses and the magical healing he receives by an amount equal to his necrosis score, as the necrotic energies blunt his emotions and ties to the natural cycle of life and death.



## Common Necrografts

The following are among the most commonly sold necrografts.

<b>GHOULGUT</b>		<b>PRICE</b> 16,000 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> moderate necromancy and transmutation		

A *ghoulgut* consists of a ghoul's stomach, gallbladder, and liver implanted in the host's torso, resulting in a potent resistance to disease, but also a hunger for flesh. Once per day, the necrograft host can charge her second stomach by feeding on at least 1 pound of raw meat (doing so provides no nutritional value). This charge lasts for 24 hours. While charged, a *ghoulgut* grants the host a +4 enhancement bonus on saving throws against disease and poison. As a swift or immediate action, the host can expend her stomach's charge to reroll a failed Fortitude saving throw.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 8,000 GP
Craft Wondrous Item, <i>create undead</i> , <i>undead anatomy II</i> <sup>UM</sup> , creator must have 8 ranks in Heal	

<b>GRAVEPAWN GLAND</b>		<b>PRICE</b> 6,200 GP
<b>SLOT</b> none	<b>CL</b> 11th	<b>WEIGHT</b> —
<b>AURA</b> moderate necromancy		

A *gravespawn gland* is a piece of zombie brain implanted in the host's skull. When the command word (which is often kept secret by its creator) is spoken within 60 feet of the host, the *gravespawn gland* releases a surge of necromantic power, dealing 4d6 points of negative energy damage to the host. The host must succeed at a Fortitude saving throw ( $DC = 10 + \text{the damage dealt}$ ) or be instantly slain. Creatures killed in this manner cannot be revived by *breath of life* or *raise dead*. A creature killed by a *gravespawn gland* rises 1 round later as a mindless zombie.

A *gravespawn gland* is rarely implanted willingly. Unlike with most necrografts, implanting this organ requires a successful DC 25 Heal check by the necrograft surgeon, not a successful Fortitude save by the recipient. Removing an implanted *gravespawn gland* requires a successful DC 25 Heal check; if this check is failed by more than 5, the *gravespawn gland* detonates inside the host.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,100 GP
Craft Wondrous Item, <i>animate dead</i> , <i>inflict critical wounds</i> , creator must have 11 ranks in Heal	

<b>NECROGRAFT ARM</b>		<b>PRICE</b> 12,000 GP
<b>SLOT</b> none	<b>CL</b> 13th	<b>WEIGHT</b> 10 lbs.
<b>AURA</b> strong necromancy and transmutation		

An arm of undead flesh allows its host to lift up to 1-1/2 times his maximum load over his head. A humanoid with two necrograft arms can lift up to twice his maximum load over his head. Each *necrograft arm* also provides its host with a natural slam attack (replacing any natural attacks that limb may have once had) that deals 1d4 points of bludgeoning damage (1d3 for Small creatures) as a secondary attack. If a host attacks with only slam attacks in a round, the slams are instead considered primary attacks. A *necrograft arm* is clumsy, imposing a cumulative -2 circumstance

penalty on all Craft, Disable Device, and Sleight of Hand checks per limb replaced, as well as on relevant Perform checks (such as for stringed instruments and wind instruments).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 6,000 GP
Craft Wondrous Item, <i>animate dead</i> , <i>regenerate</i> , creator must have 8 ranks in Heal	

<b>NECROGRAFT LEG</b>		<b>PRICE</b> 6,400 GP
<b>SLOT</b> none	<b>CL</b> 13th	<b>WEIGHT</b> 25 lbs.
<b>AURA</b> strong necromancy and transmutation		

A single *necrograft leg* allows its host to travel overland for 1-1/2 times longer than normal before needing to attempt Constitution checks to continue running or to avoid nonlethal damage from a forced march. A humanoid with two *necrograft legs* can travel overland twice as long as normal before needing to attempt these same checks. In addition, each *necrograft leg* grants its host a +2 bonus to CMD against bull rush and overrun attempts and provides a 50% chance to ignore caltrops.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,200 GP
Craft Wondrous Item, <i>animate dead</i> , <i>regenerate</i> , creator must have 8 ranks in Heal	

<b>SALLOWFLESH</b>		<b>PRICE</b> 20,000 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 4 lbs.
<b>AURA</b> faint abjuration and necromancy		

This necrograft weaves strips of rotted skin across the bearer's body in a grisly process of scarification. The dense, undead hide provides a +2 enhancement bonus to its host's natural armor bonus, and causes undead creatures to perceive the host as one of their own—skeletons, zombies, and other mindless undead ignore a character implanted with *sallowflesh* unless attacked first. Intelligent undead may also be fooled by this effect, but can recognize the host as a living creature with a successful DC 11 Will save; on a failed save, the undead assumes the host to be another intelligent undead. Undead attacked by the host, or that witness the host channel positive energy, can immediately see through this effect. *Sallowflesh* has no effect on living creatures' perceptions.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
Craft Wondrous Item, <i>animate dead</i> , <i>hide from undead</i> , creator must have 5 ranks in Heal	

<b>STRANGLER'S TONGUE</b>		<b>PRICE</b> 36,000 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint enchantment and necromancy		

Extracted from a mohrg, this ropy, claw-tipped tongue is implanted into a recipient's mouth or throat. A *strangler's tongue* lacks the strength to grasp or hold items, but the host can lash out with the tongue as a standard action as a melee touch attack. A humanoid hit by the strangler's tongue is paralyzed for 1d4 minutes (Will DC 15 negates).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 18,000 GP
Craft Wondrous Item, <i>create undead</i> , <i>hold person</i> , creator must have 5 ranks in Heal	

# CURSED RELICS

Black markets are a place of wonder, where modern fineries and contraband can be found alongside the relics of ages. Buyers must always beware of deals too good to be true, though, as curses ancient and insidious await.

## Cursed Items

The *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Ultimate Equipment* describe many kinds of cursed magic items. Most cursed items are created by accident, when the crafting process goes horribly wrong. However, some devious crafters create such items on purpose—either to deceive and discomfit others or because the cursed effect is somehow useful.

Item	Price	Spell Prerequisites
Armor of arrow attraction	10,650 gp	<i>Protection from arrows</i>
Armor of rage	1,850 gp	<i>Rage</i>
Bag of devouring	120,000 gp	<i>Disintegrate, plane shift, rope trick</i>
Berserking sword	36,190 gp	<i>Rage</i>
Boots of dancing	*	<i>Irresistible dance</i>
Bracers of defenselessness	12,500 gp	<i>Mage armor</i>
Crystal hypnosis ball	49,000 gp	<i>Dominate person, false vision, scrying</i>
Cursed backbiter spear	3,901 gp	<i>Magic weapon, warp wood</i>
Flask of curses	25,000 gp	<i>Bestow curse</i>
Gauntlets of fumbling	*	<i>Touch of gracelessness<sup>APG</sup></i>
Mace of blood	12,912 gp	<i>Bleed, death knell</i>
Necklace of strangulation	95,000 gp	<i>Power word kill, steal breath</i>
Net of snaring	16,320 gp	<i>Entangle</i>
Potion of poison	1,800 gp	<i>Poison</i>
Ring of clumsiness	1,100 gp	<i>Slow, touch of gracelessness<sup>APG</sup></i>
Robe of vermin	30,000 gp	<i>Summon swarm</i>
Scarab of death	6,000 gp	<i>Finger of death, summon swarm</i>
Stone of weight	5,400 gp	<i>Make whole, slow</i>

\* 90% of the normal price for the beneficial effect the item duplicates in addition to its curse or when its curse is not active.

## Crafting Cursed Items

Intentionally crafting cursed items requires the same item creation feats and skill checks as does crafting a normal item of that type, but in addition to such requirements, intentionally cursed items require *bestow curse* or *major curse* as a spell prerequisites. Crafting cursed items is generally cheaper than creating fully functional items, depending on the type of curse involved, as detailed below. The table above indicates the price and spell prerequisites of some of the most common deliberately created cursed items.

**Delusion:** Cost is reduced by 90%.

**Drawbacks and Requirements:** Cost isn't reduced for cosmetic drawbacks or requirements with no direct game effects. Cost may be reduced by 10% for minor drawbacks or requirements such as minimum skill ranks or worship of a specific deity; by 30% for harmful or costly drawbacks or requirements such as alignment change, ability damage, sacrificing wealth, or performing a quest to activate the item; or by 50% for severe drawbacks or requirements such as negative levels or sacrificing sentient creatures.

**Intermittent Functioning:** The cost of uncontrolled or unreliable items is reduced by 10%. The cost of dependent items, which function only in certain situations, is reduced by 30%.

**Opposite Effect or Target:** Cost is reduced by 50%.

## Cursed Counterfeits

In a black market, ancient bric-a-brac that appear to be genuine artifacts could be bits of valueless junk held together by magic. More sinister, however, are deliberately cursed objects intended to visit vengeance upon their buyers or return some great wealth to their creators. Some items are crafted to function for a limited time, convincing a buyer of their authenticity. These twisted treasures are often sold for far less than their apparent worth by merchants claiming to need money quickly or who feign ignorance of their value. By the time the curse manifests and the buyers realize they have been cheated, the seller is long gone.

