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DIRTY TACTICS TOOLBOX

POISONS OF THE INNER SEA

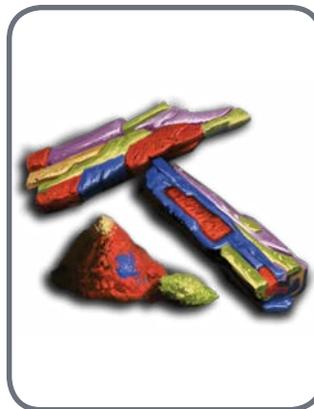
Pages 557–560 of the *Pathfinder RPG Core Rulebook* present a number of poisons, along with all the rules required to use them in a game. But it provides no information about the poisons' compositions—what is ungol dust, anyway? In many cases, some elements are obvious

(one presumes purple worm poison comes from purple worms), but in other instances, the name gives no real idea about the poison's ingredients or how it's made. Below are examples of common poisons of the Inner Sea region and details regarding their origins.



Blue Whinnis

Blue whinnis is a red creeper vine with bright blue thorns that grows alongside the much more common red whinnis (which has red thorns). Normally, fewer than one in a hundred whinnis vines have these telltale blue thorns. The sap of the blue whinnis is distilled to form the eponymous poison.



Nitharit

Nitharit is a metal that is sometimes found near veins of iron or copper. When ground into a dust, it becomes a poison that is absorbed through the skin. Dwarves carried knowledge of nitharit with them when they embarked on their Quest for Sky, though older surface cultures may also have known of it.

Burnt Othur Fumes
Soaking a special herb bundle in a mixture of various poisons, and then setting it on fire creates burnt othur fumes, which can be administered directly or captured in a vial for later use. The exact recipe for this poison varies by region, but the ingredients are always rare and costly.



Oil of Taggit
This thick, oily substance can originate from several different sources—most commonly from brass dragon scales or pixie wings, but supposedly from some oozes, too. The creator places the raw materials in a glass container and heats them over an open flame before condensing the resulting vapors.



King's Sleep

King's sleep is an alchemical tincture of snake and scorpion venoms, which must be fermented and bound together with some other material, often raw eggs or goat's milk. King's sleep is ideal for slowly poisoning foes, and nobles often use it to eliminate rivals without drawing suspicion back to themselves.



Tears of Death

Tears of death are extremely difficult and expensive to create. The first step involves pulverizing the severed hands of multiple different ghouls and wights. The resulting paste is then jellied and stored in stone urns for many weeks before the poison reaches its full paralyzing potency.

Nightmare Vapor
Nightmare vapor is often sold by traders who claim to have acquired this poison from the strange and distant dimension of Leng. It can also be created on the Material Plane through an alchemical process that requires boiling sweat that was collected from a humanoid in the throes of a nightmare.



Ungol Dust
Ungol dust is often collected from ancient tombs filled with undead. Alternatively, it can be created from the ground bones of undead skeletons or from dry zombie flesh. Each dose of ungol dust is a small pinch, keeping costs relatively low despite the danger involved in creating it.





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On the Cover



In this cover art by Filip Burburan, Kess slings a well-timed handful of mud into an ogre's eye, allowing Valeros to jab his short sword into its foot.

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Reference

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

<i>Advanced Class Guide</i>	ACG	<i>Monster Codex</i>	MC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<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

Alchemists are natural poisoners, and this book is full of advice for using poison, feats for increasing the efficacy of poison, poison-related spells, and new poisons. Also, the toxicant archetype allows alchemists to learn how to produce deadly secretions from their own bodies.

Clerics

Dirty tactics may not seem like a good fit for clerics at first blush, but many of Golarion's deities encourage their followers to revel in such underhandedness. Clerics of Asmodeus can benefit from the new Asmodean advocate archetype, and followers of Calistria can gain a wasp familiar.

Inquisitors

Inquisitors, particularly those who serve Norgorber, can take advantage of many of the options detailed in this book, including the reaper of secrets archetype, which allows the inquisitor to read other creatures well enough to gain tactical advantages.

Rogues

Rogues are the quintessential dirty fighters, and for good reason: their sneak attacks can be deadly, and they can acquire the poison use class feature by selecting the appropriate rogue talent. This book contains in-depth tips on using sneak attacks as well as a plethora of options to empower them, including the waylayer rogue archetype. Rogues are also perfect candidates for performing dirty tricks and taking advantage of equipment tricks, which can catch foes by surprise without the use of magic.

For Every Character

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

Dirty Tricks

Any character can attempt a dirty trick combat maneuver check, which can be a quick way to gain the upper hand in a lopsided battle. Many options that appear throughout this book can make dirty tricks much more effective for characters and fun for players, even if they don't specialize in dirty tricks. For example, the Dirty Fighting feat allows a character to forgo a flanking bonus to instead perform a dirty trick without provoking an attack of opportunity, or add double the normal bonus to the attempt.

Equipment and Tricks

Nonmagical equipment can be an inexpensive way to creatively even the odds in a tough fight, or to set up the party for victory. This book places several new and nasty caltrops at your character's disposal for when she needs to stop monsters in their tracks, as well as new tools for delivering poison in ingenious ways. Also, a host of new equipment tricks for boots, cloaks, nets, thieves' tools, and wondrous items lets your character take advantage of these common items in both unconventional and surprising ways.

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: Dirty Tactics Toolbox*.

- 1 Will we be allowed to use any optional combat rules, such as the dirty trick and steal combat maneuvers from the *Pathfinder RPG Advanced Player's Guide*?
- 2 Will we have access to any optional classes that use sneak attack or similar abilities, such as the slayer^{ACG} or the rogue from *Pathfinder RPG Pathfinder Unchained*?
- 3 Will poisons be readily available for purchase in this campaign? Which ones? If I want to craft poison, will the ingredients I need be readily available?

Setting Ambushes

When the odds are against you, creating and taking advantage of a surprise round can sometimes mean the difference between life and death. This book contains tips for any character looking to catch her enemies unawares—even those heroes who aren't normally so stealthy, such as a fighter in full plate. Everything from help choosing the right location for an ambush to suggestions for related feats and spells is included, plus new options for becoming more effective during surprise rounds. Several other feats are geared toward ensuring that characters aren't caught by surprise themselves, so their enemies can't turn their tactics against them.

DID YOU KNOW?

Although drow have been depicted as poison users since the beginning of the game's existence—and have even been the namesake of a well-known poison—they did not have any racial abilities that made them more proficient in handling toxic substances until the Pathfinder RPG, which grants them the poison use racial trait.

Rules Index

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

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INTRODUCTION



Welcome to the *Dirty Tactics Toolbox*! If you like to win in a fight, this book is for you. In the following pages, you'll find tips, tricks, and general advice about how to get the better of your opponents. From elegant deceptions to cheap shots, you will discover the best ways to come out on top. Master deceitful magic to confuse and distract your enemies, perfect your use of poison to hamper and harm your foes, or learn to perform just the right dirty trick that gives your allies the edge they need in a battle.

But be warned! Dirty tactics are a doubled-edged blade. Alongside each tricky maneuver presented in this book is a detailed write-up of how best to prepare for an adversary using that tactic against you. These tips will help you learn to defend yourself against such underhanded attacks and the nefarious foes who would employ them.

Adventuring is dangerous business, and only the best survive for long. Want a surefire way to guarantee you and your allies survive even the most challenging combat? Fight dirty!

Preparing Dirty Tricks

Planning is the key to success, and when it comes to fighting dirty, preparing your tricks ahead of time can mean the difference between victory and defeat. When creating a character who utilizes a less-than-fair approach to combat, be mindful of the groundwork your tactics require and what sort of effects they will have on the

economy of your actions. For example, poisons typically take a standard action to apply, so it is best to envenom a blade long before it needs to be drawn. Performing a dirty trick combat maneuver is normally a standard action, and the effect usually lasts for 1 round, although a clever trickster can learn a suite of options to improve that tactic. Regardless, finding a good balance between practicing effective dirty tactics and pulling your weight in combat (if that's your character's role) is key.

Some dirty tactics, such as ambushes, must be prepared well in advance of round-by-round combat. These situations often involve meticulously planning to use the environment, vantage points, battlefield positioning, and helpful spells and feats to get the drop on enemies before they can realize that they outnumber or outclass the player characters. An elaborate and well-timed ambush can sometimes even stop a major fight before it breaks out.

Rogues are the archetypal dirty combatants; they and other classes that use the sneak attack class feature are most effective when the enemy is at a disadvantage. When building such a character, try to maximize the number of ways the character can surprise opponents, such as by striking from the shadows or flanking with an ally. It is also worth noting that sometimes the easiest way to deny an opponent a Dexterity bonus to AC isn't always the smartest. Getting the drop on an enemy is a common tactic, but if that enemy isn't defeated in a single attack,

he'll be able to retaliate in turn, and many dirty fighters aren't built to take heavy hits.

Having a Backup Plan

When even your sneakiest tricks fail to get the job done, it is wise to have an alternate scheme or a means of escape. In such cases, you may wish to drop all subtlety and dispatch your opponents with large, nasty swords and devastating magical explosions.

If direct confrontation isn't your style, you may want to simply flee the scene. Potions of *blur*, *vanish*^{APG}, or similar spells can assist in your escape. Similarly, inexpensive alchemical items, including smokesticks and tanglefoot bags, can help an imperiled rogue get out of a sticky situation.

The Ethics of Fighting Dirty

It's important to note that tricks and deceit, while underhanded and unfair, aren't always evil. Surprise, deception, and misdirection have always been successful ploys in combat, and they are essential to many adventurers' longevity. Taking cover from enemy fire is just being smart. Ducking behind a crate your enemy considers valuable is playing dirty, but it's not necessarily evil. Hiding behind an innocent bystander may be effective, but it's crossing a line into immoral territory. Making good on a threat of violence against an innocent to cover your escape is certainly an evil act. In short, the stark contrasts between good and evil can be blurry in the heat of battle, but being tricky isn't always different from doing the right thing. In fact, playing a dirty fighter struggling to maintain a good alignment can be an interesting way to explore the moral implications of creative and unconventional approaches to combat, particularly when the character's allies have diverse views on morality.

For instance, a virtuous fighter may employ an artful bluff to win a fight as quickly as a ruthless scoundrel would. After the fight, however, each would likely act quite differently from the other; the fighter might take no pride in his deception, while the scoundrel might brag about his accomplishment to anyone who will listen. Similarly, ambushing a dozen hobgoblins as they march through the woods is no more evil than drawing battle lines in an open field, and the surprise attack might help ensure that all of the heroes survive. This tactic even might be seen as noble if its end result means, for example, that the hobgoblins are interrupted on their way to besiege an innocent town. As with many things, the morality of dirty tactics can be more ambiguous than some might think.

In some cultures, the use of poisons or the practice of assassination can be seen as dishonorable. Yet, in others, the surgical removal of a rival may be considered preferable to a long and protracted conflict. Some cultures even applaud the clever use of poison and silent assassination as a mark of dedication and efficiency.

DIRTY TRICK COMBAT MANEUVER

The dirty trick combat maneuver is referenced more than once in this volume. It allows combatants to hinder a foe in melee with a situational attack that imposes a penalty for a short period of time. For details on this combat maneuver, see page 320 of the *Pathfinder RPG Advanced Player's Guide*.

DIRTY FIGHTERS OF THE INNER SEA

The following groups are just a few of the many scoundrels and scalawags that call the Inner Sea region home.

Daggermark Poisoners: The City of Assassins in the River Kingdoms is home to one of the most notorious collectives of poisoners in the Inner Sea region. The Daggermark Poisoners' Guild is nearly a century old, with a reputation that has spread across Avistan and beyond.

Halfling Jinxes: Thrust into a world made for those twice their size, halflings have an innate luck that some use to visit misfortune upon their enemies. These halflings are known as "jinxes" among their kin; some say it's not fair, but jinxes say they're just evening the odds. (See page 27 of *Pathfinder Player Companion: Halflings of Golarion* for the halfling jinx alternate racial trait.)

Lion Blades: The most infamous of Taldor's soldiers and warriors are the Lion Blades, who specialize in the empire's most secretive fighting arts. The Lion Blades are taught in Oppara's mysterious Shadow Schools, and they are experts at stealthily striking in dense urban areas before quickly fading back into the crowd.

Red Mantis Assassins: Mediogalti Island, a remote locale off the coast of Garund, is the home of the Red Mantis assassins, some of the most tenacious and efficient professional killers Golarion has ever known. In service of their grim patron deity, Achaek, the members of the Red Mantis are known for their ability to infiltrate even the most secure palace, hidden safe house, or underground cavern.

Varisian Tricksters: A vast frontier, Varisia is fraught with peril and mystery, but the native Varisians use the arts of deception and deceit to survive. From marketplace charlatans to the famed bladed scarf dancers, Varisians always have another trick up their sleeve.

Individuals' views of poison are often just as nuanced; a paladin, for example, would never use a poisoned weapon against a foe, as her code forbids it. To her, poisons are a contemptible means of doing harm because a typical individual does not have defenses against them, and they are likely to cause excessive pain or unnecessary injury. Others, though, might praise the use of poisons for their effectiveness. Some might even argue that a relatively quick-acting poison is preferable to a long, drawn-out death from an illness or another lingering effect. Like all things, the morality of a particular tactic is usually defined by the surrounding circumstances rather than the tactic itself.

CONTACT AND INJURY POISONS

Strength and skill help win battles, but well-placed poison can turn the tide just as surely. Where poison is legal, its use may be seen as a worthy art, no different than spellcasting or skill at arms. Daggermark, the so-called City of Assassins in the River Kingdoms, is famous for its Poisoners' Guild (which works closely with the city's Assassins' Guild) and allows the open sale of poisons of all kind. In Absalom, on the other hand, poison is legal to sell only within properly licensed shops, and Andoran restricts its use to agents of the government.

General Tactics

Contact and injury poisons can be applied to any weapon that deals bludgeoning, piercing, or slashing damage and can be an easy way to render an attack more deadly. Typically, applying a poison to a weapon is a standard action that provokes attacks of opportunity. Once applied to a weapon, the poison remains there until it successfully hits an enemy, so it is often advantageous to apply poison to a weapon well in advance of a fight.

Using poison often comes with hazards. Most characters lack the necessary training to use poisons without the risk of poisoning themselves. Would-be poisoners or those who suspect they might be poisoned would do well to have access to the spells *restoration* or *lesser restoration* (possibly through scrolls or potions) so they can heal any resulting ability score damage. Barring that, antitoxin is a cheap but effective treatment. Better still, since most poisons require Fortitude saves—which are boosted by high a Constitution—acquiring spells and items that enhance that ability score can be a useful measure to ensure that no inadvertent poisoning occurs in the first place.

Advanced Tactics

Some classes tend to be more predisposed to the application of poisons and toxins than others. While any individual with a weapon is free to apply a debilitating dose of poison to it, only those with the poison use class feature can do so without fear of accidentally exposing themselves to their own toxins. Alchemists, ninjas, and investigators have access to the poison use class feature through their normal class progressions. Rogues and slayers have the option to gain poison use through rogue and slayer talents, respectively.

While the poison use class feature is the most straightforward way to safely use poisons, it certainly isn't the only option. Spellcasters can be adept poisoners, as they gain access to a host of spells with the poison descriptor (*Pathfinder RPG Ultimate Magic* 138) that enable casters to take advantage of the crippling effects of poisons without the risk of exposing themselves to them. In addition, *summon nature's ally* and similar spells can be used to bring

forth venomous creatures that can poison enemies while leaving the spellcaster's hands unsullied.

Feats

The following feats are most common among priests of Norgorber and slayers who use poisons to increase their effectiveness in combat, but can be taken by any characters who meet the prerequisites.

Deep Toxin

You can deliver poisons deep into a foe's flesh.

Prerequisites: Vital Strike; base attack bonus +6; Craft (poison) 6 ranks or poison use class feature.

Benefit: When you use a poisoned weapon to make a Vital Strike, you increase the poison's duration by one frequency increment (for example, a dose of large scorpion venom would last for 7 rounds instead of 6 and a dose of drow poison would last for 3 minutes instead of 2). The poison takes effect immediately and does not have an onset time.

Powerful Poisoning

You can make powerful attacks that place more of your weapon's poison into a target's wounds.

Prerequisites: Power Attack; Craft (poison) 3 ranks or poison use class feature.

Benefit: When you damage an opponent with a Power Attack while using a poisoned weapon, you can forgo the bonus damage from Power Attack to increase the save DC of the poison by 1. When your base attack bonus reaches +4, and every +4 thereafter, the bonus to the poison's save DC increases by an additional 1. This can't cause the save DC to exceed $15 + 1/2$ your character level.

Treacherous Toxin

You twist a blade to force more of the poison on it into an enemy's bloodstream.

Prerequisites: Base attack bonus +5, sneak attack class feature.

Benefit: When you make a sneak attack with a poisoned weapon, you can forgo some of your sneak attack damage to increase the save DC of your poison, increasing the poison's save DC by 1 for every 1d6 points of sneak attack damage you forgo. This can't cause the save DC to exceed $15 + 1/2$ your character level.

Direct Poisons

Contact and injury poisons are fairly common, and are actually considered legitimate combat tools in places such as Daggermark, Katapesh, and some parts of Qadira. Finding where to obtain them generally requires a successful DC 10 Diplomacy check to gather information. The new injury poison described on the following page causes the target's wounds to bleed more freely.

RED TEARS

PRICE 50 GP
WEIGHT —

Type poison, injury **Save** Fortitude DC 15

Frequency 1/round for 10 rounds

Effect 1d6 points of damage. Creatures immune to bleed effects are immune to this damage; **Cure** 1 save

Toxicant (Alchemist Archetype)

In lands such as Daggermark and Katapesh where poisons are legal and may be openly studied and sold, some alchemists obsess over the myriad ways that poisons and venoms can be applied and delivered. Known as toxicants, these deadly artists induce the production of deadly secretions within their own bodies in order to better inflict crippling conditions upon their foes.

Toxic Secretion (Ex): At 1st level, a toxicant has learned to mimic creatures with the ability to secrete harmful toxins through the skin. Once per day, in a process that takes 10 minutes, the toxicant can create and imbibe a tincture that causes her skin to secrete a mild toxin. The toxicant is immune to this secretion, but any creature that hits her with a natural attack or unarmed strike must succeed at a Fortitude save (DC = 10 + 1/2 the toxicant's alchemist level + the toxicant's Intelligence modifier). On a failed save, the target takes an amount of damage equal to the toxicant's Intelligence modifier. At 4th level, a target that fails its save must succeed at a second save 1 round later or take the same amount of damage again. This effect repeats as long as the target continues to fail its saving throws, to a maximum number of rounds equal to 1 + 1 for every 4 alchemist levels the toxicant possesses (to a maximum of 6 rounds at 20th level). This is a poison effect (*Ultimate Magic* 138). The toxicant can suppress this secretion as a standard action, in which case it remains suppressed for 1 hour or until the toxicant reactivates it as a standard action.

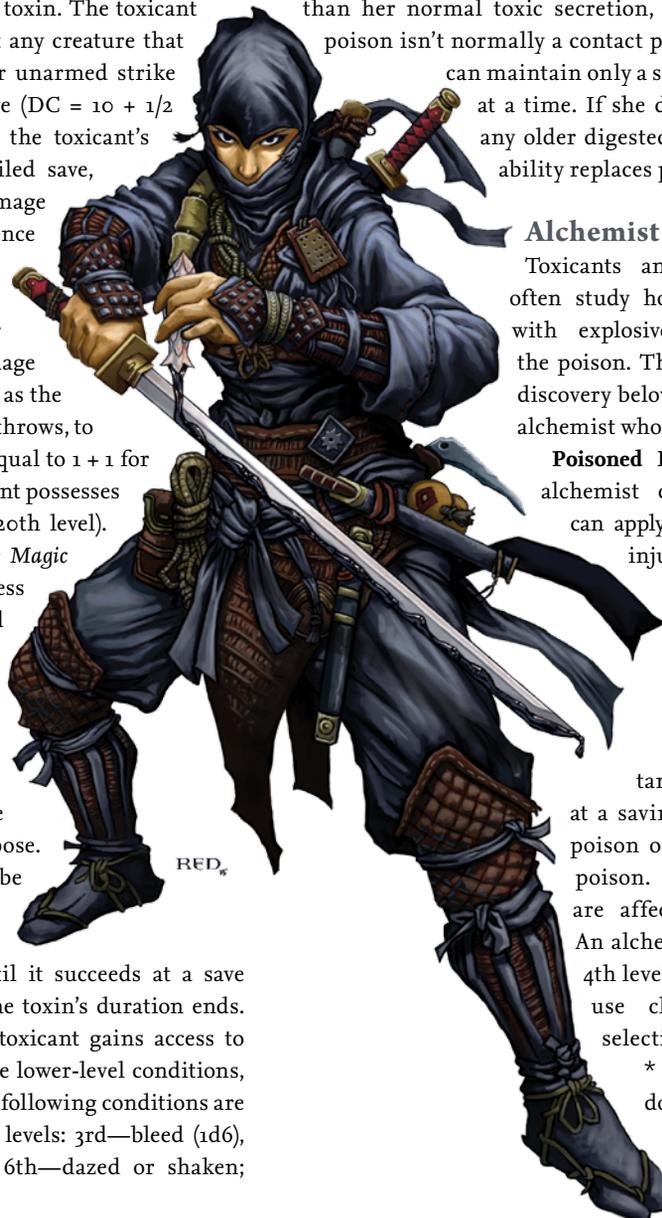
At 3rd level and every 3 levels thereafter, the toxicant can choose a condition to have her toxin impose. Once this choice is made, it can't be changed. A creature that fails its save against the toxic secretion also gains these conditions until it succeeds at a save against the secretion, or until the toxin's duration ends. At higher alchemist levels, the toxicant gains access to stronger conditions; some replace lower-level conditions, which must be selected first. The following conditions are available at the given alchemist levels: 3rd—bleed (1d6), dazed, fatigued, or sickened; 6th—dazed or shaken;

9th—blinded (replaces dazed) or staggered (replaces dazed); 12th—exhausted (replaces fatigued); 18th—stunned (replaces exhausted and staggered).

As a swift action, the toxicant can collect and concentrate this secretion into a poison she can deliver as a touch attack or apply to a weapon. Targets of such attacks must attempt saving throws as if they had touched the toxicant's toxic secretion. The toxicant can do this a number of times per day equal to her alchemist level + her Intelligence modifier.

This ability replaces mutagen.

Toxic Digestion (Ex): At 14th level, a toxicant can drink a poison as a standard action and suspend it within her own body. She is not affected by the poison, and doesn't need to attempt saving throws against it. When the toxicant next uses her toxic secretion on a creature that attacks her with a natural or unarmed attack, she can expose the attacker to the digested poison (with that poison's normal duration, effects, and save DC) rather than her normal toxic secretion, even if the digested poison isn't normally a contact poison. The alchemist can maintain only a single digested poison at a time. If she digests a new poison, any older digested poison is lost. This ability replaces persistent mutagen.



Alchemist Discovery

Toxicants and other alchemists often study how to blend poisons with explosives without ruining the poison. The poisoned explosive discovery below can be taken by any alchemist who qualifies.

Poisoned Explosive*: When an alchemist creates a bomb, he can apply a dose of contact or injury poison to it, as if applying poison to a weapon. If the poisoned bomb hits its target, the bomb deals damage as normal, but the target must also succeed at a saving throw against the poison or be affected by that poison. No other creatures are affected by the poison. An alchemist must be at least 4th level and have the poison use class feature before selecting this discovery.

* Poisoned explosive doesn't stack with other discoveries that modify bombs.

INGESTED AND INHALED POISONS

Not every poison is found on the tip of a blade. Noxious vapors and imbibed toxins can be just as deadly to the unaware, and are often easier to use outside of combat. A successful adventurer learns how to protect himself from enemies who would choose to strike at him indirectly—and perhaps how to use that tactic himself. New rules options at the end of this section allow characters to use poisons in new ways.

General Tactics

Because their onset times are typically longer, ingested and inhaled poisons tend not to be very effective in combat situations. Ingested and inhaled poisons are ideal for situations where targets need to be debilitated or killed but the circumstances make direct hostility an undesirable course of action. By the time a victim

is alerted to the presence of the poison, the culprit has made good his escape.

The best defenses against such attacks are often the same as against injury and contact poisons. High Fortitude save bonuses allow characters to shrug off even the most potent of poisons, and a dose or 2 of antitoxin kept close at hand can help to mitigate the worst effects. Better still, though, is avoiding exposure to poison altogether. A high Perception skill can allow a character to notice something is amiss with her food or drink before it's too late.

Advanced Tactics

Unlike their contact- and injury-based cousins, inhaled and ingested poisons are generally more likely to be used against PCs than used by them.

Worse yet, PCs can find themselves in a hostile dungeon or cavern where the very environment around them is toxic.

It benefits the seasoned adventurer to prepare for the eventuality of encountering such poisons. A filter hood (*Pathfinder RPG Ultimate Equipment* 64),

available in most major cities or near mining operations, fits snugly over the head and

grants the wearer a resistance bonus against inhaled poisons, but reduces the wearer's ability to observe her surroundings. Alternatively, an antidote kit (*Ultimate Equipment* 76) is an inexpensive option that grants bonuses to overcome numerous toxins that have a variety of delivery mechanisms.

More nefarious adventurers might use ingested and inhaled poisons to achieve goals while maintaining plausible deniability. Poisoning the mess in a guardhouse can provide a convenient window of time free of pursuit. Poisoning the drink of a powerful political rival can allow for the pacification of his district without bloodshed. Any character with sufficient moral flexibility might consider the use of such poisons a viable alternative to direct confrontation.

Indirect Poisons

The poisons described below are all fairly rare, and are found primarily in Absalom (sometimes illegally), Daggermark, Katapesh, and Port Peril. Finding them anywhere else generally requires a successful Diplomacy check to gather information, with the DC varying based on the size of the settlement (DC 10 in a metropolis, DC 12 in a large city, DC 15 in a small city, DC 18 in a large or small town, and DC 20 in a village). This check is adjusted as normal by the settlement's corruption and crime modifiers. These poisons won't be found in a hamlet or thorp unless the GM rules otherwise.



ADDLEMIND	PRICE 75 GP
	WEIGHT —

Type poison, ingested **Save** Fortitude DC 15
Onset 1 minute; **Frequency** 1/minute for 10 minutes
Effect 1d2 Wisdom damage. As long as any Wisdom damage from this poison remains, the victim also takes a -5 penalty on all Knowledge and Perception checks; **Cure** 2 saves

LAUGHING GAS	PRICE 500 GP
	WEIGHT 1/2 lb.

Type poison, inhaled **Save** Fortitude DC 12
Onset immediate; **Frequency** 1/round for 5 rounds
Effect The subject experiences a bout of uncontrollable laughter and is dazed for 1 round; **Cure** 1 save

SNAP WILL	PRICE 2,500 GP
	WEIGHT —

Type poison, ingested **Save** Fortitude DC 18
Onset 5 minutes; **Frequency** 1/minute for 10 minutes
Effect The subject experiences difficulty maintaining focus and self-control, and takes a -4 penalty on Will saves and Wisdom-based skill checks for 1 minute; **Cure** 2 saves

WHISPERWOUND	PRICE 5,000 GP
	WEIGHT —

Type poison, ingested **Save** Fortitude DC 20
Onset 1 minute; **Frequency** 1 round
Effect 1d6 Constitution damage. As long as any Constitution damage from this poison remains, the target finds it physically painful to speak above a soft whisper. Whenever the subject attempts to speak in a loud, clear voice—such as when casting a spell—he takes 2d6 points of damage; **Cure** 1 save

Rage Powers

The barbarians of some tribes in the Mwangi Expanse have learned to combine fury and venom in an effective fighting style, which has since been adopted by some gladiators in the Irorium in Absalom.

Enhance Venom (Ex): The barbarian adds her Constitution modifier to the DC of any poison she delivers using viper's kiss or viper's breath (see below). A barbarian must have viper's breath and viper's kiss to select this rage power.

Viper's Breath (Ex): While holding a dose of poison in her mouth, the barbarian can exhale a 15-foot cone of inhaled poison. Anyone caught in the spray must succeed at a saving throw against the poison with a DC equal to the poison's DC - 4 or suffer the poison's effects with an immediate onset. A barbarian must have viper's kiss (see below) to select this rage power.

Viper's Kiss (Ex): The barbarian can drink 1 dose of an ingested poison as a move action (instead of a standard action) as long as she starts the turn with the poison in her hand. She can hold this dose within her mouth for a number of rounds equal to her Constitution modifier (minimum 1 round) without suffering harmful effects. If the barbarian still holds the poison in her mouth after

this time, she consumes the poison. While the dose is held within her mouth, the barbarian's next successful bite attack applies the effect of the poison with an immediate onset; this consumes the dose. A barbarian must have a bite attack (at least when raging, such as that granted by animal fury) to select this rage power.