Many of these relics differentiate the item's creator from its owner. Owner refers to the creature wearing or using the magic item, while creator refers to the original creature who crafted the magic item, or else the last creature to wear it and speak its command word (which is often kept secret from perspective buyers).

CIRCLET OF SPELL-EATING		PRICE varies
Type I		1,500 GP
Type II		6,000 GP
Type III		13,500 GP
Type IV		24,000 GP
SLOT head	CL 7th	WEIGHT —
<b>AURA</b> moderate (no school)		

Iridescent whorls and runes in a flowing eldritch script adorn this golden circlet. The circlet functions as a *ring of spell knowledge<sup>UE</sup>*, allowing a spontaneous caster to learn and store an additional arcane spell. However, once the circlet has been worn for 1d6 days, the wearer must succeed at a DC 16 Will save each day when meditating to renew her spell slots. Failure indicates that she loses knowledge of a random spell, whose level cannot exceed the maximum level of the *circlet of spell-eating*. Knowledge of this spell is lost until the circlet is removed, returning at a rate of one spell per day, beginning with the lowest-level spell forgotten.

So long as the *circle of spell-eating* has caused its wearer to forget at least one spell, its creator can cast the first spell lost to the item once per day as a spell-like ability.

CONSTRUCTION REQUIREMENTS	COST varies
Type I	750 GP
Type II	3,000 GP
Type III	6,750 GP
Type IV	12,000 GP

Craft Wondrous Item, *bestow curse*, *imbue with spell ability*

SPENDTHRIFT SPECTACLES		PRICE 6,250 GP
SLOT eyes	CL 8th	WEIGHT —
<b>AURA</b> moderate illusion		

Crafted from brass and polished quartz, these expensive bifocals grant the wearer a +5 bonus on Appraise checks, and on Linguistics or Perception checks to detect a forgery. However, after they have been worn for 1 week, they begin distorting the wearer's perception of value, replacing this bonus with a -10 penalty on the same checks. This penalty persists even when a victim is not wearing the *spendthrift spectacles*. Whenever the wearer is making a purchase that costs more than 10 gp, he must succeed at a DC 14 Will save or be compelled to make extravagant offers and pay outrageous prices ( $1d10 \times 10\%$  more than the asking price) for the item, paying with coin and valuables if available, or bartering with other equipment if not.

CONSTRUCTION REQUIREMENTS	COST 3,125 GP
Craft Wondrous Item, <i>beguiling gift<sup>APG</sup></i> , <i>bestow curse</i>	

STYLE-STEALING VAMBRACE		PRICE 15,000 GP
SLOT wrists	CL 10th	WEIGHT 2 lbs.
<b>AURA</b> moderate transmutation		

This plain silver-and-steel bracelet grants the *keen weapon* special ability to any piercing or slashing weapon wielded by the wearer. Each time the wearer confirms a critical hit with such a weapon, however, she must succeed at a DC 17 Fortitude save or the bracelet severs her hand, dealing 1d6 points of Dexterity drain and 2d6 points of bleed damage. The *style-stealing vambrace* and the severed hand immediately teleport to the item's creator if he is on the same plane, or else drop to the ground if he is not.

Once per day, a creature holding the severed hand can speak the bracelet's command word to gain access to one combat feat known by the previous wearer for 24 hours, as if it were a bonus feat. The creature must meet all of the usual prerequisites for the feat.

The wearer's hand can be restored instantly with a *regenerate* spell, or with a *restoration* spell or regeneration (such as that granted by a *ring of regeneration*) if the severed hand is held against the stump. Restoring the wearer's hand removes the Dexterity drain. The *style-stealing vambrace* cannot be removed from the severed hand it holds or be reused until its victim dies or the hand is reattached.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>bestow curse</i> , <i>gentle repose</i> , <i>keen edge</i>	

TALISMAN OF SPYING		PRICE 19,000 GP
SLOT	CL	WEIGHT
none	7th	1 lb.

**AURA** moderate divination

This small decorative object can take almost any form but is always small and seemingly valuable. The item seems so intriguing and delightful that any creature holding it—including while examining it with Appraise or Spellcraft checks—becomes infatuated with the object and compelled to keep it (Will DC 13 negates).

Each *talisman of spying* is linked to a ring when created. Any creature within 30 feet of a *talisman of spying* takes a -5 penalty on saving throws against divinations used by the ring's wearer. The ring's wearer is always aware of the direction and distance to the talisman and can discern the general condition of a creature carrying the talisman as if using *status*. Once per day, the creature wearing the talisman's ring can use *scry* upon the talisman. This functions as *scrying* if the talisman is carried by a creature, or as *clairaudience/clairvoyance* if the talisman is unattended.

CONSTRUCTION REQUIREMENTS	COST 9,500 GP
Craft Wondrous Item, <i>beguiling gift<sup>APG</sup></i> , <i>bestow curse</i> , <i>status</i>	



# PESH

The name pesh refers to both a desert cactus and the narcotic drug made from that plant's milk. The cactus adorns the flag of Katapesh, and the drug flows from the nation's markets. Pesh is illegal in most other countries, and even in Katapesh the quality and price are strictly regulated by the Pactmasters.

A rare few spellcasters use pesh as a means to deepen their understanding of magic. Known as *sahir-afiyun*, a Katapeshi phrase meaning "sorcerer of sleep," these spellcasters believe that using the drug expands their minds to greater possibilities and thus greater magics. Most sahir-afiyun are arcane spellcasters; divine casters who follow this path are usually associated with the church of Norgorber.

## Pesh Feats

Despite the hallucinations and gullibility it imparts, pesh also possesses beneficial properties. Several of the feats below have the prerequisite "pesh addict"; a character who does not have the Sahir-Afiyun feat must be addicted to pesh in order to acquire and use these feats. If the character recovers from his addiction, he loses access to these feats.

### Pesh Euphoria

The calming effects of pesh make you difficult to disturb.

**Prerequisite:** Sahir-Afiyun or pesh addict.

**Benefit:** When you take a dose of pesh, in addition to its normal initial effect, you gain a +2 bonus on saves against emotion<sup>UM</sup> and fear effects. Once per day, if you fail a saving throw against an emotion<sup>UM</sup> or fear effect while you are under the initial effect of pesh, you can attempt another saving throw 1 round later at the same DC.



## Pesh Healing

Consuming pesh makes you feel healthier.

**Prerequisite:** Sahir-Afiyun or pesh addict.

**Benefit:** When you take a dose of pesh, in addition to its normal initial effect, you gain a number of temporary hit points equal to your total Hit Dice for 1 hour. Temporary hit points gained from additional doses of pesh do not stack.

## Pesh Rejuvenation

When you are close to death, your body can convert pesh into lifesaving medicine.

**Prerequisite:** Sahir-Afiyun or pesh addict.

**Benefit:** If you are brought to 0 or fewer hit points while under the initial effect of pesh, you can end the drug's initial effect as an immediate action. If you do, you gain a number of temporary hit points equal to your Constitution score. These temporary hit points last 1 hour. Upon using this feat, you are sickened for 1d6 hours.

## Sahir-Afiyun

You have intertwined your familiarities with pesh and magic to unlock strange powers.

**Prerequisites:** Spell Focus (any), ability to cast 2nd-level spells.

**Benefit:** When you consume pesh, you take 1 fewer point of Constitution or Wisdom damage (your choice). In addition, you add spells from the sahir-afiyun spells listed below to your own class spell list or list of spells known. You can add one spell from the highest level you can cast; you can instead add two spells to your list of spells known, but both of these spells must be at least 1 level lower than the highest-level spell you can cast for that class. If you have more than one spellcasting class, choose one and add the sahir-afiyun spell or spells listed below to that class's spell list or list of spells known.

1st—alleviate addiction (see page 19), lesser confusion, night blindness (see page 19), pesh vigor (see page 19), ray of sickening<sup>UM</sup>, remove fear, sleep.

2nd—augury, calm emotions, euphoric cloud<sup>ACG</sup>.

3rd—contact high (see page 19), deep slumber, imbue with addiction (see page 19).

4th—absorbing inhalation<sup>ARG</sup>, confusion, divination.

5th—symbol of sleep.

All sahir-afiyun spells require 1 dose of pesh as a material component, either replacing the existing material component, or as part of the material component if the existing component costs more.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, add one or more sahir-afiyun spells to your spell list.

## Pesh Magic

Sahir-afiyun have developed many unique spells. Some of these spells have even spread beyond Katapesh.

### ALLEViate ADDICTION

**School** conjuration (healing); **Level** alchemist 1, cleric 1, druid 1, paladin 1, ranger 1, shaman 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance**

yes (harmless)

The subject ignores the effects of addictions. The subject can naturally recover from damage dealt by the drug if she is under the effects of this spell for the entire duration of her rest.

### CONTACT HIGH

**School** transmutation; **Level** alchemist 2, bard 2, cleric 3, mesmerist 3, shaman 3, skald 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creatures touched (up to one per level)

**Duration** 1 round/level

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

While under the effects of a drug, you can duplicate those effects in others. You can touch another creature once per round (this requires a melee touch attack if the target is unwilling). When touched, the target begins experiencing the effects of the same drug by which you are currently affected (select one, if you are under the influence of more than one drug). The target doesn't take any ability damage or risk addiction from the drug.

You cannot impart the effects of any potion, poison, elixir, or mutagen currently affecting you.