Feats

Though poison use is generally subtle, some groups in the Mana Wastes have discovered ways to weaponize the toxic substances found in that inhospitable wasteland.

Poison Shot Deed (Grit)

You can specially prepare bullets to deliver poisons that are normally used more subtly.

Prerequisite: Amateur Gunslinger^{UC} or grit^{UC} class feature.

Benefit: You can spend 1 grit point to load your firearm with 1 dose of inhaled or ingested poison as a move action. This action has no chance of exposing you to the poison (as if you had the poison use class feature). Shooting a firearm loaded with a poison in this manner is a standard action that provokes attacks of opportunity and sprays out the poison in a 15-foot cone. Any creatures caught in the blast take no damage but are exposed to this poison and must each immediately attempt a save against the poison as though the onset time had elapsed.

Toxic Spell (Metamagic)

You can infuse a spell with the power of a poison.

Prerequisites: Craft (poison) 5 ranks, ability to cast 2nd-level spells, poison use class feature.

Benefit: You can use 1 dose of contact, ingested, inhaled, or injury poison as an additional material component for a spell you cast. This spell gains the poison descriptor (*Pathfinder RPG Ultimate Magic* 138). Select a single creature affected by the spell. If that creature fails its saving throw against the spell, it must also attempt a saving throw against the poison used as a material component. If the target fails the save against the poison, the poison takes effect immediately, ignoring any onset time. The poison uses its save DC (rather than the save DC of the spell), but is modified by any effects that increase the spell's DC (such as Spell Focus). This feat works only with spells whose effects can be negated by a successful Fortitude save. A toxic spell uses up a spell slot 1 level higher than the spell's actual level.

Unseen Poison

You can conceal the magic auras of poisons that you carry.

Prerequisites: Bluff 5 ranks, Craft (poison) 5 ranks, ability to cast *nondetection*.

Benefit: Whenever a creature attempts to magically detect poison you are carrying, the creature must succeed at a caster level check with a DC equal to 10 + your character level. On a failed check, that spell or magic ability fails to detect any poison you possess for the duration of the spell.

SNEAK ATTACKS

Combat is a wondrous, chaotic thing. Some characters excel at taking advantage of this chaos to hit opponents where it hurts the most.

General Tactics

Sneak attacks are quite powerful, but often require you to attack your opponent while he's caught off guard. The simplest way to distract an opponent is with the aid of an ally. Flanking a foe allows you to deliver a sneak attack, so working with allies who can quickly move into advantageous positions is of great benefit. If you act before your ally can get into position, consider delaying your turn or readying an attack for when your ally flanks with you.

Sometimes, however, you are on your own against a target. Feinting allows you to deny the opponent its Dexterity bonus to AC and thus deliver a sneak attack. However, feinting is normally a standard action; to truly benefit from a feint, take the Improved Feint feat so you can feint as a move action and attack in the same turn.

Getting the drop on enemies is sometimes all that is needed to make an effective sneak attack. With the help of feats like Alertness and Improved Initiative, characters are able to easily ambush foes and initiate a surprise round. Any creatures that have not yet acted in combat are considered flat-footed, and are vulnerable to sneak attacks. Even if a surprise round doesn't occur, acting earlier in initiative allows you to take advantage of flat-footed foes.

Specific Tactics

Certain advanced techniques make sneak attacks even more deadly. A number of teamwork feats are beneficial when sneak attacking. Feats such as Improved Feint Partner^{UC}, Outflank^{APG}, and Seize the Moment^{UC} allow for extra attacks against opponents both you and your ally threaten. The Escape Route^{UC} and Pack Attack^{UC} feats allow you to move into a flanking position more easily.

Sneak attacks can also be used to do more than deal damage. Feats such as Blinding Sneak Attack (*Pathfinder Player Companion: Blood of Fiends* 24), Sneaking Precision^{UC}, and Surprise Maneuver^{ACG}, as well as the bleeding attack, distracting attack^{APG}, and slow reactions rogue talents allow you to add extra effects to your sneak attacks.

Instead of entering the fray, you might instead choose to make a sneak attack from a distance. These sneak attacks are normally possible only while you are within 30 feet of your target, but the deadly range^{ACG} slayer talent, extends this distance. In addition, a high Stealth bonus bolstered by the Skill Focus or Stealthy feat can help mitigate the penalty on Stealth checks while sniping.

Feats

The following feats are most useful to characters who specialize in dealing precision damage.

Accomplished Sneak Attacker

Your strikes against a foe's vital spots are extra deadly.

Prerequisite: Sneak attack class feature.

Benefit: Your sneak attack damage increases by 1d6. Your number of sneak attack dice cannot exceed half your character level (rounded up).

Dedicated Adversary (Combat)

Your repeated encounters with a particular type of enemy have honed your skills against that foe.

Prerequisite: No levels in a class that has the favored enemy class feature.

Benefit: When you select this feat, choose a specific kind of creature, such as wolf, frost giant, goblin, or babau demon. You gain the ranger's favored enemy class ability against this particular type of creature with a bonus of +2. This feat does not grant the favored enemy class feature for the purposes of prerequisites. If you later gain the favored enemy class feature, you can replace this feat with a feat for which you qualify and whose prerequisites include the favored enemy class feature.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different creature.

Expert Sniper (Combat)

Your quick ranged attacks make you difficult to locate.

Prerequisite: Stealth 3 ranks.

Benefit: You reduce the penalty on your Stealth checks to stay hidden while sniping by 10.

Normal: You take a –20 penalty on Stealth checks to stay hidden while sniping.

Extra Impromptu Sneak Attack (Combat)

You are particularly adept at striking at your opponents who are unaware of your presence.

Prerequisite: Impromptu sneak attack class feature.

Benefit: You can perform one additional impromptu sneak attack each day.

Special: You can gain this feat multiple times. Its benefits stack.

Flexible Foe (Combat)

Your expertise aids you against many similar foes.

Prerequisites: Base attack bonus +5, favored enemy (any humanoid or any outsider), favored enemy class feature.

Benefit: Once per day as a swift action, you can change the subtype of the humanoid or outsider you chose as your favored enemy. For example, you can change your favored enemy from humanoid (elf) to humanoid (dwarf). The bonus granted by favored enemy when used in this way is always +2, regardless of the original bonus. This change lasts for a number of rounds equal to your character level.

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

Inspired Sneak Attack (Combat)

Your brilliant insight makes you more dangerous in combat.

Prerequisites: Inspiration pool; sneak attack or studied strike class feature.

Benefit: When dealing sneak attack or studied strike damage, you can expend a use of inspiration from your pool to reroll all of your sneak attack dice that resulted in 1s. If you have the powerful sneak^{APG} rogue talent, rather than treat all 1s on your sneak attack damage dice as 2s, you can reroll all your sneak attack dice that resulted in 1s. If you have the deadly sneak^{APG} advanced rogue talent, rather than treat all 1s and 2s on your sneak attack damage dice as 3s, you can reroll all your sneak attack damage dice that resulted in 1s or 2s. In either case, you must take the result of the rerolls, even if it's worse than the original result.

Master Sniper (Combat)

Your sniping is quick enough that you can fire a small volley unnoticed.

Prerequisites: Expert Sniper, Rapid Shot, Stealth 6 ranks.

Benefit: While hiding, you can make two ranged attacks at your highest attack bonus as a full-round action and then immediately use Stealth again. You take the normal penalties on your Stealth check to remain hidden. Effects that modify sniping apply to this full-round action. These attack rolls take a –2 penalty.

Normal: You can fire only once when sniping.

Sneaking Critical (Combat, Critical)

Your critical hits are particularly deadly.

Prerequisites: Critical Focus, base attack bonus +9, sneak attack class feature.

Benefit: Whenever you confirm a critical hit on a sneak attack, you can roll an additional number of sneak attack dice equal to your weapon's critical modifier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

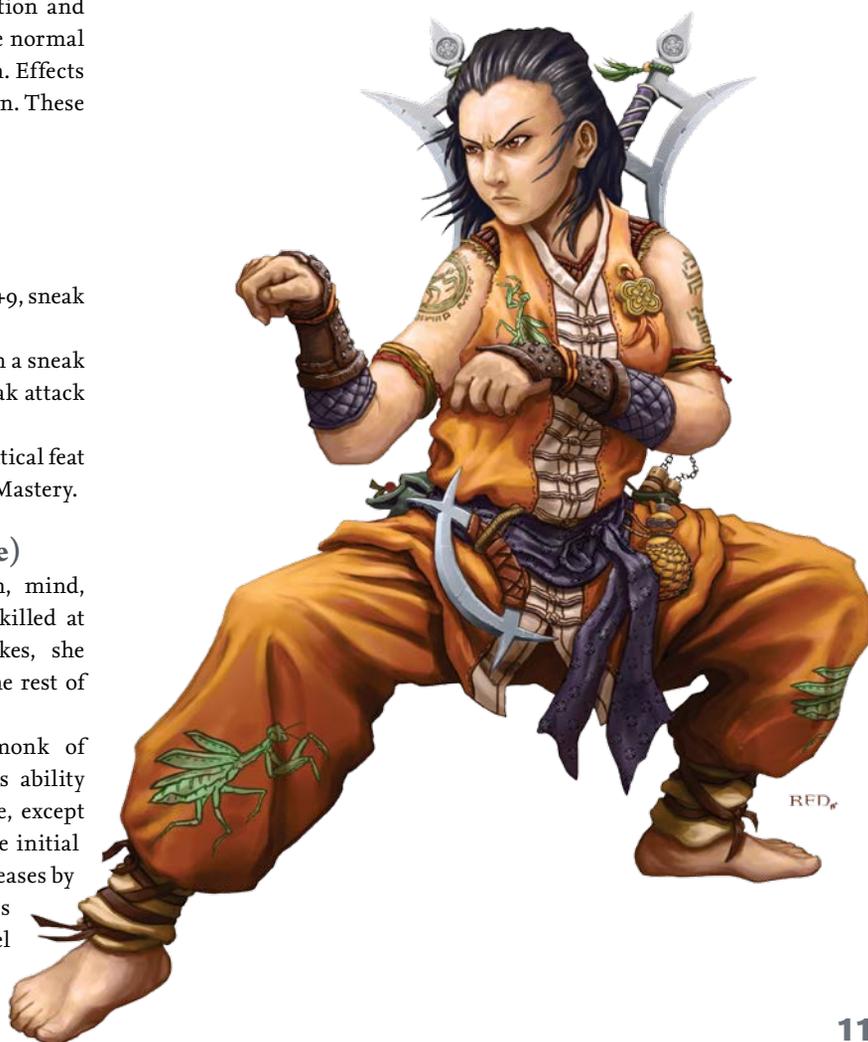
Monk of the Mantis (Monk Archetype)

A body contains many points where the flesh, mind, and spirit coincide. A monk of the mantis is skilled at manipulating these points. With precise strikes, she temporarily disrupts a body's connection with the rest of the self.

Pressuring Strikes (Ex): At 2nd level, a monk of the mantis gains the sneak attack ability. This ability functions as the rogue ability of the same name, except it can be used only during a flurry of blows. The initial sneak attack damage is +1d6, and the damage increases by 1d6 every 4 levels beyond 2nd. This ability replaces the monk's 2nd-, 6th-, 10th-, 14th-, and 18th-level bonus feats.

Debilitating Blows (Ex): A monk of the mantis's knowledge of anatomy allows her to deal blows that both deal damage and impose debilitating conditions. At 7th level, if a monk of the mantis stuns a target with Stunning Fist, the target is also entangled for 1 round after the Stunning Fist effect ends. At 11th level, if the monk of the mantis stuns a target with Stunning Fist, the target is also exhausted for 1 round after the Stunning Fist effect ends. At 13th level, the monk can spend 1 point from her ki pool as part of her Stunning Fist attack to increase the duration of these additional effects to a number of rounds equal to her Wisdom bonus (minimum 2 rounds). This ability replaces wholeness of body, diamond body, and diamond soul. (For the unchained monk from *Pathfinder RPG Pathfinder Unchained*, this ability is gained at 6th level, improves at 10th and 12th levels, and replaces the ki powers gained at those levels.)

Disabling Palm (Su): At 15th level, a monk of the mantis can render the target of her quivering palm unconscious instead of killing the creature. Upon failing its Fortitude saving throw, the target either is knocked unconscious for a number of minutes equal to the monk of the mantis's monk level or dies (the monk of the mantis's choice). This alters quivering palm. (For the monk class from *Pathfinder Unchained*, this ability applies only if the monk selects the quivering palm ki power.)



AMBUSHES

Some battles are won before they even begin. With proper use of stealth or by seizing the initiative, you can get the drop on opponents and ensure the fight is in your favor.

General Tactics

You can take a number of steps to ensure a successful ambush. Take advantage of the environment around you—in forested areas, bushes and trees make great hiding places, while boulders and snow help obscure ambushers in mountains. Whenever possible, make use of darkness; attempt ambushes at night or within dark caves. Also, try to stay downwind of your targets or use natural smells to cover your scent.

Choosing the right location in which to set an ambush is essential for its success. Use vantage points such as towers or cliffs to rain down attacks on your foes while simultaneously making it difficult for them to reach you. Make use of natural barriers such as waterways, fallen trees, and anything you can hide behind to help keep your opponents from noticing your presence. A high Stealth bonus is always beneficial, but some adventurers might find their armor makes hiding difficult. Consider donning a lighter suit of armor just for ambush attempts, or using magic (such as *invisibility* or *silence*) to bypass such limitations.



Specific Tactics

Beyond such general tactics are advanced techniques that can aid your surprise attacks. Numerous feats take advantage of the chaos of an ambush. For instance, the teamwork feats *Coordinated Charge*^{UC}, *Lookout*^{APG}, and *Stealth Synergy*^{UC} allow allies to work well in setting up an ambush. The *Combat Style Master*^{UC}, *Shocking Bellow*^{MC}, and *Silent Kill*^{ACG} feats make effective use of the surprise round. The *Ambush Sense* feat (*Pathfinder Player Companion: Advanced Class Origins* 26) is useful for barbarians, investigators, and rogues who wish to not be surprised.

Ninjas, rogues, and slayers all have class features and options that make them deadlier in an ambush. The *snap shot*^{APG}, *surprise attack*, and *underhanded*^{UC} rogue talents, as well as a number of archetypes for other classes, are focused on taking advantage of the surprise round. The *bodyguard* archetype for animal companions (*Pathfinder Player Companion: Animal Archive* 20) adds useful surprise-round options to characters who might not be good at ambushes on their own, such as paladins. Several archetypes use similar abilities; these include the *divine strategist* (cleric, *Pathfinder RPG Ultimate Combat* 40), *survivor* (druid, *Pathfinder Player Companion: Champions of Balance* 24), *sword of valor* (paladin, *Pathfinder Campaign Setting: Inner Sea Magic* 39), and *vanguard* (slayer, *Pathfinder RPG Advanced Class Guide* 121) archetypes.

A number of spells are well suited to setting up ambushes. *Darkness*, *invisibility*, and *silence* allow even the most obvious of combatants to be hidden. *Divination* spells such as *anticipate peril*^{UM}, *locate creature*, and *scrying* permit an even greater degree of preparedness when attempting an ambush. Specific trap spells such as *create pit*^{APG}, *fire trap*, *glyph of warding*, and *hex glyph*^{ACG} are useful for disabling enemies before combat begins.

Ambush Feats

The following feats are of greatest use to characters who intend to use ambush tactics frequently, and can be taken by any character who meets the prerequisites.

Ambuscading Spell

Your spells are particularly effective against those caught unawares.

Benefit: During a surprise round, your opponents that have not yet acted take a –2 penalty on saving throws against spells you cast. Creatures that have already acted take a –1 penalty during the surprise round.

Ambush Awareness (Combat)

You are always on your toes and rarely caught off guard.

Prerequisite: Awareness.

Benefit: If you are unable to act in a surprise round because of failing a Perception check, you still roll

initiative normally. You can act on your initiative count in the surprise round, but you can take only the total defense action.

Battle Cry

Your songs ring in your foes' ears well before the foes can defend themselves.

Prerequisite: Bardic performance class feature.

Benefit: Bardic performances you use during a surprise round do not count against your number of rounds per day. Any bonuses granted by your performance increase by 1 during a surprise round.

Befuddling Initiative (Combat)

Your quick reflexes leave your surprised opponents particularly disoriented.

Prerequisite: Improved Initiative.

Benefit: You treat each opponent that begins a surprise round flat-footed as being flat-footed until its action in the first full round of combat, even if it acts on the surprise round.

Flying Tackle

You quickly bring down an off-balanced opponent.

Prerequisite: Improved Overrun.

Benefit: When attempting an overrun combat maneuver check against a flat-footed opponent, if the attempt knocks the creature prone, you can also fall prone in order to attempt a grapple combat maneuver check against the creature as a free action. Doing so does not provoke an attack of opportunity from the target of your grapple.

Friendly Shroud

You can help conceal your allies.

Prerequisite: Stealth 1 rank.

Benefit: Whenever you are adjacent to an ally, and neither you nor that ally move for at least 1 round, and both you and that ally attempt Stealth checks, that ally can use your Stealth check result if it is better than his own.

Frightening Ambush (Combat)

You are able to leap from hiding and strike great fear in your opponents.

Prerequisite: Intimidate 1 rank.

Benefit: As a free action, you can attempt an Intimidate check to demoralize a flat-footed opponent you attack.

Improved Lookout

You and your allies alert each other to surprise attacks.

Prerequisite: Lookout^{APG}.

Benefit: Whenever you are adjacent to an ally who also has the Lookout teamwork feat, when either of you first takes an action, you both lose the flat-footed condition.

Lightning Rager

Your primal instincts prevent you from being surprised.

Prerequisite: Rage class feature.

Benefit: If caught unawares during a surprise round, you can enter a rage as an immediate action. If you do, you gain a +2 insight bonus to your Armor Class for the remainder of the surprise round.

Reflexive Caster

You are ready to defend yourself with a spell at a moment's notice.

Prerequisites: Combat Reflexes, caster level 5th.

Benefit: If you fail a Perception check that results in you being unable to act in a surprise round, you still roll initiative normally. You can act on your initiative count in the surprise round, but can only take a standard action to cast an abjuration spell that targets only yourself.

Terrifying Assault (Combat)

Your foes flee when you appear suddenly.

Prerequisites: Frightening Ambush, Intimidate 5 ranks.

Benefit: When using Intimidate to demoralize an opponent during a surprise round, if you exceed the DC by 10 or more, you can make the target frightened for 1 round instead of shaken.

Waylayer (Rogue Archetype)

A clever rogue knows the easiest battle to win is the one that's over before your foe knows it has begun. Some rogues thus specialize in setting up ambushes to catch their opponents off guard.

Staggering Reflexes (Ex): At 1st level, a waylayer gains a bonus on initiative checks equal to 1/2 her level (minimum +1) if she acts in a surprise round, and is never flat-footed at the start of combat (even if she fails to act during the surprise round). This ability replaces trapfinding.

Ambuscading Sneak Attack (Ex): At 4th level, a waylayer becomes especially skilled at attacking unaware foes. When she makes a sneak attack during a surprise round, she uses d8s to roll sneak attack damage instead of d6s. This ability replaces uncanny dodge.

Danger Awareness (Ex): At 8th level, a waylayer is never considered an unaware combatant and is always able to act in the surprise round. This replaces improved uncanny dodge.

Exceptional Reflexes (Ex): At 12th level, a waylayer can move up to her speed before taking her action in a surprise round. This replaces the rogue talent gained at 12th level.

Masterful Reflexes (Ex): At 20th level, a waylayer's initiative roll is automatically a natural 20. This ability replaces the rogue talent gained at 20th level.

Rogue Talents: The following rogue talents complement the waylayer archetype: camouflage^{APG}, cunning trigger^{APG}, quick trapsmith^{APG}, slow reactions, surprise attack, and underhanded^{UC}.

Advanced Talents: The following advanced talents complement the waylayer archetype: entanglement of blades^{APG}, hide in plain sight^{UC}, knock-out blow^{APG}, and weapon snatcher^{UC}.

DIRTY TRICKS

Dirty tactics are all about grabbing an advantage at any cost, and the dirty trick combat maneuver is an excellent option for characters who value effectiveness over chivalry.

General Tactics

Dirty tricks allow for a wide variety of options to hinder foes, each defined by the condition it imposes. Some specific examples of possible dirty tricks are listed below.

Blinded: Along with tossing dirt or sand, some tricksters spit into enemies' eyes, pull down foes' hats, or even attempt to poke their fingers into opponents' eyes.

Dazzled: Swinging a torch near an opponent's face, flashing a reflection from a shield or blade in its eyes, and smearing glowing fungal pastes on its forehead are all sound ways to dazzle it.

Deafened: Deafening a creature is a simple matter of bashing its ears, striking its helmet like a bell, or simply shouting loudly in its ear.

Entangled: Stepping on a foe's foot, pulling on her backpack or quiver, or twisting her cloak effectively entangles that opponent.

Shaken: Displays of power such as a mighty roar, licking an enemy's blood from your weapon, or verbally threatening to strike vital points even at the cost of being struck in return can potentially cause your opponent to become shaken.

Sickened: Some tricksters belch into their opponents' faces, bash them in the guts, or even produce rotten food or drink to sicken their enemies.

Specific Tactics

Several archetypes make particularly good use of dirty tricks, including the bounty hunter^{ACG} (slayer), skulking slayer^{ARG} (rogue), wild child^{ACG} (brawler), and wildcat^{ACG} (monk). In addition, some class features modify dirty tricks, including the savage dirty trick rage power (*Pathfinder Player Companion: Champions of Balance* 23) and sneaky maneuver rogue talent (*Pathfinder Player Companion: Magical Marketplace* 26).

Dedicated tricksters employ a number of feats to improve their dirty tricks. Such feats include Dirty Trick Master (*Pathfinder Player Companion: Bastards of Golarion* 25), Net Trickery^{UC}, and Quick Dirty Trick^{UC}.

Feats

The following feats can be taken by any character who meets the prerequisites.

Dastardly Trick (Combat, Panache)

Your confident attacks leave your foes wavering and unable to regain their composure.

Prerequisites: Int 13; Amateur Swashbuckler^{ACG} or panache^{ACG} class feature; Combat Expertise; Improved Dirty Trick^{APG}.

Benefit: When you attempt a dirty trick combat maneuver check and expend 1 point of panache, if the maneuver is successful, your opponent must succeed at a Will save (DC = 10 + 1/2 your character level + your Charisma modifier) to remove its dirty trick condition.

Dirty Critical Hit (Combat, Critical)

Your blows are not only deadly, but debilitating as well.

Prerequisites: Int 13, Combat Expertise, Critical Focus, Improved Dirty Trick^{APG}, base attack bonus +11.

Benefit: Whenever you confirm a critical hit, you can also affect the target as if you had succeeded at a dirty trick combat maneuver check. Doing so normally causes the target to suffer for 1 round one of the conditions applied by a dirty trick, unless you have feats or abilities that give you more dirty trick options.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

Dirty Disarm (Combat)

You can pull dirty tricks while disarming your foes.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick^{APG}, Improved Disarm, base attack bonus +6.

Benefit: You can attempt to perform a dirty trick and a disarm maneuver together against a single target as a full-round action. You attempt a single combat maneuver check for both maneuvers. If your CMB is different for the two types of maneuvers, use the lower of the two bonuses. If your target's CMD is different against the two types of maneuvers, use the higher CMD. If you succeed at the check, you successfully perform both combat maneuvers.

Dirty Fighting (Combat)

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Dirty Grapple (Combat)

You are skilled at pulling dirty tricks during a grapple.

Prerequisites: Dex 13, Int 13, Combat Expertise, Improved Dirty Trick^{APG}, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

Benefits: You can attempt to perform a dirty trick and a grapple maneuver together against a single target as a full-round action when initiating or maintaining a grapple. You must attempt a single combat maneuver check for both maneuvers. If your CMD is different for the two types of maneuvers, use the lower of the two bonuses. If your target's CMD is different against the two types of maneuvers, use the higher CMD. If you succeed at the check, you successfully perform both combat maneuvers.

Superior Dirty Trick (Combat)

Your training in a particular dirty trick makes it especially effective.

Prerequisites: Int 13, Combat Expertise, Greater Dirty Trick^{APG}, Improved Dirty Trick^{APG}, base attack bonus +8.

Benefit: Choose one condition imposed by the dirty trick combat maneuver, such as blinded or entangled. The target must spend a full-round action in order to remove that condition.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different condition.

Style Feats

Style feats were introduced in *Pathfinder RPG Ultimate Combat*. A new style is presented below, along with the feats that make up the style.

Kitsune Style: Pulling from the trickster habits of kitsune, this style focuses on duping and incapacitating foes in the heat of combat.

Kitsune Style (Combat, Style)

Your quick movement and trickery allow you to catch opponents off guard.

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

Benefit: While using this style, you can attempt to perform a dirty trick in place of an attack at the end of a charge.

Kitsune Tricks (Combat, Style)

Your quick wit and even quicker maneuvers leave your opponents reeling.

Prerequisites: Int 13; Combat Expertise; Improved Dirty Trick^{APG}; Kitsune Style; base attack bonus +3 or monk level 3rd.

Benefit: While you are using the Kitsune Style feat, you can apply two different conditions with a single dirty trick combat maneuver check. Removing both conditions imparted in this way requires only one action.

Kitsune Vengeance (Combat, Style)

You cleverly hide your attacks within your devious antics.

Prerequisites: Int 13; Combat Expertise; Improved Dirty Trick^{APG}; Kitsune Style; Kitsune Tricks; base attack bonus +6 or monk level 6th.

Benefit: While using the Kitsune Style feat, when a foe provokes an attack of opportunity from you, you can

attempt to perform a dirty trick combat maneuver in place of making a melee attack.

Untamed Rager (Barbarian Archetype)

There are no rules in the wild. Some barbarians enter combat with only victory in mind and do anything in their power to achieve it.

Despicable Tactics: At 2nd level, the untamed rager gains Improved Dirty Trick^{APG} as a bonus feat. This ability replaces uncanny dodge.

Feral Appearance (Ex): At 3rd level, the untamed rager gains a +1 bonus on Intimidate checks. This bonus increases by 1 every 3 barbarian levels thereafter. This ability replaces trap sense.

Deplorable Tactics: At 5th level, the untamed rager gains Greater Dirty Trick^{APG} as a bonus feat. This ability replaces improved uncanny dodge.

Dishonorable (Ex): At 7th level and every 3 barbarian levels thereafter, the untamed rager gains a +1 bonus on combat maneuver checks when performing dirty tricks and to her CMD to resist others' dirty tricks. This ability replaces damage reduction.



DIVINE TRICKERY

Trickster gods encourage their clergies to use underhanded tactics to gain the upper hand in dangerous situations. This section includes new archetypes for characters who follow deceitful deities.

Asmodean Advocate (Cleric Archetype)

For the faithful of Asmodeus, the words used in a negotiation or contract matter more than their intent. The word of the law is to be respected, but loopholes and vague wording are part of every law. Asmodean advocates are master wordsmiths who ally themselves with creatures that—much like their words—seem insignificant but are treacherous.

Pact-Bound (Ex): An Asmodean advocate must choose Asmodeus as her deity and select the Trickery domain. She does not gain a second domain. If she ever changes her deity, she loses this archetype and becomes a normal ex-cleric. This ability alters domains.

Serpent (Su): At 1st level, an Asmodean advocate gains a familiar as the arcane bond class feature, using her cleric level as her wizard level. She must choose a viper familiar. The viper speaks one language of the Asmodean advocate's choice as a supernatural ability.

Devil in the Details (Ex): At 1st level, an Asmodean advocate learns to choose her words so carefully that even when she says something designed to deceive listeners, the words are phrased to be technically true. She can use her Profession (barrister) skill for Bluff and Diplomacy checks. This benefit also extends to her familiar. The Asmodean advocate gains an insight bonus equal to 1/2 her cleric level (minimum +1) on Linguistics checks related to forgeries and on all Profession (barrister) checks.

Shoulder Devil (Su): At 8th level, an Asmodean advocate can choose an imp familiar as though she had the Improved Familiar feat.

Feat

Asmodeus sees maintaining the exact letter of the law as a way of spreading his power, and being the devil's advocate gives his followers access to unforgiving powers of contract confirmation and enforcement.

Verify

Those whom you catch breaking a deal are more subject to your powers.

Prerequisites: Ability to cast 1st-level spells, lawful evil alignment, worshiper of Asmodeus.

Benefit: You gain a +5 bonus on Sense Motive checks to determine whether a creature is lying when you ask if it has followed the terms of a contract or deal to which it formally agreed. This includes all written and signed contracts, but also such things as witnessed oaths of loyalty and guild charters.