### IMBUE WITH ADDICTION

**School** transmutation; **Level** alchemist 2, mesmerist 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a dose of an addictive drug or substance)

**Range** touch

**Target** one living creature

**Duration** instantaneous

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

The target immediately becomes addicted to the drug used as the material component during the casting of the spell. If the target was ever addicted to the drug at any point in the past, it takes a -4 penalty on its saving throw.

### NIGHT BLINDNESS

**School** necromancy [curse<sup>UM</sup>]; **Level** antipaladin 1, bard 1, bloodrager 1, cleric 2, mesmerist 1, psychic 1, shaman 2, sorcerer/wizard 1, spiritualist 2, witch 1

**Casting Time** 1 standard action

## PESH

See pages 236–237 of the *Pathfinder RPG GameMastery Guide* for full details on drugs and addiction. Rules for power components and more on the illicit art of Katapeshi drug crafting can be found in *Pathfinder Player Companion: Alchemy Manual*.

### PESH

**Type** ingested or inhaled; **Addiction** moderate, Fortitude 20

**Price** 15 gp

**Initial Effect** 1 hour; +1d2 alchemical bonus to Strength, -2 penalty on saves against illusions and mind-affecting effects

**Effect** after 1 hour; 1d2 hours of fatigue

**Damage** 1d2 Con and 1d2 Wis damage

#### POWER COMPONENT

**Doses** 1 (15 gp); **Spells** enchantment school

**Effect** +1 caster level for the purpose of duration

### Components V

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

**Target** one living creature

**Duration** 1 day/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

Your target's vision becomes impaired as if the light level were one step lower, treating bright light as normal light, normal light as dim light, and dim light as darkness. In addition, the subject gains no benefit from darkvision, low-light vision, or the see in darkness ability. The subject gains a +4 bonus on saving throws to resist the blind or dazzled condition caused by bright light (such as flare). Remove blindness/deafness dispels night blindness.

### PESH VIGOR

**School** transmutation; **Level** alchemist 1, antipaladin 1, bloodrager 1, cleric 1, druid 1, magus 1, medium 1, psychic 1, shaman 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S, M (a dose of pesh worth 15 gp)

**Range** touch

**Target** living creature touched

**Duration** 1 round/level; see text

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

The target gains a +2 enhancement bonus to its Strength. Once per round as a free action, the target can choose to increase the enhancement bonus by 2 for 1 round; if it does so, it takes 1d6 points of nonlethal damage and the spell's duration decreases by 1 additional round. For every 5 caster levels you have, the target can choose to increase the enhancement bonus by an additional 2, taking an additional 1d6 points of nonlethal damage and decreasing the duration by 1 additional round per increase to the Strength bonus, to a maximum enhancement bonus of +10 and 4d6 points of nonlethal damage at caster level 15th. The subject can't spend more rounds than remain in the duration. When the spell ends, the subject becomes fatigued.

# PORTABLE TRAPS

Traps have a tarnished reputation in many places across the Inner Sea region. Some see them as a dangerous form of security, while others associate the devices with thieves, poachers, and assassins.

## Nonmagical Portable Traps

Most of these traps can be created with Craft (traps), but alchemical tar paper and pull-cord grenades must be created with Craft (alchemy). Most include trap stat blocks (see Chapter 13 of the *Pathfinder RPG Core Rulebook*). By doubling the price of a mobile trap, the creator can increase its Perception DC, Disable Device DC, or attack bonus by 5, or increase its Reflex save DC by 3.

Portable traps can be set up in 10 minutes with a successful DC 15 Craft (traps) or DC 17 Disable Device check. With the exception of the alchemical tar paper, pull cord grenades, and poison latch needles, mobile traps can be manually reset or broken down and repacked for later use with 5 minutes' work.

Trap	Price	Weight	Craft DC
Alchemical tar paper	50 gp	1/2 lb.	20
Autosniper	250 gp	1 lb.	25
Flask launcher	300 gp	9 lbs.	25
Net rigging	250 gp	40 lbs.	25
Poison latch needle	200 gp*	—	20
Pull-cord grenade	150 gp	2 lbs.	25

\* This does not include the price of the poison to be used, which must be purchased separately.

## ALCHEMICAL TAR PAPER

PRICE 50 GP

WEIGHT 1/2 lb.

This 5-foot square of paper is covered in alchemical tar on both sides. Removing its protective wax cover and applying the tar paper to a surface requires a full-round action. Any creature that enters this space must succeed a DC 15 Reflex save or be glued to the floor, unable to move away. A victim can break free with a successful DC 17 Strength check or by dealing 15 points of damage to the tar paper with a slashing weapon. Once free, the creature moves (even if flying) at half speed. Once stepped on, the tar turns brittle and falls away, freeing trapped or hindered creatures, after 2d4 rounds. A creature that succeeds at a DC 10 Perception check notices the tar paper in time to avoid stepping on it. Alchemical tar paper cannot be reused.

## AUTOSNIPER

PRICE 250 GP

WEIGHT 1 lb.

This framework consists of a small tripod, a spool of wire, and a series of levels. As part of the action to set up the trap, the autosniper is attached to any Small or Medium crossbow and its wire strung across one or two 5-foot squares within 10 feet. Once set, the autosniper fires the attached crossbow automatically at the first Tiny or larger creature that disturbs its tripwire. An autosniper cannot reload the crossbow to which it is attached.

The general bulkiness of an autosniper's framework imposes a -2 penalty on any attempts to use its attached crossbow as a ranged weapon. An autosniper can be removed from a crossbow with 1 minute of work.

## AUTOSNIPER TRAP

CR 1/2

Type mechanical; Perception DC 15; Disable Device DC 15

### EFFECTS

Trigger touch; Reset manual

Effect Atk +5 ranged (damage varies by crossbow)

## FLASK LAUNCHER

PRICE 300 GP

WEIGHT 9 lbs.



This crossbow-style device is modified to throw splash weapons or contact poisons rather than firing bolts. Its trigger connects to a long spool of wire, which can be strung across one or two 5-foot squares within 10 feet. Once set, the flask launcher can be loaded with a thrown splash weapon or vial of contact poison (which must be purchased separately). The flask launcher fires automatically at the first Tiny or larger creature that disturbs its tripwire. Alchemist bombs cannot be fired by a flask launcher.

The flask launcher isn't designed to be used as a ranged weapon; treat it as an improvised weapon with a 10-foot range increment. Reloading the launcher is a full-round action that requires two hands and provokes an attack of opportunity.

## FLASK LAUNCHER TRAP

CR 1/2

Type mechanical; Perception DC 15; Disable Device DC 15

### EFFECTS

Trigger touch; Reset manual

Effect Atk +5 ranged touch (effects vary by payload)

## NET RIGGING

PRICE 250 GP

WEIGHT 40 lbs.

This large bundle of ropes, pulleys, netting, and latches can be assembled to form two different traps: one to drop a net from above, and another to snag trespassers from below and hoist them into the air. Either configuration requires an overhead structure such as a ceiling, a crossbeam, or a sturdy tree branch to support the trap's mechanisms and counterweights. Net rigging has an effective Strength score of 19 for the purpose of determining how much weight it can lift.

## FALLING NET TRAP

CR 1/2

Type mechanical; Perception DC 10; Disable Device DC 15

### EFFECTS

Trigger touch; Reset manual

Effect net (entangled and tethered by 10-ft. rope); Reflex DC 15 avoids; multiple targets (all targets in a 10-ft.-square area)

**HOISTING NET TRAP****CR 1/2****Type** mechanical; **Perception DC 10**; **Disable Device DC 15****EFFECTS****Trigger** touch; **Reset** manual**Effect** net (entangled and lifted 10 ft. into the air); Reflex DC 15 avoids; multiple targets (all targets in a 10-ft.-square area)**POISON LATCH NEEDLE****PRICE** 200 GP**WEIGHT** —

This delicate needle is attached to fine springs and a small reservoir that contracts on itself when the trap is disturbed or grabbed, turning a minor prick into a painful injection. This trap is normally hidden under door latches, drawer handles, and other small openings where it can deliver any injury poison, destroying itself in the process. A roll of natural 1 on the skill check to install the trap exposes its installer to the poison. A poison latch needle cannot be reused.

**POISON LATCH NEEDLE TRAP****CR VARIES****Type** mechanical; **Perception DC 20**; **Disable Device DC 20****EFFECTS****Trigger** touch; **Reset** none**Effect** Atk +5 melee (1 damage plus poison)**PULL-CORD GRENADE****PRICE** 150 gp**WEIGHT** 2 lbs.

This clay container resembles a fuse grenade<sup>UE</sup>, but trails a pulley and wire rather than a fuse. Pulling the cord (a move action) sparks a flint and steel within the device, causing the grenade to explode. The pull cord can be attached

to a door or drawer within 5 feet, or strung across a 5-foot square, causing the grenade to detonate when its tripwire is disturbed. A pull-cord grenade cannot be reused.

**PULL-CORD GRENADE TRAP****CR 1/2****Type** mechanical; **Perception DC 15**; **Disable Device DC 15****EFFECTS****Trigger** touch; **Reset** none**Effect** explosion (2d6 bludgeoning damage and 1d6 fire damage); Reflex DC 15 half; multiple targets (all targets within 10 feet)**Magical Portable Traps**

These traps can be created with the Craft Wondrous Item feat.