If you succeed at such a Sense Motive check and learn that a creature has violated any part of such a formal bargain, that creature takes a –2 penalty on saving throws against your spells, spell-like abilities, and supernatural abilities.

Kraken Caller (Druid Archetype)

Some druids draw upon power irreverently stolen from one of the most dangerous creatures of the depths: the kraken.

Call of the Waves (Ex): A kraken caller must choose Besmara as her deity. If she ever changes her deity, she loses this archetype and becomes a normal druid.

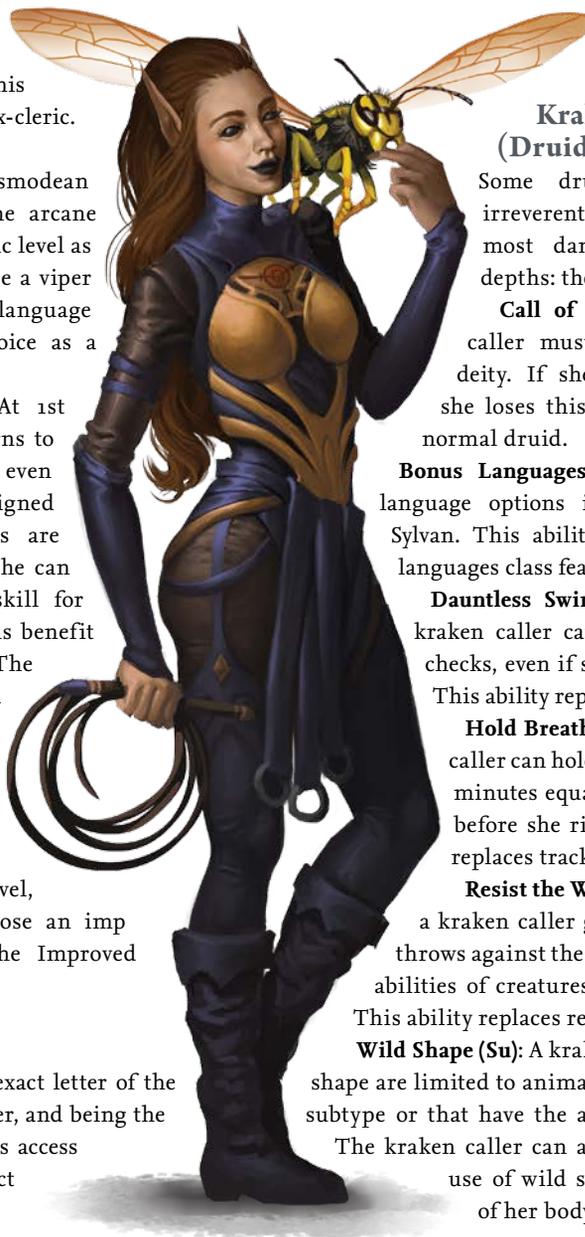
Bonus Languages: A kraken caller's bonus language options include Aquan instead of Sylvan. This ability alters the druid's bonus languages class feature.

Dauntless Swimmer (Ex): At 2nd level, a kraken caller can always take 10 on Swim checks, even if she is rushed or threatened. This ability replaces woodland stride.

Hold Breath (Ex): At 3rd level, a kraken caller can hold her breath for a number of minutes equal to her Constitution score before she risks drowning. This ability replaces trackless step.

Resist the Waves' Lure (Ex): At 4th level, a kraken caller gains a +4 bonus on saving throws against the spell-like and supernatural abilities of creatures with the aquatic subtype. This ability replaces resist nature's lure.

Wild Shape (Su): A kraken caller's options for wild shape are limited to animals with the aquatic or water subtype or that have the amphibious special quality. The kraken caller can alternatively expend a daily use of wild shape to grow tentacles out of her body while otherwise retaining



her own form. This effect lasts for 10 minutes per level, or until the kraken caller changes back.

At 4th level, the kraken caller grows two tentacles while in this form. The tentacles have a reach of 5 feet regardless of the kraken caller's size, and the kraken caller can use them as secondary natural attacks that deal 1d4 points of damage (1d3 for a Small kraken caller). She also gains a racial bonus on Climb, Swim, and dirty trick combat maneuver checks equal to the number of tentacles grown.

At each of 6th, 8th, 10th, and 12th levels, a kraken caller can grow an additional tentacle. As a move action, she can retract or regrow any number of the additional tentacles, redistributing the mass of any retracted tentacles. For every 2 retracted tentacles, she can increase the reach of the remaining tentacles by 5 feet (to a maximum of 15 feet), or increase the damage dealt by her tentacles as if she were one size category larger.

While in this form, a kraken caller can expel a 10-foot-radius cloud of ink once per minute as a standard action. This cloud provides total concealment in water and persists for 1 round per level. The ink has no effect out of water. This ability alters wild shape.

Beast of the Depths (Su): At 13th level, a kraken caller gains a swim speed equal to her base land speed and can breathe water as though affected by the spell *water breathing*. This ability replaces a thousand faces.

Reaper of Secrets (Inquisitor Archetype)

Masters of mind tricks and deception, these divine assassins track down and kill anyone who has forbidden knowledge about their faiths.

Bound by Secrecy (Ex): A reaper of secrets must choose Norgorber as her deity. If she ever changes her deity, she loses this archetype and becomes a normal inquisitor.

Deceitful Lore (Ex): At 1st level, a reaper of secrets adds her Wisdom modifier on Bluff and Disguise skill checks in addition to her Charisma modifier. This ability replaces monster lore.

Soul-Piercing Gaze (Su): At 1st level, as a swift action, a reaper of secrets can focus on a single creature she can see. She then gains an insight bonus on Perception and Sense Motive checks against that creature equal to 1/2 her level (minimum +1). The effect ends if she focuses on a new target. This ability replaces stern gaze.

Mind-Game Tactics (Su): At 3rd level, a reaper of secrets can read other creatures so well she can use their reactions to gain a tactical advantage. She treats any creature targeted by her soul-piercing gaze as if it were her ally and possessed the same teamwork feats as she does for the purposes of positioning and threatening when she determines whether she receives a benefit from her teamwork feats. She cannot use this ability to benefit from any teamwork feats that require particular actions from allies, such as Swap Places^{APG}.

For example, a reaper of secrets with the Precise Strike^{APG} feat gains the bonus from that feat if she and

the target of her soul-piercing gaze occupy flanking positions relative to the creature she attacks.

This ability replaces solo tactics.

Feats

One of the greatest divine tricksters is Calistria, who shows her favor to her most devout priests and followers in the form of special abilities and allies.

Trick Spell (Metamagic)

The vengeful nature of your goddess flows through your magic, turning your enemies against themselves.

Prerequisites: Ability to cast 1st-level spells, chaotic neutral alignment, worshiper of Calistria.

Benefit: Only enchantment spells that affect a single target and can be negated with a successful Will save can be trick spells. If the target fails its Will save against a trick spell, in addition to the spell's normal effects, the target also clumsily hinders itself. Immediately attempt a special combat maneuver check (1d20 + your caster level + your Charisma bonus) to perform a dirty trick combat maneuver against the target. Any feats you have that apply to dirty trick maneuvers (such as Greater Dirty Trick^{APG}) also apply to this check. A trick spell takes up a spell slot 1 level higher than the spell's actual level.

Wasp Familiar

The goddess of lust, revenge, and trickery has granted you a living sting to show her favor in you.

Prerequisites: Chaotic neutral alignment, worshiper of Calistria.

Benefit: You gain a familiar as per the arcane bond class feature, using your character level as your wizard level. The familiar is a cat-sized, chaotic neutral wasp loyal to you. Use the statistics for a greensting scorpion familiar (*Pathfinder RPG Ultimate Magic* 188), but give it a base speed of 10 feet, a fly speed of 40 feet (average), no Climb bonus, and Fly +7. If you have the ability to gain a familiar through other means (such as the arcane bond class feature), and you are at least 5th level, instead use the statistics for an imp, but replace the *invisibility* spell-like ability with an *unnatural lust*^{UM} (DC 14) spell-like ability usable three times per day. You can have only one familiar.

If you ever grossly violate the code of conduct required by Calistria (a violation of the scale that would cause a cleric of Calistria to lose all spells and class features), your familiar turns on you and attacks you until it is killed. To regain a familiar, you must atone for your deeds with the *atonement* spell, and pay to have the slain familiar raised from the dead. If your familiar is slain or lost through other means, you can replace it using the normal rules for replacing familiars.

Special: This feat can be taken a second time by characters of 7th or higher level if they do not otherwise have access to familiars. Such characters have access to a wasp familiar that uses the statistics for an imp, as described above.

EQUIPMENT TRICKS

Canny adventurers find unique tricks and techniques for using their gear in novel ways, from turning a pair of cleats into a dangerous weapon to deploying a cloak to slow a dangerous fall.

Feat

The following feat gives you new ways to use even the most mundane types of equipment in a variety of scenarios.

Equipment Trick (Combat)

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

Prerequisite: Base attack bonus +1.

Benefit: You can use any equipment trick relating to the chosen item as long as you meet the trick's prerequisites. If the item would normally be considered an improvised weapon, you can treat it as either a normal weapon or an improvised weapon, depending on which is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment. Additional equipment tricks can be found in *Pathfinder Campaign Setting: Pathfinder Society Field Guide* (for rope and sunrods), *Pathfinder Player Companion: Adventurer's Armor* (for heavy blade scabbards and shields), and *Pathfinder Player Companion: Magical Marketplace* (for anvils).

Equipment Tricks

In addition to the feat or skill prerequisites (listed in parentheses) for each of the following tricks, you must have the appropriate Equipment Trick feat.

Boot Tricks

A pair of boots refers to any set of footwear that has hard soles. These equipment tricks can be used with either magic or mundane boots.

Cleat Stomp (Improved Unarmed Strike): When you make a successful unarmed strike against an opponent while wearing a pair of boots with cleats (*Pathfinder RPG Ultimate Equipment* 88), the target takes 1 point of bleed damage. The bleed damage can be stopped by a successful DC 15 Heal skill check or by magical healing. The effects of this trick stack with other sources of bleed damage but not with other bleed damage dealt by this trick.

Heel Crush (Improved Dirty Trick^{ACG}): When you succeed at a successful dirty trick combat maneuver check against an opponent within melee range, you can crush the target's foot or similar appendage with your boot heel. Instead of inflicting one of the conditions that can normally be imposed by a dirty trick, you reduce the target's movement speed by half (to a minimum of

5 feet). You can't use a dirty trick combat maneuver in this manner against an opponent that is using a movement type other than its land speed, and movement types other than land speeds aren't affected by this equipment trick. As usual, a creature with a movement speed of 5 feet can't take a 5-foot step.

Sharp Veer (Combat Reflexes): Whenever you use the charge or run action, you can make one 90-degree turn during your movement. You must move at least 10 feet in a straight line after this turn if you are charging.

Cloak Tricks

At the GM's discretion, you can use these tricks with any cloth object that is roughly the same size and shape as a cloak for a creature of your size (such as a curtain).

Dazzling Trail (Dazzling Display): When you successfully use Intimidate to demoralize an opponent while wearing a cloak, you can increase the duration of the demoralize effect by 1d4 rounds.

Distracting Cloak (Stealth 3 ranks): When you attempt a Bluff check to feint, you can use your cape to create a diversion instead of denying your opponent his Dexterity bonus to AC. Compare the result of your Bluff check against the feint DC of each opponent that can see you (DC = 10 + the opponent's base attack bonus + the opponent's Wisdom modifier, or 10 + the opponent's Sense Motive bonus if he is trained in Sense Motive and this bonus is higher). You can attempt a Stealth check to hide from any opponent that you successfully feint against in this manner, even if that opponent is observing you. If you do not have cover or concealment against any of these targets at the start of each of their turns, they automatically spot you at that time.

Parachute Cloak (Acrobatics 5 ranks): While wearing a cloak, you can adjust your grip so that it catches the air as you fall. If you use both of your hands to hold on to your cloak as you fall, you can attempt a DC 20 Acrobatics check to ignore the first 20 feet fallen (as opposed to the usual DC 15 check to ignore only the first 10 feet), and you avoid falling prone at the end of your jump even if you take damage.

Suerte de Capote (Dueling Cape^{ACG}): While using the Dueling Cape feat to wield a cloak or similar object as a buckler, you gain a +2 bonus on Bluff checks to feint in combat. This bonus increases by 1 for every 5 ranks in Sleight of Hand that you possess. Additionally, you can release your cape as a free action whenever you successfully feint an opponent with a melee attack to entangle it, as detailed in the Dueling Cape feat.

Net Tricks

To use any of these equipment tricks, you must be proficient with nets.

Binding Trick (Improved Dirty Trick^{ACG}): When you succeed at a dirty trick combat maneuver check against a

target entangled by a net whose trailing rope you control, the target cannot take an action to remove the condition imposed by the dirty trick until it escapes from or bursts free of the net.

Grappling Net (Improved Grapple): When you attempt a grapple combat maneuver check against a foe entangled by a net whose trailing rope you control, you do not take a penalty on the grapple combat maneuver check for not having two hands free, and you gain a +4 bonus on the check. If you successfully pin the target while it is still entangled by the net, you can use the net to tie up the target as a swift action.

Thieves' Tools Tricks

Indispensable to a rogue or any other adventurer who wishes to crack open a lock or disable a trap, a set of thieves' tools contains a number of sharp picks and coarse files.

Dirty Pick (Disable Device 1 rank): You don't take any penalties for using a set of thieves' tools as an improvised melee weapon. A set of thieves' tools used as an improvised weapon deals 1d3 points of piercing damage. Additionally, when you attempt a dirty trick combat maneuver check to impose the blinded condition with a set of thieves' tools, you don't provoke an attack of opportunity. Masterwork thieves' tools grant a +1 enhancement bonus on attack rolls and combat maneuver checks for these purposes.

Let Myself In (Knowledge [engineering] 3 ranks): Whenever you succeed at a Disable Device check to unlock an object that requires a move action to open, such as a door, you can immediately open that object as a free action instead.

Ranged Chicanery (Disable Device 1 rank, Sleight of Hand 1 rank, ability to cast *mage hand*): You can use *mage hand* to attempt Disable Device and Sleight of Hand checks at range. Working at a distance increases the normal skill check DC by an amount equal to $5 + 1$ for every 5 feet the range is greater than 25 feet. You can't take 10 or 20 on this check. Any object manipulated must weigh 5 pounds or less. If you also possess the ranged legerdemain class feature, you no longer increase the skill check DC by 5 while using Disable Device and Sleight of Hand at range.

Wondrous Item Tricks

You can use these tricks with any wondrous item that can be worn in a specific magic item slot, such as the body or wrists.

Aura Mastery (Use Magic Device 1 rank): Once per day, you can choose a single school of magic represented by one of your wondrous items' auras; you treat your caster level as 1 higher when casting a single spell of that school. You can make this choice at any time during the day, but you must choose the item (and school) before casting the spell.

Counter Dispelling (Spellcraft 3 ranks): When a foe attempts a dispel check, such as via *dispel magic*, against



either a wondrous item that you are currently wearing or wielding or a spell effect created by such an item, you can use your ranks in Use Magic Device as the item's caster level instead of its actual caster level when calculating the dispel check DC. You must be aware of the spell that is being cast and identify it with a successful Spellcraft check in order to receive this benefit.

Favored Item (Magical Aptitude): Once per day, you can spend 1 hour practicing with a wondrous item to designate it as your favored item for that day. If the favored item functions for a specific number of rounds or minutes per day greater than 1 round or 1 minute, you increase the maximum number of rounds or minutes it can function that day by an amount equal to half your ranks in Use Magic Device (minimum 1 round).

TOOLS AND EQUIPMENT

Many tricks rely on certain equipment, and so the best tricksters carry versatile gear that can be useful in a variety of situations. The following are examples of items that are popular among all adventurers, but are particularly favored by tricksters.

ALCHEMICAL CANDLE WAX	PRICE 150 GP
	WEIGHT 1 lb.



As malleable as ordinary wax, alchemical candle wax produces an aromatic scent when burned. A candle made from alchemical candle wax normally possesses a sweet, honeylike smell, but a character who is trained in Craft (alchemy) can infuse the wax with nearly any scent available to her. A

character trained in both Craft (alchemy) and Craft (poison) can infuse one candle's worth of wax with any alchemical substance that requires inhalation, such as a vial of alchemical pheromones (see below) or a dose of inhaled poison. When infusing the wax with poison, the normal rules for exposing oneself to poison apply. Only one kind of alchemical substance can be infused into a single candle at a time, though a single candle can hold up to 3 doses of a substance. A single lump of alchemical candle wax is enough to create one candle.

After burning for 1 minute, the alchemical candle releases the chosen alchemical substance as a colorless haze that lingers in a 5-foot radius centered on the candle for up to 1 hour, plus 30 minutes for each dose or vial of a substance infused into the candle wax beyond the first. A moderate wind (11+ mph) disperses the haze in 2 rounds; a strong or stronger wind (21+ mph) disperses the haze immediately. Alchemical candle wax can be created with a successful DC 20 Craft (alchemy) check.

ALCHEMICAL PHEROMONES	PRICE varies
	WEIGHT —

Alchemical pheromones are clear, odorless liquids that typically come in glass vials. They combine the natural scent of one particular kind of animal, humanoid, or magical beast (such as wolves, humans, or unicorns) with alchemical reagents that enhance and refine that scent, making it potent enough to modify a creature's behavior. If smeared on a surface or thrown as a splash weapon, the scent of an alchemical pheromone quickly fills a 5-foot-radius area. On entering that area, any creature of the chosen kind becomes affected by the pheromones for 1 minute unless it succeeds at a DC 14 Will save. All alchemical pheromones are mind-affecting effects, but swarms (as well as any other collection of creatures that acts as a single creature) are not immune to them. Creatures that don't need to breathe are immune to alchemical pheromones, while creatures with the scent ability take a -4 penalty on saving throws against them. Each type of

alchemical pheromones can be created with a successful DC 20 Craft (alchemy) check, and the type of animal, humanoid, or magical beast the pheromones affect must be decided on creation. The most common types of alchemical pheromones are listed below along with their costs; other, more specialized types of alchemical pheromones also exist.

Aggression (1,400 gp): Affected creatures are driven into a mindless frenzy, as if affected by simultaneous *confusion* and *rage* spells.

Arousal (150 gp): Affected creatures are aroused and distracted, causing them to lose their Dexterity bonus to AC.

Susceptibility (300 gp): Affected creatures are forced to obey one specific command, as if affected by a *suggestion* spell. The command is chosen when the pheromone is created.

ANGRY JACK	PRICE 25 GP
	WEIGHT 2 lbs.



Named after a common children's toy, this metal box, typically no larger than 1 cubic foot in volume, possesses a secret compartment large enough to store one flask or vial. When loaded with a splash weapon or a vial of poison (contact or inhaled poisons only) and armed as a full-round action, an angry jack attacks the next creature to open the box, using

its spring-loaded interior to launch that item at the target as a ranged touch attack (attack bonus +0). A creature struck by a contact poison in this way is exposed to the poison as normal, but a creature is automatically exposed to a loaded inhalation poison with no attack roll needed. Identifying an angry jack requires a successful a DC 20 Perception check. A character who is trained in the Disable Device skill can spend 10 minutes disguising an armed angry jack, allowing her to roll a Disable Device check and use the result as the Perception DC for others to detect the true nature of the angry jack. The user can't take 10 or 20 on the Disable Device check.

BURGLAR'S TORC	PRICE 2,102 GP
	WEIGHT 5 lbs.

Appearing as a heavy, elaborate neckpiece while worn, a burglar's torc can be removed and disassembled into its component parts in 4 minutes (or in 1 minute if the user is trained in the Disable Device skill). When dismantled, a burglar's torc contains parts that function as a set of mithral masterwork thieves' tools, 10 feet of silk rope, and a mithral grappling hook. Reassembling the torc takes 8 minutes (or 4 minutes if the user is trained in the Disable Device skill). An observer must succeed at a DC 30 Perception check to recognize an assembled burglar's torc for what it is; if the observer handles the torc, the DC for this check decreases to 15.

HOLLOW CALTROPS

PRICE 451 GP
WEIGHT 2 lbs.

Created by adherents of Norgorber to lure pursuers to their deaths, hollow caltrops each have a hidden chamber built inside them. Hollow caltrops work just like normal caltrops, except they are considered masterwork weapons (+1 bonus on attack rolls), and they can be filled with poison. A single dose of poison can be applied to an entire 2-pound bag of caltrops after 10 minutes of work. Doing so requires a delicate hand, and there is a 5% chance of poisoning yourself unless you have the poison use class feature or a similar ability. Hollow caltrops can be further enchanted as per melee weapons, treating one 2-pound bag as a single melee weapon. If any of the magic caltrops are lost, all the caltrops lose any magic abilities until the missing caltrops are returned or replaced. Hollow caltrops can't have the serrated special feature or the shrapnel special feature.

MITHRALBANE SAP

PRICE 50 GP
WEIGHT 1 lb.

This black alchemical concoction reacts when it comes into contact with metal, rapidly expanding into a sticky, inflexible substance that temporarily renders armor more difficult to use. When the sap is smeared onto metal armor or thrown at a creature wearing metal armor (as a ranged touch attack with a range increment of 10 feet), that armor is considered one category heavier for the purposes of movement (heavy armor is still treated as heavy). This increase does not apply to proficiency in wearing the armor. Additionally, the arcane spell failure chance of armor affected by mithralbane sap increases by 10%, its maximum Dexterity bonus decreases by 2 (to a minimum of 0), and its armor check penalty increases by 3. These effects last for 1 minute, after which the grease hardens and crumbles away. Armor that's not primarily made of metal and metal items such as weapons and shields are not meaningfully affected by mithralbane sap. Crafting this item requires a successful DC 25 Craft (alchemy) check.

SERRATED CALTROPS

PRICE 451 GP
WEIGHT 2 lbs.



Often used by ogres, bugbears, and other creatures that delight in causing excruciating pain to others, these caltrops have serrated edges that leave rough wounds that are difficult to heal. Serrated caltrops

work just like normal caltrops, except they are considered masterwork weapons (+1 bonus on attack rolls), deal 1 point of bleed damage on a successful hit in addition to the caltrop's usual damage, and possess a critical threat range of 19–20. On a confirmed critical hit, the bleed damage increases to 1d2 points. A successful DC 15 Heal check or any amount of magical healing ends the bleeding as well as the normal movement penalty a caltrop causes. Serrated caltrops can be further enchanted as per melee weapons, treating one 2-pound bag as a single melee weapon. If any of the magic caltrops are lost, all the

caltrops lose any magic abilities until the missing caltrops are returned or replaced. Serrated caltrops can't have the hollow special feature or the shrapnel special feature.

SHRAPNEL CALTROPS

PRICE 401 GP
WEIGHT 2 lbs.

Shrapnel caltrops shatter into fragments that embed themselves into a creature's body when stepped on. Shrapnel caltrops work just like normal caltrops, except they are considered masterwork weapons (+1 bonus on attack rolls). Creatures damaged by a shrapnel caltrop must succeed at a DC 15 Reflex save or take 1d2 points of Dexterity damage in addition to the caltrop's usual damage. The movement penalty inflicted by a shrapnel caltrop cannot be removed until all Dexterity damage dealt by the caltrop is healed, even if the creature receives magical healing or is treated with a successful Heal check. Shrapnel caltrops are destroyed after making one attack rolls. Shrapnel caltrops can't have the hollow special feature or the serrated special feature.

SPIKE HILT

PRICE 300 GP
WEIGHT 1 lb.

A spike hilt can be added to any one-handed or two-handed sword or hafted weapon, which conceals a dagger within the larger weapon. An observer who succeeds at a DC 20 Perception check while carefully examining the larger weapon notices the spike hilt. Drawing a dagger from the spike hilt is a swift action. This dagger can be made masterwork or turned into a magic weapon at the normal cost.

VENOM TRAP

PRICE 300 GP
WEIGHT 10 lbs.

A venom trap is a special bear trap that includes a reservoir that can hold up to 3 doses of injury poison, and a pump system designed to recoat the trap as a trapped target struggles to escape it. The spring-loaded, hinged jaws of the trap are attached to a chain, which in turn is secured to a spike driven into the ground to ensure that the victim cannot simply crawl away. Prying open the jaws or pulling the spike from the ground requires a successful DC 21 Strength check. On a failed check, the jaws are coated in a dose of poison from the reservoir and clamp back shut, making another attack against the trapped target. The venom trap can make only one attack each round. The base CR of a venom trap is 2, but the CR varies depending on the poison used.

VENOM TRAP

CR VARIES

Type mechanical; **Perception** DC 15; **Disable Device** DC 21

EFFECTS

Trigger location; **Reset** manual

Effect Atk +11 melee (2d6+4 plus poison); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a successful DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check.

TRICKSTER RACIAL OPTIONS

Although anyone can be a trickster, some races found across Golarion have gained notoriety for employing especially cunning and deceptive antics. Whether they ensorcel weak-minded peasants, steal goods in the dead of night, or play good-natured pranks on others, members of these races often possess unique skills that make them effective scoundrels.

Catfolk

Most prevalent in Garund, catfolk are known for their nimbleness, which is matched only by their gregariousness. Catfolk harbor an exaggerated sense of curiosity that often gets them into trouble.

Catfolk Race Traits

The following new race traits are available to catfolk.

Canopy Prowler (Catfolk): Growing up in the Mwangi Expanse, you learned to hunt from above, where your prey

seldom searches for danger. You gain a +1 trait bonus on Climb checks, and Climb is always a class skill for you. If you possess the climber racial trait, you also gain a +1 trait bonus on Stealth checks while climbing.

Inquisitive Banterer (Catfolk): You are able to learn information by bombarding others with questions that come across as conversational. You gain a +1 trait bonus on Diplomacy checks. In addition, you can use Diplomacy to gather information in 1d2 hours instead of 1d4.

Catfolk Slayer Talents

A catfolk slayer can select one of the following catfolk rogue talents (*Pathfinder RPG Advanced Race Guide* 92) in place of a slayer talent: deadly scratch, graceful faller, nimble climber, or vicious claws. Any talent effects based on rogue level use the slayer's class level. The slayer must fulfill any prerequisites.

Gnomes

Gnomes tend to be enthusiastic in their search for exciting experiences, and for many this takes the form of playful jests and pranks.

Gnome Race Traits

The following new race traits are available to gnomes.

Illusion Obsession (Gnome): After realizing the great potential of illusions—particularly figments—for use in pranks, you became obsessed with studying their properties and better methods to cast them. You gain a +1 trait bonus to your caster level when casting illusions in the figment subschool.

Prankster (Gnome): You always have a great idea for a prank. You gain a +1 trait bonus on dirty trick combat maneuver checks. You also gain a +1 trait bonus to your CMD when an opponent attempts a dirty trick combat maneuver check against you. If you succeed at a dirty trick combat maneuver check against a flat-footed opponent, increase the duration of the condition caused by 1 round.

Kitsune

Most common in Tian Xia, members of this gregarious, foxlike race are renowned tricksters. Kitsune normally favor harmless tricks played on others in good fun, but their cunning can become deadly when they are angered, insulted, or engaged in a fight.



Kitsune Race Traits

The following new race traits are available to kitsune.

Among Humans (Kitsune): You have spent your entire life living among humans and are an expert at impersonating them. You gain a +2 trait bonus on Disguise checks to appear human while assuming your specific human form with the change shape racial trait, and Disguise is always a class skill for you.

Nine-Tailed Scion (Kitsune): You are talented with kitsune magic. You gain a +1 trait bonus on caster level checks for your racial spell-like abilities as well as those from the Magical Tail feat (*Advanced Race Guide* 193). Additionally, you can select Magical Tail as a bonus feat whenever your favored class grants you a bonus bloodline feat, combat feat, or metamagic feat instead of the normal type of feat granted by that class. You cannot exchange specific feats granted by a class or race for Magical Tail in this manner; for instance, a monk cannot exchange his Stunning Fist feat for Magical Tail.

Kitsune Oracle Curse

The following new oracle curse is available only to kitsune oracles, who most often take the nature mystery.

Wrecking Mysticism: A divine entity has blessed you with a source of eldritch power that erodes your fortitude, increasing by 50% the duration of any poison, sickened condition, or nauseated condition affecting you. Whenever you would gain a mystery spell, you can gain Magical Tail (*Advanced Race Guide* 193) as a bonus feat instead. Once this choice has been made, it cannot be changed. You cannot replace a bonus spell granted to you by an oracle archetype with Magical Tail, even if it replaces a mystery spell. At 5th level, add *minor image* and *ventriloquism* to your list of spells known. At 10th level, add *magic jar* to your list of spells known. At 15th level, add *project image* to your list of spells known.

Ratfolk

The pragmatically mercantile ratfolk aren't particularly known for their trickery, as they take great pride in their professionalism when dealing with their clientele. Ratfolk trickery is a tactic of necessity rather than a source of entertainment, and truly becomes apparent only when ratfolk are threatened, as they use their small size and numbers to outmaneuver and outwit their enemies.