**PORTABLE PIT****PRICE**  
varies

Acid pit	10,090 GP
Blunt pit	2,890 GP
Hungry pit	16,210 GP
Persistent pit	14,410 GP
Spiked pit	5,410 GP
<b>SLOT</b> none	<b>CL</b> varies
<b>AURA</b> varies	<b>WEIGHT</b> 1 lb.



This rolled cloth resembles a rug or sheet. If the cloth is unfurled on a flat horizontal surface and its command word spoken as a standard action, its 10-foot-by-10-foot surface changes to match the coloration of the surrounding ground. The next time a Small or larger creature walks over the *portable pit*, it transforms into an extradimensional chasm at least 20 feet deep. Creatures that trigger this effect and those adjacent to the *portable pit* when it transforms must succeed a DC 20 Reflex save or fall into the pit, taking damage and suffering additional effects (see below). The extradimensional pit persists for 1 minute before collapsing (harmlessly expelling any trapped creatures into an adjacent space) and becoming inert for 24 hours. If the command word is spoken a second time, a *portable pit* transforms back into cloth and can be picked up, moved, or stored.

Creatures notice a concealed *portable pit* with a successful DC 20 Perception check. Those trapped within can attempt to climb out; the Climb DC for the pit's smooth walls is 20.

**Acid Pit:** Woven from green and yellow fabric, a *portable acid pit* drops victims 30 feet into a pool of boiling acid. The fall deals 2d6 points of damage and an additional 1d6 points of nonlethal damage, while the acid deals 2d6 points of acid damage every round. The film of slick acid coating the pit walls imposes a -10 circumstance penalty on Climb checks. Moderate conjuration; CL 7th; Craft Wondrous Item, *acid pit*<sup>APG</sup>.

**Blunt Pit:** Created in a spiraling weave of blue and brown wool, a *portable blunt pit* drops the victim 20 feet onto hard-packed earth, and the victim takes 2d6 points of damage from the fall. Faint conjuration; CL 4th; Craft Wondrous Item, *create pit*<sup>APG</sup>.

**Hungry Pit:** Spun from blood-red silk and studded with tiny teeth, a *portable hungry pit* transforms into a 40-foot-deep pit, dealing 4d6 points of damage to any victims who fall into it. Its ravenous walls then begin to grind like the stomach of a massive beast, dealing 4d6 points of bludgeoning damage every round to any creature in the pit. The convulsing walls impose a -15 circumstance penalty on Climb checks. Moderate conjuration; CL 9th; Craft Wondrous Item, *hungry pit*<sup>APG</sup>.

**Persistent Pit:** This pit drops victims 20 feet, dealing 2d6 points of damage, and resumes its disguised form (expelling anyone trapped within) after 1 minute like other *portable pits*, but doesn't become inert once activated. A *portable persistent pit* continues to activate whenever a new creature walks across it. Faint conjuration; CL 4th; Craft Wondrous Item, *create pit*<sup>APG</sup>.

**Spiked Pit:** A *portable spiked pit* is woven from cotton fibers and thorns. Once activated, it drops victims 20 feet onto a bed of spikes. Each victim takes 2d6 points of damage from the fall, and lands on 1d4 spikes (Atk +10, 1d4+2 damage each). Faint conjuration; CL 5th; Craft Wondrous Item, *spiked pit*<sup>APG</sup>.

CONSTRUCTION REQUIREMENTS	COST
Acid pit	5,050 GP
Blunt pit	1,450 GP
Hungry pit	8,110 GP
Persistent pit	7,210 GP
Spiked pit	2,710 GP

# SECRET FAITH

Religion is an integral part of many people's lives across Golarion, but some areas restrict or even forbid certain faiths. Rahadoum provides the most extreme example of proscription, as the desert nation's Laws of Man forbid religion of any kind. Rahadoum's state-sanctioned Pure Legion hunts down divine casters and religious icons with ruthless zeal.

Nations often restrict certain religions or religious practices to protect their citizenry. Whether or not the worship of evil gods such as Norgorber and Rovagug is illegal in a given region, societies still require a certain degree of social contract to function, so authorities are still likely to punish murder, theft, and destruction committed in the name of a god. More permissive nations, such as Absalom, may even establish temples to overtly evil gods, where cults engage in vile but legal services and common citizens leave offerings to beg for immunity from that god's wrath. The nation of Geb, most of whose citizens are undead, enforces laws that

prohibit channeling positive energy—  
effectively outlawing good-aligned  
divine spellcasters.

In other lands, a state faith  
dominates the religious  
practices of citizens



and visitors, and other faiths are restricted or proscribed. Asmodeus is the patron god of Cheliax, and the state sanctions only the most milquetoast public services for any other deity. Although veneration of other deities may not be technically illegal in Cheliax, obeisance to the Lord of Hell is necessary for social advancement or mercantile success. Nidal presents a more severe instance of state-sponsored religion, as worship of Zon-Kuthon is practically universal, and anything else might draw the ire of civic leaders. Despite this draconian limitation, secret cults spring up across both of these nations.

Political conflict can also engender religious restrictions. Grand Prince Stavian I of Taldor formally outlawed worship of Sarenrae while at war with Qadira in order to weaken his rival's support. Although this restriction was lifted two generations ago, Taldans still view the Dawnflower's faithful with suspicion and disdain. Similarly, Forest Marshal Gavirk of Nirmathas recently prohibited the worship of Razmir in order to quell Razmiri malefactors in his war-torn nation.

Regardless of the reason for the restrictions, followers of proscribed religions must find ways to conceal their faiths and disguise their worship.

## Hidden Holy Items

The following items are useful to any who wish to keep their faiths hidden or to use ordinary-looking items against the enemies of their beliefs.

ASPERGILLUM CLOAK		PRICE 8,000 GP
SLOT	CL	WEIGHT
shoulders	7th	1 lb.
AURA moderate transmutation		

This drab brown, hooded cloak acts as a *cloak of resistance* +1 but also quickly absorbs any liquids poured onto it, drying in moments. Three times per day, the wearer can pour a vial of holy water onto the interior lining of an *aspergillum cloak*, causing its outer surface to glisten and drip. The holy water cannot be recovered once absorbed. For 7 minutes, the garment is soaked in holy water, dealing 2d4 points of damage to any undead or evil outsider that strikes the wearer with an unarmed strike or a natural weapon. An *aspergillum cloak* can also absorb unholy water instead, dealing damage to good outsiders instead. An *aspergillum cloak* gains no special abilities from absorbing any other liquid.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>bless</i> water	4,000 GP

CONGREGANT'S COMPASS		PRICE 21,600 GP
SLOT	CL	WEIGHT
none	5th	1/2 lb.
AURA faint divination		

This ornate bronze compass aids the faithful in locating allies, or inquisitors in identifying cultists. When a holy symbol

is touched to a *congregant's compass* as a standard action, the needle spins lazily for the next 5 minutes. If a devoted member of the faith associated with that holy symbol (an outsider servant, a mortal cleric, or a mortal worshiper carrying a holy symbol) is within 60 feet of an activated *congregant's compass*, the needle spins rapidly for 3 rounds before pointing in the direction of the nearest worshiper. The needle continues to point to the nearest worshiper until the 5-minute duration expires, changing its direction if another worshiper moves closer to the compass. The needle returns to spinning lazily if all worshipers move out of range, although it reorients to the nearest worshiper after another 3 rounds of rapid spinning if one approaches within 60 feet. The *congregant's compass*'s detection is blocked by a sheet of lead, 1 inch of common metal, 1 foot of stone, or 3 feet of wood or dirt, and spells such as *misdirection* and *nondetection* can foil it. A *congregant's compass* doesn't detect the creature holding it, even if she worships the appropriate faith. A *congregant's compass* can be used three times per day.

CONSTRUCTION REQUIREMENTS	COST	10,800 GP
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Craft Wondrous Item, *augury*, *locate object*

DISSIDENT'S GLOVES		PRICE
		1,200 GP
SLOT hands	CL 1st	WEIGHT 1 lb.
AURA	faint evocation	

The inside of these fingerless leather gloves contains minute stitching forming the holy symbol of a specific deity or religion. As a standard action, the wearer can imprint a palm-sized image of the holy symbol onto any object (as if using *arcane mark*) simply by pressing the palm of one of a pair of *dissident's gloves* against it. The icon is invisible for 1d4 rounds after the imprinting; it then appears and glows with light equivalent to a candle. While the image is visible, any worshiper of the appropriate faith can use it as a holy symbol by touching it. The image fades after 1 day, but can be prematurely removed by *dispel magic* or *erase*.

CONSTRUCTION REQUIREMENTS	COST	600 GP
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Craft Wondrous Item, *arcane mark*, *light*

EFFULGENT GEODE		PRICE
		2,250 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA	moderate conjuration	

This rough, fist-sized stone contains an inner cavity lined with crystals that have been infused with positive energy. When hurled at a hard surface up to 60 feet away, an *effulgent geode* explodes in a 20-foot-radius burst. Living creatures within the burst regain 1d8+9 hit points, while undead creatures within the burst take 1d8+9 points of damage (Fortitude DC 17 half). An *effulgent geode* worn or carried by a creature that fails a saving throw against an effect that deals negative energy damage must save successfully against the negative energy effect or it immediately explodes.