Ratfolk Race Traits

The following new race traits are available to ratfolk.

Bauble Fascination (Ratfolk): You are fond of eldritch baubles and are skilled at activating their wondrous powers. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Business Venturer (Ratfolk): Your mercantile pursuits have sent you across Golarion, making you better traveled than most ratfolk. You gain a +1 trait bonus on Appraise, Knowledge (local), and Profession (merchant) checks, and one of these skills (your choice) is a class skill for you.

Ratfolk Feat

The following new combat feat is available to ratfolk.

Scurrying Swarmer (Combat)

You abandon all notion of personal space when in danger, scurrying about your allies in search of the best vantage point from which to strike at your foes.

Prerequisites: Ratfolk, swarming racial trait.

Benefit: You can use your swarming racial trait to enter the square of any willing ally that is the same size as you or up to one size category larger, granting you the benefits of the swarming racial trait as if your ally were also a ratfolk with the swarming racial trait. Your ally gains no benefits from sharing its space with you unless it also has the swarming racial trait. Additionally, you treat any ally who shares its space with you as having the same teamwork feats that you do for the purpose of determining whether you gain a bonus from teamwork feats. Your ally doesn't gain any of the bonuses from these feats unless she actually has the teamwork feats. You and your ally's positioning and actions must still meet the prerequisites listed in a teamwork feat's description in order to gain the teamwork feat's listed bonus, but your ally is considered to be adjacent to you while you share her space for the purpose of determining whether you or your ally gains a benefit.

Tieflings

Born with a fiendish taint, tieflings are scions of an unholy heritage, and foster distrust and dislike in people across Golarion. Whether relying on devilish charms or demonic guile, many tiefling tricksters use their skill primarily in pursuit of their own survival, though some tieflings find themselves compelled to create trouble for no good reason.

Tiefling Race Trait

The following new race trait is available to tieflings.

Fiendish Sniper (Tiefling): You instinctively hide after you shoot your opponents, waiting for an opportune moment to strike again. You gain a +5 trait bonus on Stealth checks following a sniping attack.

Tiefling Witch Major Hex

The following new witch major hex is available only to tiefling witches.

Steal Voice (Su): The witch can steal the voice of one creature within 30 feet, causing it to lose, for a number of rounds equal to the witch's Intelligence bonus, all abilities that rely on speech, including talking, casting spells with verbal components, and using auditory bardic performances. A successful Will saving throw negates this effect. If this hex is used upon a willing target, the duration lasts for a number of hours equal to the witch's Intelligence bonus. Additionally, the witch can change her voice to match that of any creature whose voice she has stolen with this hex, as per *vocal alteration* (*Pathfinder RPG Ultimate Magic* 248).

MAGIC ARMOR AND WEAPONS

Devious weapon and armor options appeal to a wide variety of adventurers. Several of the more surprising and malicious offerings can be found here.

Armor Special Abilities

The following armor special abilities can help turn a fight in a trickster's favor.

ADAMANT	PRICE +2 bonus
AURA moderate conjuration	CL 9th

Once per day as a swift action, the wearer can harden armor possessing this special ability to the strength of adamantine, giving it DR 3/— for 9 rounds. The *adamant* special ability can be placed on only heavy armor.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>mage armor</i> , <i>major creation</i>	

GHOST SPIKE	PRICE +2 bonus
AURA moderate evocation	CL 10th



Once per day as a standard action, the wearer of *ghost spike* armor can command armor spikes made of shimmering force to erupt from the armor for up to 10 rounds. Treat these spikes as +1 *ghost touch armor spikes*

with which the wearer is proficient. While the spikes are active, the wearer can attempt to grapple incorporeal creatures with a -4 penalty on his combat maneuver checks to grapple. The wearer can dismiss the spikes as a free action. The *ghost spike* ability cannot be placed on spiked armor or on a shield.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>spiritual weapon</i>	

SPELLSINK	PRICE +1 bonus
AURA moderate abjuration	CL 6th



A suit of armor or a shield with this ability can absorb and neutralize magical effects, albeit on a limited basis. Once per day as an immediate action, the bearer can command the armor or shield to absorb a spell, spell-like ability, or magical ability

created by a magic item that specifically targets only her. It cannot absorb spells, spell-like abilities, or item effects that target an area or multiple targets. The attacker creating the magical effect to be absorbed must succeed at a DC 14 Will saving throw or the shield or armor absorbs and neutralizes the effect.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>dispel magic</i>	

Weapon Special Abilities

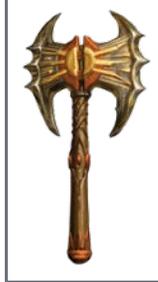
The following weapon special abilities can surprise and confound foes, allowing savvy combatants to gain the upper hand.

BEWILDERING	PRICE +1 bonus
AURA moderate transmutation	CL 7th

Three times per day, when the wielder of a *bewildering* weapon makes a successful attack with this weapon, in addition to dealing the weapon's normal damage, the wielder can inflict the confused condition on that enemy for 1d6 rounds. The target can attempt a DC 17 Will saving throw each round to end this effect.

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

DAZZLING RADIANCE	PRICE +1 bonus
AURA moderate illusion	CL 7th



This special weapon ability can be placed on only melee weapons. When a character wielding a *dazzling radiance* weapon uses the Dazzling Display feat, the weapon flashes in a burst of bright color. All creatures within 15 feet of the wielder who can see the display must attempt a DC 17 Fortitude save. Those who fail are blinded for 2 rounds and dazzled for an additional 1d4 rounds;

those who succeed are instead dazzled for 1d4 rounds.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>color spray</i>	

GORY	PRICE +3 bonus
AURA strong necromancy	CL 15th

A *gory* weapon functions as a *wounding* (*Pathfinder RPG Ultimate Equipment* 149) weapon, except it deals 1d2 points of bleed damage when it strikes. Additionally, when the wielder confirms a critical hit with this weapon, he can attempt an Intimidate check to demoralize the target as an immediate action with a circumstance bonus equal to his character level.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, <i>bleed</i> , <i>inflict serious wounds</i>	

SAPPING	PRICE +1 bonus
AURA faint enchantment	CL 5th

This special ability can be placed on only weapons that deal nonlethal damage. A *sapping* weapon deals an additional 2d6 points of nonlethal damage. When the wielder confirms a critical hit with the weapon, the target becomes fatigued for 5 rounds.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>pain strike</i> ^{APG} , <i>touch of fatigue</i>	

Magic Weapons

The following magic weapons are popular among adventurers and villains who value tricky tactics. Opponents caught unawares by the powers possessed by these magic items are easy prey for sly characters who value the advantages of the unexpected.

ARACHNID'S FANG		PRICE
		18,302 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate transmutation		

Poison applied to this +1 *dagger* seeps into the blade, awaiting the perfect moment for release. After a hit with the dagger but before damage is determined, the wielder of an *arachnid's fang* can release a stored dose of poison into the creature struck by the blade as a free action. Up to 8 doses of poison can be stored in the dagger at a time, but only 1 dose can be released on a given attack.

CONSTRUCTION REQUIREMENTS	COST 9,302 GP
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Craft Magic Arms and Armor, *touch injection*^{UC}

CONSTRUCTOR'S GAUNTLETS		PRICE
		12,302 GP
SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate transmutation		

These +1 *gauntlets* are made of snakeskin and grant a +1 enhancement bonus on grapple checks.

Once per day as a standard action, the wielder of a pair of *constrictor's gauntlets* can target a single creature wearing medium or heavy armor within 30 feet. The target must succeed at a DC 16 Will saving throw or its armor shrinks and constricts, dealing 1d6 points of bludgeoning damage to the target if it's wearing medium armor or 1d8 points of bludgeoning damage if it's wearing heavy armor. The armor deals this damage each round for 3 rounds, and then returns to its normal size. The armor's armor bonus, maximum Dexterity bonus, armor check penalty, and other attributes do not change while it is shrunken.

CONSTRUCTION REQUIREMENTS	COST 6,302 GP
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Craft Magic Arms and Armor, *shrink item*

DOPPELGANGER'S SWORD		PRICE
		18,310 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate illusion		

Once per day as a standard action, the wielder of this +1 *short sword* can appear as a specific humanoid enemy the blade has injured within the previous 7 minutes. The target must be within one size category of the wielder. The wielder can appear as that humanoid for up to 7 minutes and can dismiss the effect as a free action. Anyone interacting with the wielder of a *doppelganger's sword* who is familiar with the impersonated humanoid can attempt a DC 14 Will saving throw to disbelieve the illusion.

CONSTRUCTION REQUIREMENTS	COST 9,310 GP
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Craft Magic Arms and Armor, *alter self, major image*

NIMBLE WHIP		PRICE
		5,005 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint transmutation		

On a successful critical hit with this +1 *scorpion whip* (*Pathfinder RPG Ultimate Combat* 145), the wielder can attempt a steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) against the target as a swift action as if she had the Improved Steal (*Advanced Player's Guide* 163) feat.

CONSTRUCTION REQUIREMENTS	COST 2,655 GP
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Craft Magic Arms and Armor, *mage hand*

SHADE BOW		PRICE
		41,535 GP
SLOT none	CL 6th	WEIGHT 4 lbs.
AURA moderate illusion		

This +2 *distance light crossbow* shrouds its wielder in shadows, granting her a +4 competence bonus on Stealth checks. Three times per day, the wielder can also become invisible, as per the *invisibility* spell, for up to 6 minutes.

CONSTRUCTION REQUIREMENTS	COST 20,935 GP
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Craft Magic Arms and Armor, *invisibility*, creator must have 4 ranks in Stealth

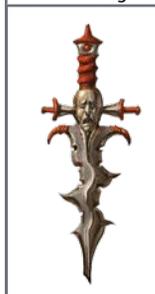
STIRGE DART		PRICE
		4,501 GP
SLOT none	CL 15th	WEIGHT 1/2 lb.
AURA strong necromancy and transmutation		

When thrown, this +1 *dart* animates and attacks a single target as a *dancing* weapon for 4 rounds. When a *stirge dart* hits, instead of dealing normal damage, the dart drains blood from the target, dealing 1 point of Constitution damage. The dart falls to the ground harmlessly once it stops attacking. A *stirge dart* can be used only once before it loses all of its magical properties.

CONSTRUCTION REQUIREMENTS	COST 2,251 GP
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Craft Magic Arms and Armor, *animate objects, bleed*

TRAITOR'S BLADE		PRICE
		50,302 GP
SLOT none	CL 14th	WEIGHT 1 lb.
AURA strong necromancy and enchantment		



This +2 *wounding* (*Ultimate Equipment* 149) *dagger* allows the wielder to use *charm monster* (DC 18) three times per day. When the wielder hits a creature affected by the dagger's charm effect, the dagger deals an additional 2d6 points of damage to that creature, even if the creature is no longer charmed because of the hostile action. All other creatures charmed by the blade that see this act of betrayal become sickened for 1d4 rounds, but are immediately freed from the charm effect.

CONSTRUCTION REQUIREMENTS	COST 25,302 GP
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Craft Magic Arms and Armor, *bleed, charm monster, inflict moderate wounds*

WONDROUS ITEMS

The following magic items are meant to enhance the dirty tactics of sneaky heroes and unscrupulous scoundrels alike.

ASHES OF UNLUCK		PRICE
		2,400 GP
SLOT none	CL 5th	WEIGHT —
AURA faint necromancy		

These fine, gray ashes usually come in a black leather bag covered in various symbols of bad luck. When the contents of the bag are flung into the air, the ashes coat creatures within a 10-foot radius of the user, causing them to take a –4 penalty on attack rolls, saving throws, ability checks, and skill checks for 2d4 rounds. The user is immune to this effect.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
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Craft Wondrous Item, *bestow curse*

BAG OF RUST		PRICE
		1,400 GP
SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate transmutation		



This dull-red cloth pouch is magically sealed and contains fine grains of a powdery substance. As a ranged touch attack, the user can throw the pouch at a creature or object within 30 feet. On a hit, the bag breaks open and showers the target with the powder.

If the target is wearing metal armor, the *bag of rust* rapidly corrodes the armor, lowering its armor bonus by 1d6 (to a minimum bonus of 0). If the target is a ferrous creature or a metal object, the bag deals 3d6+7 points of damage. The user can target a creature's metal weapon with the thrown bag, but the user takes a –10 penalty on such ranged touch attacks, as weapons are more difficult to hit. Metal weapons struck by the bag are destroyed. Magic items made of metal are immune to this effect.

If the bag misses its target, use the rules for when splash weapons miss to determine where it lands. If it lands on a metal surface, the bag damages that surface as described above, but it deals no splash damage to adjacent creatures.

CONSTRUCTION REQUIREMENTS	COST 700 GP
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Craft Wondrous Item, *rusting grasp*

BURDENSTONE		PRICE
		1,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint enchantment		

This smooth lodestone is gray and streaked with veins of glossy obsidian. As a ranged touch attack, the bearer can throw it at an opponent within 30 feet. If it strikes a target in metal armor, the *burdenstone* attaches itself to the target for 2d6 rounds.

An attached *burdenstone* increases the target's load by one step. If a target's load is already heavy, the target is knocked prone, its movement is reduced to 10 feet, and it cannot run. An attached *burdenstone* also prevents the target from flying. A target may not be affected by more than one *burdenstone* at a time.

A successful DC 20 Strength check made as a full-round action can remove the stone from a target before the duration elapses. Once a *burdenstone* has been removed or the duration expires, it becomes an ordinary magnetic stone.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *burdened thoughts* (*Pathfinder Player Companion: Giant Hunter's Handbook* 26)

CIRCLET OF PETTY DISCORD		PRICE
		84,000 GP
SLOT head	CL 10th	WEIGHT —
AURA moderate enchantment		

Once per day, when the wearer of this delicate silver crown casts a spell from the charm subschool, he can add a subtle compulsion to the effect. All targets affected by the spell must succeed at a DC 20 Will saving throw or become incredibly frustrated with their allies. For the next 10 rounds, affected targets still recognize their allies (and do not attack them), but they cannot treat them as allies when determining movement or flanking, nor can they use any feats (including teamwork feats), spells, abilities, or effects that allow them to target allies or use allies to gain beneficial effects, nor can they be the targets of such friendly effects. Affected targets also cannot aid another.