CONSTRUCTION REQUIREMENTS	COST	1,125 GP
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Craft Wondrous Item, *mass cure light wounds*

FALSE FLAG TABARD		PRICE
		5,500 GP
SLOT body	CL 5th	WEIGHT 1 lb.
AURA	faint abjuration	

This sleeveless cotton tabard has a large but innocuous image such as a checkered field or mailed fist emblazoned on its front panel. As a swift action, a wearer devoted to a particular deity or religion can transform the image into her faith's holy symbol or transform the holy symbol back to the innocuous image. The wearer can use the holy symbol image as an actual holy symbol while it is displayed.

Once per day as a standard action, the wearer can cause a *false flag tabard* to flare with protective energy. All worshipers of the wearer's deity within a 60-foot-radius burst (including the wearer) gain a +2 sacred bonus to AC and CMD for 5 minutes. If the wearer is evil, this is a profane bonus rather than a sacred bonus.

CONSTRUCTION REQUIREMENTS	COST	2,750 GP
Craft Wondrous Item, <i>shield of faith</i>		

RECONDITE HOLY SYMBOL		PRICE
		500 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA	faint conjuration	

A *recondite holy symbol* is a silver amulet depicting an old or obscure religious symbol that has long fallen out of common use within the religion in question. Each religion has its own unique obsolete emblems, but older religions are likely to have a greater variety of emblems than newer religions. For example, a *recondite holy symbol* of Desna might depict a single shining star (as she was sometimes depicted in ancient Azlant) or a silhouetted woman astride an elk (as she is depicted by ancient Kellid tradition), rather than her common butterfly symbol. A successful DC 15 Knowledge (religion) check is required to identify the deity or religion associated with a *recondite holy symbol*, allowing the wielder to utilize the holy symbol without identifying her faith to the uninformed. When the wielder uses an appropriate *recondite holy symbol* to channel energy, she gains a +3 competence bonus on Knowledge (religion) checks related to her deity or religion for 1 minute.

CONSTRUCTION REQUIREMENTS	COST	250 GP
Craft Wondrous Item, <i>guidance</i> , creator must have at least 5 ranks in Knowledge (religion)		

UPLIFTING BOOTS		PRICE
		11,000 GP
SLOT feet	CL 7th	WEIGHT 2 lbs.
AURA	moderate transmutation	

These worn, leather traveling boots respond to the wearer's holy power. The wearer can sacrifice one use of channel energy, lay on hands, or fervor as a standard action to instead walk on air (as per the *air walk* spell) for the next minute.

CONSTRUCTION REQUIREMENTS	COST	5,500 GP
Craft Wondrous Item; <i>air walk</i> ; creator must have the channel energy, lay on hands, or fervor class ability		

# SECRET SIGNS

Smugglers, fences, thieves, and revolutionaries all find it dangerous to speak openly about their activities. Some use thieves' cant and coded languages to keep their secrets safe, while others dabble in spells to do the same.

## Secret Languages

Nearly all black market operations make some use of codes, slang, and jargon to conceal meaning from the authorities. Some criminals encrypt written messages (using the Linguistics skill). Others hide in plain sight, using seemingly innocuous conversations in public spaces to communicate (using the Bluff skill). Members of the same organization (such as the Pathfinders or a city's thieves' guild) gain a +2 circumstance bonus on Bluff and Linguistics checks to pass secret messages to each other, and on Sense Motive checks to intercept messages from their allies.

A few groups use more specialized techniques. Druid criminals conspire in their secret Druidic language, whether peddling poisons and other natural wares or undermining the expansion of civilization from within. Drow and Pathfinders use different systems of hand gestures to avoid being overheard by enemies. Varisians likewise have a well-developed sign language to accommodate their unusually high populations of deaf or mute children, which the Sczarni have appropriated into their own silent thieves' cant.

A sign language or gestural system can be used as a free action to silently communicate simple concepts to others who know the language or code, so long as those communicating can clearly see each other. More complicated conversations require additional time, just as with verbal speech. Some gestural systems (such as the signs used by Pathfinders) are too simple to communicate more than basic tactical information. Onlookers unfamiliar with the gestures can interpret the secret message with a successful DC 25 Linguistics or Sense Motive check.

The following trait is for especially skilled users of sign languages and gestural systems.

**Gesture Expertise (Social):** You are adept at nonverbal communication. You can use a sign language or gestural system to send complex messages quickly in combat, and with a successful DC 15 Linguistics check, you can express yourself clearly enough to communicate basic messages to people who do not understand your gestures. You gain a +2 trait bonus to send secret messages via gestures using the Bluff skill, and to understand gestures with the Linguistics skill.

## Secret Sign Spells

The following spells are useful for keeping secrets.

### CODESPEAK

**School** transmutation; **Level** bard 2, inquisitor 2, medium 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2  
**Casting Time** 1 standard action

**Components** V, M (a knotted serpent's tongue)

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

**Target** you and one willing creature per 2 caster levels, no two of which can be more than 30 ft. apart

**Duration** 10 minutes/level

**Saving Throw** no; **Spell Resistance** no

All recipients gain the ability to speak, write, and understand a unique language. This language sounds like random syllables and looks like written gibberish to anyone not under the spell, but the targets understand each other perfectly. Once the spell expires, any *codespeak* writing is unintelligible even to the targets. Each spellcaster creates a unique but constant secret language, and later castings of *codespeak* by the same caster allow new targets to understand messages left behind by others affected by the same spellcaster.

*Comprehend languages* does not enable a caster to understand the language of another's *codespeak* spell, but it does reveal that the targets are speaking a magical language. *Tongues* and similarly powerful spells translate *codespeak* normally. Add your caster level to the DCs of Linguistics checks when attempting to decipher messages written in *codespeak*.

### COMPEL TONGUE

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, cleric/oracle 2, druid 2, medium 2, mesmerist 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a wooden block carved with a letter)

**Range** touch

**Target** one creature

**Duration** 1 hour/level (D)

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

This spell functions as *share language* (*Pathfinder RPG Advanced Player's Guide* 243), granting a creature the ability to read, understand, and communicate to the best of its ability in any one language you know. For the spell's entire duration, the target can speak and write only in the language imparted, but its ability to understand other languages is unaffected.

### COMPEL TONGUE, MASS

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, cleric/oracle 5, druid 5, medium 4, mesmerist 4, sorcerer/wizard 5, witch 5

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

This spell functions as *compel tongue*, except it affects multiple creatures. The same language restriction applies to all creatures, and the same language must be imparted to all creatures affected by the same casting of this spell.

### FLEETING MEMORY

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, mesmerist 2, occultist 3, psychic 3, sorcerer/wizard 4

**Casting Time** 1 standard action**Components** V**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 round/level (D)**Saving Throw** Will partial; **Spell Resistance** yes

You create a gap in the target's memory, preventing the target from remembering anything that happens from the moment you cast this spell until the moment its complete duration ends. *Fleeting memory* doesn't wipe out its target's memories until the end of its duration, so the target can remember the preceding rounds until the spell's duration ends. If the spell ends prematurely, either because you dismiss it or because it is dispelled, it disperses without affecting its target's memory.

Whether or not the target's save is successful, the target forgets that you cast a spell.

**FLEETING MEMORY, MASS****School** enchantment (compulsion) [mind-affecting]; **Level** bard 6, mesmerist 5, occultist 6, psychic 7, sorcerer/wizard 8**Target** one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *fleeting memory*, except that it affects multiple creatures.

**SECRET SIGN****School** illusion (glamer); **Level** bard 1, inquisitor 1, shaman 1, sorcerer/wizard 2, witch 2**Casting Time** 1 standard action**Components** V, S, M (a lemon peel)**Range** touch**Target** one creature or object**Duration** 1 day/level**Saving Throw** Will negates (object); **Spell Resistance** yes (harmless, object)

You invisibly inscribe a small mark or short message (no more than 25 words) on a creature or object, similar to the way *arcane mark* works. The sign can be no more than 6 inches across, and if it's a written message, it can be in any language you can read and write at the time of the spell's casting. As you cast the spell, you can define one auditory, olfactory, tangible, or visual criterion—such as all creatures wearing green bands on their left arms or only creatures who smell of lavender or only orcs—that allows designated creatures within 30 feet to see the *secret sign*.

Disguises and illusions that mimic the set criterion can fool this spell. Normal darkness doesn't conceal a visual trigger, but magical darkness or invisibility does. Auditory criteria (such as a password) and tangible criteria (such as pressing your hand against a specific object or wall) can be performed by anyone who learns of them. A *secret sign* cannot distinguish alignment, level, Hit Dice, or class except by external garb, but can differentiate apparent races, genders, and garments. See *invisibility* and *invisibility purge* reveal the sign, but *glitterdust* does not.

A caster of at least 10th level can make *secret sign* permanent on an object with a *permanency* spell using 5,000 gp of diamond dust as a material component.

**VENOMOUS PROMISE****School** transmutation [language-dependent, poison<sup>UM</sup>]; **Level** antipaladin 3, bard 3, mesmerist 3, shaman 3, witch 3**Casting Time** 1 standard action**Components** S, M (a vial of poison)**Range** touch**Target** one creature**Duration** permanent or until triggered**Saving Throw** yes; **Spell Resistance** yes

You guard your words and person with poisonous power. You can impart a short amount of information—up to 25 words—as you cast this spell, entwining your words with the poison provided as a material component. If your target reveals the information you impart (verbally, in writing, with gestures, or by having its mind read with spells like *detect thoughts*), the target is immediately exposed to the poison (and is allowed any saving throw the poison allows).

Your target instinctively knows that revealing this information will endanger it, but doesn't automatically understand why or how. *Neutralize poison* removes the effect of this spell; the spellcaster must succeed at a caster level check against the spell's save DC rather than the poison's.



# SMUGGLER ARCHETYPES AND SPELLS

Smugglers use a variety of methods to transport contraband, from the mundane to the magical. The following archetypes help adventurers transport and make use of illegal goods.

## Extradimension School (Focused Arcane School)

Able to carry far more than they appear to, conjurers who focus on the creation of extradimensional spaces make especially good smugglers. Focused arcane schools (*Pathfinder RPG Advanced Player's Guide* 143) replace one or more powers granted by a wizard's arcane school.

**Associated School:** Conjuration.

**Replacement Powers:** The following school power replaces the summoner's charm power of the conjuration school.

**Reshape Space (Su):** Whenever you cast a spell that creates an extradimensional space or demiplane, increase the duration by a number of units (rounds, minutes, hours, etc.) equal to  $\frac{1}{2}$  your wizard level (minimum 1). At 20th level, you can make one spell that creates an extradimensional space or demiplane permanent. You can have no more than one such spell made permanent in this way at a time. If you designate another spell as permanent, the previous permanent spell ends.



## Pack Mule (Fighter Archetype)

Pack mules carry heavy loads with ease and small packages with discretion. Unlike most couriers or porters, pack mules are also trained combatants able to defend their charges should the need arise. Many are willing to transport illegal goods, serving as runners for smugglers or muscle for bandits. Pack mules seeking legitimate work prove useful additions to merchant caravans and adventuring parties.

**Skill Ranks per Level:** 4 + Int modifier. This alters the fighter's skill ranks per level.

**Unobtrusive:** A pack mule gains Bluff (Cha), Disguise (Cha), Sleight of Hand (Dex), and Stealth (Dex) as class skills. This ability replaces the bonus feat gained at 1st level.

**Efficient Packer (Ex):** At 2nd level, a pack mule adds a bonus equal to  $\frac{1}{2}$  his fighter level on Sleight of Hand checks to conceal objects on his body. He also adds a bonus equal to  $\frac{1}{2}$  his class level to his Strength score for the purpose of determining his carrying capacity. This ability replaces bravery.

**Weight Training (Ex):** At 3rd level, a pack mule learns to be more maneuverable when carrying loads. Whenever he is carrying a medium or heavy load, he reduces the check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by 1. At 7th, 11th, and 15th levels, these benefits increase by 1 (to a maximum of 4 at 15th level).

In addition, a pack mule can move at his normal speed while carrying a medium load. At 7th level, a pack mule can move at his normal speed while carrying a heavy load.

This ability replaces armor training 1 through 4.

**Healthy as a Mule (Ex):** At 19th level, whenever the pack mule takes Constitution, Dexterity, or Strength damage, he reduces the amount of ability damage taken by 2, to a minimum of 0. This ability replaces armor mastery.

## Sorcerer of Sleep (Sorcerer Archetype)

Some sorcerers have trouble accessing their innate gifts and must find another way to unlock them. For a sorcerer of sleep, the mind-altering drug pesh (see page 19) is the key. The garbled visions the drug provides allow a sorcerer of sleep to reach an ideal state for channeling her arcane power. The arcane and dreamspun<sup>APG</sup> bloodlines are the sorcerer heritages most often associated with pesh, though a sorcerer of sleep might exhibit any bloodline; pesh is a tool to enhance her gifts, rather than their source.

**Pesh Expert:** A sorcerer of sleep adds  $\frac{1}{2}$  her sorcerer level (minimum 1) on Appraise, Craft (alchemy), Heal, and Knowledge (local) checks related to pesh and other drugs. This ability replaces bloodline arcana.

**Sahir-Afiyun:** A sorcerer of sleep gains Sahir-Afiyun (see page 18) as a bonus feat at 1st level, even if she does

not meet the prerequisites. A sorcerer of sleep adds Pesh Euphoria, Pesh Healing, Pesh Rejuvenation, and Sahir-Afiyun (see page 18 for these feats) to her list of bloodline feats. This ability replaces eschew materials.

**Pesh Touch (Su):** As a standard action, a sorcerer of sleep can make a melee touch attack against a living creature to cause one of the following effects (sorcerer's choice): the target gains a +2 enhancement bonus to Strength, the target is fatigued, or the target takes a -2 penalty on saving throws against illusion and mind-affecting effects. The effects of pesh touch last a number of rounds equal to 1/2 the sorcerer of sleep's sorcerer level. The effects of pesh touch are not cumulative, and cannot make the target exhausted. A sorcerer of sleep can use pesh touch a number of times per day equal to 3 + her Charisma modifier. This ability replaces the 1st-level bloodline power.

## Relic Raider (Rogue Archetype)

Relic raiders are rogues who specialize in recovering treasures from ruins and tombs, some in a quest for knowledge, others out of a desire for riches. In addition to natural dangers and mundane traps, these locations are often protected by ancient curses or the psychic imprints of former occupants. Though not versed in magic, relic raiders learn to unweave these maledictions as easily as they unlock ancient vaults.

**Curse Sense (Ex):** At 4th level, a relic raider adds 1/2 her rogue level on Perception checks to notice haunts and on Spellcraft checks to identify cursed items (using *detect magic* or similar effects).

In addition, the relic raider gains a +1 bonus on saving throws against curses and haunts and a +1 dodge bonus to AC against attacks by haunts. These bonuses increase by 1 at 6th level and every 3 rogue levels thereafter (to a maximum of +6 at 18th level). This ability replaces uncanny dodge.

**Disable Curse (Su):** At 8th level, a relic raider can attempt to disable a curse as she would a magical trap. This ability acts as *remove curse*, except instead of a caster level check, the relic raider attempts a Disable Device check (DC = 15 + the DC of the curse). Disabling a curse takes 2d4 rounds, and the relic raider cannot take 10 or 20 on this check. A relic raider can use this ability once per day at 8th level. At 12th level and every 4 rogue levels thereafter, a relic raider can use disable curse one additional time per day. This ability replaces improved uncanny dodge.

**Advanced Talents:** A relic raider can select the following advanced talents. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before making the attack roll.

**Cursed Strike\* (Su):** Once per day, when the relic raider would normally deal sneak attack damage, she can instead forgo all bonus damage to attempt to curse her target (as per the spell *bestow curse*). The save is DC equal to 10 + 1/2 the relic raider's rogue level + her Intelligence modifier.

A relic raider must have the major magic rogue talent before choosing cursed strike. The relic raider can use this ability an additional time per day at 15th level and 20th level.

**Etheric Strike\* (Su):** With a successful sneak attack against haunts or undead, the relic raider can deal her sneak attack damage as positive energy damage rather than physical damage. The additional damage affects undead that are normally immune to sneak attacks because of their lack of a discernible anatomy (such as ghosts). A relic raider can make an etheric strike a number of times per day equal to 3 + her Charisma modifier.

## Smuggler Spells

The following spells are especially common among wizards who focus on the extradimension school (see page 26).

### ARCANE POCKET

**School** conjuration (creation); **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, F (a pocket and a silver button)

**Range** touch

**Effect** extradimensional space up to 1 cu. ft./level

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

With a touch, you conjure an extradimensional space inside a pouch or pocket. The pocket acts as a *bag of holding*, except it can hold only 10 pounds per caster level. Regardless of what is placed into the pocket, it weighs 3 pounds. Unlike a *bag of holding*, the pocket created by this ability cannot be overloaded or ruptured—any additional material simply spills out of the top—or does it have any special interaction with other kinds of extradimensional spaces.

An *arcane pocket* grants you a +1 bonus on Sleight of Hand checks to conceal its contents. The pocket becomes nonmagical, spilling all of its contents onto the ground unharmed, if it leaves your possession or you create a new *arcane pocket*.

### VACUOUS VESSEL

**School** illusion (glamer); **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 swift action

**Components** V

**Range** touch

**Target** container touched

**Duration** 1 round/level (D)

**Saving Throw** Will negates; see text; **Spell Resistance** yes; see text  
This spell makes a single bag, chest, sack, or other container look and feel empty. The container must be no larger than 1 cubic foot per caster level or the spell fails. Anyone peering into or reaching into the container must succeed at a Will save or perceive the container as being completely empty. All items within the container when the spell was cast are still present, but they can't be noticed unless removed from the bag—such as by someone who can perceive them, or who upends the container.

Casting *vacuous vessel* on another container or placing a new item in the existing container immediately dismisses the currently active spell.

# DUPLICÍTOUS ARCHETYPES

Buyers should always be wary when trading in illegal goods; clever forgeries and deadly surprises can lurk amid genuine treasures, and represent a quicker road to wealth for many vendors.

## Eldritch Poisoner (Alchemist Archetype)

Eldritch poisoners are masters of the toxic arts, synthesizing lethal and incapacitating poisons with uncanny speed and expertise.

**Arcanotoxin (Su):** An eldritch poisoner can blend volatile chemicals and her own personal magic to create deadly poisons known as arcanotoxins. She can use this ability a number of times each day equal to her alchemist level + her Intelligence modifier. An arcanotoxin functions only when used by the eldritch poisoner and becomes inert if not used within 1 minute. Creating an arcanotoxin is a standard action, and it can be applied to a weapon as a move action.

At 1st level, an eldritch poisoner must choose whether her arcanotoxin deals Strength or Dexterity damage. At 3rd level and every 2 alchemist levels thereafter, she can enhance her arcanotoxin in one of the following ways. She can't select the same improvement twice in a row.

- Select one additional form of ability damage: Charisma, Dexterity, Intelligence, Strength, or Wisdom.
- Grant an onset time of 1 round, or increase an existing onset time by 2 rounds (maximum 11 rounds).
- Increase the ability damage die by one step (maximum 1d6).
- Increase the number of consecutive saves required to cure the poison by 1 (maximum 3).
- Increase the frequency by 2 rounds (maximum 10 rounds).

If an eldritch poisoner can deal different kinds of ability damage, she selects which ability to affect each time she creates a dose of arcanotoxin, and can willingly reduce enhanced aspects of her arcanotoxin, such as the save DC or onset time. Some discoveries apply secondary effects; a dose of arcanotoxin can cause only one secondary effect. Alchemist discoveries that affect mundane poisons do not apply to an arcanotoxin.

This ability replaces bomb.

### ARCANOTOXIN

**Type** poison, injury; **Save** Fortitude DC =  $10 + 1/2$  the eldritch poisoner's alchemist level + her Intelligence modifier

**Frequency** 1/round for 2 rounds

**Effect** 1d2 ability damage (see above); **Cure** 1 save

**Toxicologist (Ex):** An eldritch poisoner gains a +2 bonus on Craft (alchemy) checks to create poisons and antitoxins, and creates them in half the normal amount of time. This ability replaces Throw Anything.

**Sneak Attack (Ex):** At 1st level, the eldritch poisoner gains a sneak attack identical to the rogue class feature, dealing 1d6 points of sneak attack damage at 1st level; the damage increases

by 1d6 at 4th level and every 4 alchemist levels thereafter. This ability replaces mutagen and persistent mutagen.

**Discoveries:** An eldritch poisoner can select any of the following discoveries, in addition to those available to other alchemists. Arcanotoxin discoveries with a save DC use her arcanotoxin's save DC.

**Antidote (Su):** The eldritch poisoner can sacrifice one use of her arcanotoxin to create an extract of *delay poison*, which she can feed to an adjacent, willing creature as a standard action. Beginning at 10th level, she can instead use this ability to create an extract of *neutralize poison*.

**Apothecary (Ex, Sp):** The eldritch poisoner can use *detect poison* at will as a spell-like ability and gains a bonus equal to  $1/2$  her alchemist level on Heal checks to identify or treat poisons and to the bonus she grants when successfully treating a poison.

**Combine Toxins (Ex):** An eldritch poisoner can diversify her arcanotoxin, dealing damage to any two ability scores with a single dose. The alchemist must already know how to target both ability scores with her arcanotoxin. A combined toxin reduces the damage die of its arcanotoxin by one step, to a minimum of 1 point of ability damage to each ability score.

**Contact Toxin (Su):** The eldritch poisoner can create her arcanotoxin as a contact poison. A vial of contact arcanotoxin can be thrown up to 30 feet as a ranged touch attack or smeared onto a surface as a standard action, but it becomes inert after 1 minute. The arcanotoxin's save DC is reduced by 2. The eldritch poisoner must be at least 4th level to select this discovery.

**Envenom (Su):** The eldritch poisoner can create and apply her arcanotoxin to a held weapon (her own or an ally's) as a move action. The toxin lasts 1 minute or until used.

**Lethal Toxin (Su):** The eldritch poisoner's arcanotoxin can deal Constitution damage. She must be at least 10th level to select this discovery.

**Mind-Altering Toxin (Su):** Whenever a creature fails its saving throw against the eldritch poisoner's arcanotoxin, it also becomes dazzled by hallucinations for the toxin's duration as a secondary effect. When the alchemist reaches 10th level, targets become confused instead. The alchemist must be at least 6th level to select this discovery.

**Paralytic Toxin (Su):** Whenever a creature fails its saving throw against the eldritch poisoner's arcanotoxin, it also becomes staggered for the toxin's duration as a secondary effect. Beginning at 15th level, the target becomes paralyzed instead. The poisoner must be at least 8th level to select this discovery.

**Sickening Toxin (Su):** When a creature fails its save against the eldritch poisoner's arcanotoxin, it also becomes sickened for the toxin's duration as a secondary effect. When the alchemist reaches 12th level, targets become nauseated instead.

**Tailored Toxin (Ex):** Choose one creature type (and subtype, for humanoids or outsiders). The eldritch poisoner's arcanotoxin is particularly effective against such creatures, increasing the save DC by 2. This discovery can be selected more than once; each time it applies to a different creature type (or subtype).

**Toxic Fumes (Ex)**: The eldritch poisoner can create her arcanotoxin as an inhaled poison. She can throw a vial of arcanotoxin up to 30 feet as a ranged touch attack, affecting all creatures in a 10-foot-by-10-foot square. The arcanotoxin's save DC is reduced by 4, its duration is halved, and a successful save immediately ends the inhaled arcanotoxin's effect. The eldritch poisoner must be at least 6th level to select this discovery.

**Careful Injection (Ex)**: At 4th level, an eldritch poisoner can forgo some of her sneak attack damage in order to increase the save DC of a poison or arcanotoxin on the weapon used to make the sneak attack. The poison's DC increases by 1 for every 1d6 points of sneak attack damage forgone. This ability replaces the discovery gained at 4th level.

## Hoaxter (Bard Archetype)

Hoaxers specialize in creating valuable-looking counterfeits and infusing these false treasures with dangerous magic to make their marks more vulnerable to future swindles.

**Counterfeiter (Ex)**: A hoaxter adds half his bard level (minimum 1) on all Appraise, Bluff, and Sleight of Hand checks, as well as on Craft, Knowledge, Linguistics, Perception, and Profession checks to create or detect a counterfeit or forgery. He can attempt such skill checks untrained. This ability replaces bardic knowledge.

**Bardic Performance (Su)**: A hoaxter dedicates his arcane energies to deceiving others rather than to entertaining them, granting him the following unique performances.

**Bad Deal (Su)**: A hoaxter can use his performance to coax a bit of luck (good or bad) into a valuable-seeming object. As a standard action that provokes attacks of opportunity, the hoaxter can use 1 round of bardic performance to invest a single object in his possession with a hex he knows. This object must be light enough to hold in one hand, and cannot already have any magical properties. The object remains hexed as long as the hoaxter continues to spend 1 round of bardic performance each round as a swift action to maintain it, until the hoaxter drops the item, or until triggered. The hex triggers immediately upon being willingly accepted by another creature, targeting its new owner. A bad deal cannot be forced on a creature or slipped into its possession without its knowledge, but a hoaxter can lie or cheat to convince his mark to accept the object, or use spells like *beguiling gift*<sup>APG</sup>.

At 1st level, the hoaxter knows one witch hex from the following list: blight<sup>APG</sup>, charm<sup>APG</sup>, evil eye<sup>APG</sup>, fortune<sup>APG</sup>, healing<sup>APG</sup>, misfortune<sup>APG</sup>, slumber<sup>APG</sup>, or unnerve beasts<sup>UM</sup>. At 3rd level and every 3 bard levels

thereafter, he can learn one additional hex. The save DC for a hoaxter's hexes is equal to  $10 + 1/2$  the hoaxter's bard level + his Charisma modifier. These hexes function identically to witch hexes, except they can only target single creatures, and the hoaxter can only use his hexes by investing them into objects. If the hoaxter learns hexes from any other source (such as the witch class), he cannot invoke them into an object.

Beginning at 12th level, the hoaxter adds the following major hexes to the list of hexes he can learn: agony<sup>APG</sup>, hoarfrost<sup>UM</sup>, ice tomb<sup>UM</sup>, infected wounds<sup>UM</sup>, nightmares<sup>APG</sup>, retribution<sup>APG</sup>, and speak in dreams<sup>UM</sup>. This performance replaces inspire courage, inspire competence, and inspire greatness.

**Buyer Beware (Su)**: As a standard action, a hoaxter can convince someone to accept a gift or trade as per *beguiling gift*<sup>APG</sup> (DC =  $10 + 1/2$  the hoaxter's bard level + his Charisma modifier) by spending 1 round of bardic performance on a supernatural sales pitch. The hoaxter can use this ability to convince a creature to accept a hexed object created with his bad deal performance. This performance replaces countersong.

**Personal Guarantee (Su)**: A hoaxter can prevent his hexed wares from afflicting a target until he is safely out of sight.

He can spend up to 1 round of bardic performance per bard level while hexing an object. For every round expended, the object's hex is delayed for 1 minute before triggering and hexing its current owner. This performance replaces distraction.

**Curse Breaker (Su)**: A hoaxter of 12th level or higher can use performance to create an effect equal to *break enchantment*. This otherwise functions as soothing performance. This performance replaces inspire greatness.

**Misery (Ex)**: At 2nd level, a hoaxter learns to take joy in the misfortune of others. He gains a +1 morale bonus on attack rolls and damage rolls against creatures suffering from a curse, hex, or harmful mind-affecting effect, as well as a +1 morale bonus on Will saving throws against spells from such creatures. These bonuses increase by 1 at 5th level and every 6 bard levels thereafter. This ability replaces versatile performance.

**Versed in Curses (Ex)**: At 2nd level, a hoaxter gains a +4 bonus on saving throws against curses, hexes, and language-dependent effects. This ability replaces well-verses.

**Curse Crafter (Ex)**: At 5th level, a hoaxter learns how to craft cursed items. He gains one item creation feat as a bonus feat at 5th level, plus an additional item creation feat every 6 levels thereafter. He can use these feats only to craft cursed items. In addition, he can craft items that appear magical but have no true magical properties—as if permanently affected by the *magic aura* spell—for 50 gp. This ability replaces lore master.



# BLACK MARKET MAGIC

Although secret knocks, insider knowledge, and sleights of hand are all tools for black marketeers, some criminals use magic to conceal their activities. The following spells are designed to assist any spellcaster with various clandestine enterprises.

## ADROIT RETRIEVAL

**School** transmutation; **Level** occultist 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

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

You instill the target with the ability to withdraw small items from her pockets or packs with supernatural swiftness. When the target retrieves an item stored on itself, it can retrieve



the item either as a move action without provoking attacks of opportunity, or as a swift action that provokes attacks of opportunity. This effect functions only when the target attempts to retrieve a stored item that weighs less than 1 pound per caster level (maximum 15 pounds).

## AUTHENTICATING GAZE

**School** divination; **Level** alchemist 1, cleric 1, inquisitor 1, occultist 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF/M (a miniature magnifying glass or spectacles)

**Range** personal

**Duration** 1 minute/level

Your understanding of the written word becomes analytical and discerning. You gain an insight bonus equal to your caster level (maximum +10) on Appraise checks to determine the value of books and scrolls and on Linguistics checks to detect forgeries, and you can attempt a Linguistics check to detect a forged document at a glance, rather than taking the normal 1 round of examination per page. In addition, you immediately detect whether written works within 30 feet and within your line of sight have a magical aura and the strength of any such auras, as though you had concentrated on each written work for 1 round using *detect magic*.

## CURSE OF KEEPING

**School** enchantment (compulsion) [curse<sup>UM</sup>]; **Level** antipaladin 2, mesmerist 2, shaman 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one creature

**Duration** 1 day/level

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

You curse the target with the inability to sell, barter, or give away any item it owns, other than ordinary currency, for as long as the spell remains in effect. The target cannot sell, trade, drop, or give away possessions. The target can purchase items using ordinary currency but can't then sell the purchased items. The target can accept gifts from others but can't offer anything in exchange. A *curse of keeping* can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *curse of keeping*.

## EVALUATOR'S LENS

**School** conjuration (creation); **Level** inquisitor 2, occultist 3, sorcerer/wizard 3, summoner 2, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Duration** 1 minute/level or until discharged

You summon an insubstantial lens of force 4 inches in diameter that hovers in front of your face. When you attempt a saving throw against a spell with the figment or pattern descriptor, you can roll twice and take the higher result. You gain a +10 enhancement bonus on Appraise checks to appraise the worth of an item viewed through the lens, and you never judge an item's value wildly inaccurately. If you successfully identify that the item has magical properties, you can immediately attempt a Spellcraft check to determine the item's properties, as if you had cast *detect magic* on the item and examined it for 3 rounds. This spell cannot determine the properties of artifacts.

The lens cannot be targeted or harmed by physical attacks, but *dispel magic*, *disintegrate*, or a *rod of cancellation* affects it. The lens's AC against touch attacks is equal to 10 + your Dexterity modifier.

#### FLEETING DEFECT

**School** transmutation; **Level** bard 2, bloodrager 2, magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one solid object that does not have the broken condition, or one construct

**Duration** 1 minute/level (D)

**Saving Throw** Fortitude negates (harmless, object); see text;

**Spell Resistance** no

You cause a single object to temporarily gain the broken condition. The target must be a single solid object, regardless of its composition, weighing up to 10 pounds per caster level. Attended objects are allowed a Fortitude save. When this spell ends, the object reverts to its original quality. An item destroyed while under the effects of this spell remains destroyed when this spell ends.

This spell can be cast on a single construct to disrupt its animating force. A construct that fails its saving throw takes a -2 circumstance penalty on attack rolls, saving throws, skill checks, and ability checks for the duration of the spell.

#### INCENDIARY RUNES

**School** abjuration [fire]; **Level** occultist 1, sorcerer/wizard 1

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

This spell functions as *explosive runes*, except it creates a small surge of flames rather than an explosion of force. The runes automatically deal 1d6 points of fire damage to any creatures and objects in adjacent squares, and those creatures and objects catch fire unless they succeed at Reflex saves.

#### PEERLESS INTEGRITY

**School** illusion (glamer); **Level** antipaladin 2, bard 2, mesmerist 2, psychic 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Area** 10-ft.-radius emanation centered on you

**Duration** 10 minutes/level

**Saving Throw** none or Will negates; see text; **Spell Resistance** none

*Peerless integrity* conceals the alignment of creatures from divination magic. All creatures within the spell's area, including you, appear to have lawful good auras for the purposes of divination spells and effects that reveal alignments (such as *detect law* and *see alignment*<sup>4c</sup>), instead of their actual alignments. If the caster of such divination magic succeeds at a Will save, the caster recognizes whether the readings are true or false. Any creature under the effects of this spell gains a +2 circumstance modifier on Bluff and Diplomacy checks.

This spell does not affect other types of divination magic (such as *detect thoughts* or *discern lies*) and does not protect against spells or effects that cause harm based on targeted creatures' alignments.

#### REMARKABLE LEGERDEMAIN

**School** transmutation; **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

While this spell is in effect, your body and clothing flutter and distort subtly, allowing you to conceal items with uncanny skill. You treat any object you can hold in one hand as a coin-sized object for the purposes of Sleight of Hand checks to palm the object or make it disappear; however, you can hide only one such item per caster level on your person at one time. This effect does not change the actual sizes of the objects.

#### SECRET COFFER

**School** conjuration (summoning); **Level** sorcerer/wizard 3, witch 3

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

This spell functions like *secret chest*, except the coffer is only 1 foot square and can contain only 1 cubic foot of goods, and the container can remain safely hidden on the Ethereal Plane for only 14 days before it risks becoming lost. The spell automatically fails if a living creature enters the coffer. The coffer used as a focus for *secret coffer* must cost at least 500 gp, and its replica costs 5 gp.

#### SECRET VAULT

**School** conjuration (summoning); **Level** sorcerer/wizard 8, witch 8

**Target** one chamber and up to 10 cu. ft. of goods/caster level

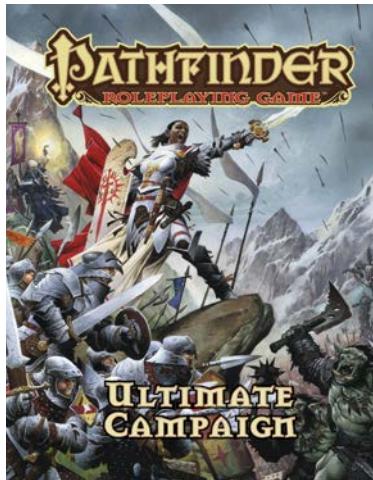
This spell functions like *secret chest*, except it affects a small structure, vault, or oversized chest. Living creatures within a *secret vault* don't cause the spell to fail. While the vault is stored on the Ethereal Plane, living creatures within the vault don't need to eat, drink, or breathe, but they can't leave the vault except via magic such as *plane shift*. The vault used as a focus for *secret vault* must cost at least 25,000 gp, and its replica costs 250 gp. A secret vault has only a 1% cumulative chance per day of becoming irretrievably lost after 360 days.

# NEXT MONTH

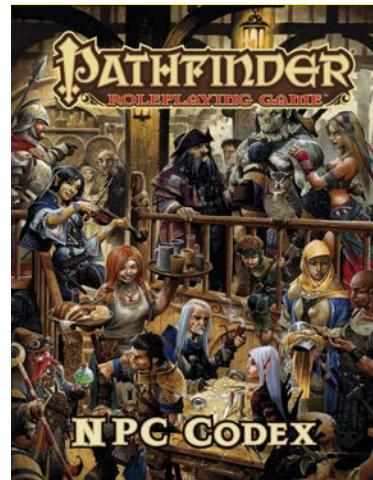
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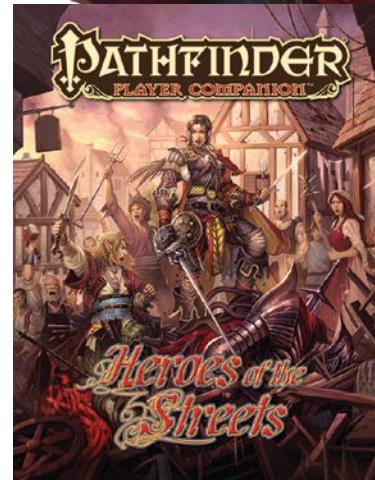
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