CONSTRUCTION REQUIREMENTS	COST 42,000 GP
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Craft Wondrous Item, *confusion, suggestion*

GLOVES OF PULVERIZING DISRUPTION		PRICE
		9,400 GP
SLOT hands	CL 3rd	WEIGHT —
AURA faint transmutation		



Three times per day, the wearer can use these thick leather gloves to make a melee touch attack against an undead creature, a construct, or a nonmagical object and deal 3d4 points

of damage to it. When the wearer deals damage in this way, the gloves absorb part of the matter that makes up the target. This creates dust that is stored within the gloves for 24 hours. The next time the wearer attempts a dirty trick combat maneuver, the dust flies from the gloves, providing a +2 bonus on that attempt. If the wearer does not attempt a dirty trick combat maneuver before 24 hours elapses, the dust disappears.

CONSTRUCTION REQUIREMENTS	COST 4,700 GP
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Craft Wondrous Item, *corrosive touch*

RIME-STRIDE BOOTS		PRICE 27,000 GP
SLOT feet	CL 10th	WEIGHT 1 lb.
AURA moderate conjuration		

These fur-lined boots grant the wearer the ability to glide easily across icy surfaces. While doing so, the wearer adds 15 feet to her speed, and she does not need to make Acrobatics checks to run or charge on ice. While fighting on ice, the wearer gains a +2 circumstance bonus on combat maneuver checks and to CMD.

Once per day, the wearer may cause all surfaces within a 30-foot radius of himself to become covered in a thin sheet of ice for 10 rounds. A creature can walk within or through this icy area at half normal speed with a successful DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls. A creature using Acrobatics in this way is considered flat-footed and loses its Dexterity bonus to AC.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
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Craft Wondrous Item, *pass without trace*, *sleet storm*

SHADOW JUMPER'S TUNIC		PRICE 16,200 GP
SLOT chest	CL 3rd	WEIGHT 1 lb.
AURA faint conjuration		



This dark-gray tunic allows a character to make a single jump of up to 40 feet per day, or four jumps of 10 feet each per day. All jumps must begin and end in an area that has at least some dim light. If the wearer has at least 4 levels in the shadowdancer prestige class, the tunic instead

adds 40 feet to the total number of feet he can shadow jump in 1 day.

CONSTRUCTION REQUIREMENTS	COST 8,100 GP
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Craft Wondrous Item, *dimension door*

Trickster Tattoos

Some spellcasters who employ dirty tactics like to inscribe their tricks on their very skin. The following magical tattoos are popular among these casters. For more information about magical tattoos, see page 16 of *Pathfinder Campaign Setting: Inner Sea Magic*.

RADIANT TATTOO		PRICE 1,500 GP
SLOT none	CL 5th	WEIGHT —
AURA faint evocation		



This tattoo typically takes the form of a colorful sunburst. The bearer can activate the tattoo with a command word, causing it to flare brilliantly. A single, adjacent foe is blinded for 1d4 rounds. If it succeeds at a DC 15 Reflex save, it is dazzled for 1d4 rounds instead. If the target has light blindness, light sensitivity, or is otherwise vulnerable

to bright light, it is instead blinded for 2d4 rounds or dazzled for 2d4 rounds on a successful save. If the bearer activates the tattoo while more than one foe is adjacent, she may choose which foe is affected. The tattoo vanishes once it has been activated.

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Inscribe Magical Tattoo (*Inner Sea Magic* 16), *daylight*

VIPER TATTOO		PRICE 18,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		

This tattoo typically takes the form of a coiled snake, and once per day the bearer can activate it as a standard action. A *viper tattoo* must be visible to the bearer and must be touched as part of its activation. The tattoo is not normally placed on the head, neck, or back as a result, since most creatures would require mirrors to activate them.

When activated, the snake tattoo animates and becomes a viper (*Pathfinder RPG Bestiary* 133). It appears in the bearer's space and acts immediately, on the bearer's turn, and obeys the bearer's spoken commands for up to 5 rounds.

The viper uses the bearer's base attack bonus when it attacks, and the DC to resist and cure its poison is equal to 10 + the 1/2 bearer's level + the bearer's Constitution modifier. If the bearer has a class feature or an ability that grants it precision damage (such as sneak attack), the viper's attack deals 1 additional point of damage per die of that precision damage.

At the end of the 5 rounds, the viper vanishes and reverts to its tattoo form. If the viper is killed, the tattoo vanishes. As a swift action, the bearer can command the viper to withdraw from an opponent, and in this case, the viper returns to its tattoo form once it reaches the bearer's space.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Inscribe Magical Tattoo (*Inner Sea Magic* 16), *summon nature's ally I*

WEAPON TATTOO		PRICE 10,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		

This tattoo can store one weapon, sized for the bearer of the tattoo. When no weapon is stored, the tattoo takes the form of an empty sword sheath. When a weapon is stored within the tattoo, it takes the form of the weapon so stored. Storing a weapon in the tattoo is a full-round action, but removing a weapon from the tattoo is only a swift action. This tattoo can only be put on one of the bearer's arms (preventing the other arm from receiving another tattoo), and the weapon automatically appears in the hand of the arm it is tattooed upon. If that hand is not free, the weapon cannot be summoned. If the bearer is tightly constrained in an area too small for the weapon to appear without damaging something, the weapon cannot be summoned. If the tattoo is destroyed while a weapon is in it, the weapon falls to the ground in a random space adjacent to the bearer of the tattoo.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Inscribe Magical Tattoo (*Inner Sea Magic* 16), *disguise weapon*^{ACG}

POISON SPELLS

Poisons are one of the cruelest and often subtlest ways to harm someone, but they are also dangerous for most people to use—unless magic is involved. The following new spells help both those who often face toxic adversaries and those who wish to poison their enemies.

DRAIN POISON

School transmutation [poison^{UM}]; **Level** alchemist 3, antipaladin 3, cleric 3, druid 3, ranger 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (the fang of a poisonous creature)
Range touch
Target one weapon or a single piece of ammunition
Duration 24 hours
Saving Throw none; **Spell Resistance** no

By touching a weapon against the fang of a poisonous creature and casting this spell, you drain 1 dose of the creature's poison, which is magically applied to your weapon without risk of poisoning yourself. The poison remains on the weapon until either it strikes a creature, you touch the weapon, or you wipe off the poison. It otherwise functions exactly like a dose of a manufactured poison applied to a weapon. You can use this spell with natural as well as manufactured weapons. This spell does not prevent you from exposing yourself to the poison if you roll a natural 1 on an attack roll while the poison is applied to your weapon.

The spell has no effect if the creature whose fang is touched is a summoned creature, if it has been dead for more than 1 minute, or if its poison has already been extracted from it.

GARDEN OF PERIL

School conjuration (creation) [poison^{UM}]; **Level** druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (a pinch of spores)
Range medium (100 ft. + 10 ft./level)
Effect one poisonous mushroom/level, no two of which can be more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw Fortitude negates; **Spell Resistance** no

Vividly colored poisonous mushrooms instantly spring into existence in squares you select. The mushrooms can appear on any solid surface, even growing horizontally from walls or upside down from the ceiling.

Once per round as a move action, starting the round after you cast this spell, you can command the mushrooms to release poisonous spores. Each creature adjacent to a mushroom or in a mushroom's square must then succeed at a Fortitude save or become sickened for 1d4 rounds. The condition of creatures that fail multiple saving throws does not worsen, but each additional failed saving throw adds 1d4 rounds to the duration the creature is sickened.

The mushrooms are Tiny and cannot provide cover, but they are fairly sturdy (AC 7, hp 30, break DC 20). Creatures can

move through squares containing mushrooms as normal. When destroyed, a mushroom evaporates and releases one last cloud of spores.

INVIGORATING POISON

School transmutation; **Level** alchemist 2, cleric 2, druid 2, shaman 2
Casting Time 1 standard action
Components V, S, M/DF (an apple seed)
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The body of the target creature gains a metabolic response that allows it to benefit from normally deadly toxins. When a poison would cause ability damage to the target creature, the target instead gains a +4 alchemical bonus to that ability score. The spell then immediately ends, but the bonus lasts for a number of minutes equal to the amount of ability damage the poison would have caused. If the poison would deal more than one type of ability damage, each bonus has a separate duration. If the poison has effects other than ability damage (such as unconsciousness or ability drain), these effects apply normally. This spell affects only a single poison; if multiple poisons affect the target simultaneously, this spell prevents only ability damage and grants the appropriate bonuses for the poison that would cause the most damage.

NEUTRALIZE POISON, GREATER

School conjuration (healing); **Level** alchemist 6, bard 6, cleric 6, druid 5, inquisitor 6, witch 6
Components V, S, M/DF (a lump of charcoal)
Duration instantaneous or 1 hour/level (D)

This spell functions as *neutralize poison*, except as noted here. You automatically succeed at all caster level checks to neutralize any poisons affecting the target creature. The spell also reverses all instantaneous or permanent effects caused by poisons, such as temporary ability damage or permanent ability drain (it does not heal ability drain caused by anything other than poison, however). If you use the spell to neutralize the poison in a poisonous creature or object, the duration is 1 hour per level rather than 10 minutes per level. If the spell is cast on a creature, the creature can negate the effect by succeeding at a Will saving throw.

POISON BREATH

School evocation [poison^{UM}]; **Level** cleric 7, druid 6, witch 7
Casting Time 1 standard action
Components V, S, M/DF (a spider's mandible)
Range 15 ft.
Area cone-shaped burst
Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes
You expel a cone-shaped burst of toxic mist from your mouth, subjecting everyone caught in the area to a deadly poison, as per the *poison* spell.

SWORD TO SNAKE

School transmutation [poison^{UM}]; **Level** cleric 4, druid 4, shaman 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M/DF (a hair from a spider)

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

Target one Medium or smaller item

Duration 1 round/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)
When you make an undulating gesture using your hand, the target item changes slightly in shape and appearance to resemble a cross between its original form and that of a venomous animal. For example, a staff might change to resemble a snake, a shield might change to resemble an enormous venomous beetle, or the hilt of a sword might change to resemble a scorpion's tail.

If this spell is cast on a held item, the wielder adds his Will save bonus to the saving throw. You must be able to see the item to cast this spell on it.

The item retains all its properties, but whenever a creature picks up, attacks with, activates, or otherwise manipulates the item (with the exception of dropping the item) after this spell is cast, it animates and bites the creature. The attack is resolved before the action that triggered it. This spell otherwise does not affect the creature's ability to use the item.

If the item is a nonmagical weapon, it has an attack bonus equal to your caster level plus your spellcasting ability score modifier, and its attack deals 1d4 points of piercing damage. If the target item is a magic weapon, it retains any magical qualities, and its enhancement bonus is still added to both the attack roll and the damage roll.

A creature that takes damage from the bite is affected as if by a venomous snake's poison (*frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save). The poison's save DC is equal to this spell's DC.

TOXIC RUPTURE

School necromancy [poison^{UM}]; **Level** druid 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a viper's fang)

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

Target one poisonous creature

Duration instantaneous

Saving Throw Fortitude negates; see text; **Spell Resistance** yes
With a squeezing hand gesture, you cause internal bleeding in the target creature's venom glands or similar organs. The target must attempt a saving throw against its own poison using the DC for this spell. If it fails, the creature is poisoned and suffers the full effect of its poison. Any subsequent saving throws that the target must attempt against the poison use the normal DC for the poison rather than this spell's DC.

VENOMOUS BITE

School transmutation [poison^{UM}]; **Level** alchemist 2, druid 2, ranger 2, shaman 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a vial of injury poison worth at least 75 gp), DF

Range touch

Target creature touched

Duration 1 round/level (D)

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

When you touch the poison vial against the target creature and cast this spell, the vial drains and the target's teeth become envenomed with the same poison. The creature gains the use of 1 dose of the poison for every 5 caster levels you possess (maximum 4 doses). The creature gains immunity to that poison while this spell is in effect. The poison retains its normal properties, and this spell does not alter the DC to resist or cure the poison.

Each successful bite attack counts as an expended dose. When all the poison is used, the spell ends. If the target creature doesn't have a bite attack, or if the target's bite attack is already poisonous, the spell has no effect. If the target has multiple heads, the spell affects only one bite attack.

When this spell ends, any unused poison is harmlessly expelled from the target's mouth and cannot be used again.



DIRTY TRICK SPELLS

Using magic to improve the odds in a fight makes a trickster more versatile in her craft, and it allows for ruses that would otherwise be impossible. The following new spells are particularly useful for characters who are not above using underhanded tactics to achieve their goals.

BLEND WITH SURROUNDINGS

School illusion (glamer); **Level** bard 1, cleric 1, druid 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

Components V, S, M/DF (a chess piece)

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

Targets one creature

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless) or Will disbelieves (if interacted with); **Spell Resistance** yes (harmless)

This spell changes the appearance of the affected creature so that it better blends in with its surroundings. As chosen by you, the affected creature takes on the appearance of a statue, furniture, a tree, a bush, a rock, or another object of similar size. As long as the target stays still, it gains a +20 bonus on Stealth checks, and it can use Stealth even if it is being observed. The target's armor blends in perfectly with the illusory shape, and the target's armor check penalty on Stealth checks is negated for the duration of the spell. If the target moves at all while this spell is in effect, the spell ends.

BODY DOUBLE

School illusion (glamer); **Level** bard 2, bloodrager 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (two glass beads)

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

Target two creatures; see text

Duration 1 round/level

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

Upon casting this spell, choose a primary target and a secondary target, both of which must be within range. If the primary target fails or forfeits its saving throw, its appearance, scent, sounds, and mannerisms change to match those of the secondary target.

As long as the two targets are of the same size category, they are indistinguishable. As a consequence, if the targets are adjacent and a creature takes an action that would affect one of the targets (such as an attack, a targeted spell, or an area effect), that action has a 50% chance of affecting the other target instead.

Any action that would affect both of the creatures affects them both normally.

This spell does not deceive creatures that have *true seeing*. Likewise, a creature that can't perceive one of the targets is not fooled by this spell (even if the spell fooled that creature earlier), and its attacks, targeted spells, and other actions affect targets as normal.

GRASPING TENTACLES

School conjuration (creation); **Level** bloodrager 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3

This spell functions as *black tentacles*, except the tentacles blindly grasp at the targets' eyes and ears, and tug at their hair, clothes, and equipment. Instead of grapple attempts, the tentacles attempt dirty trick combat maneuver checks (CMB = your caster level + 4 [the tentacles' Strength bonus] + 1 [the tentacles' size bonus]). Roll on the following table to determine the effect of a successful dirty trick combat maneuver check.

d%	Effect
1-20	Blinded. The tentacles suction over the victim's eyes.
21-40	Deafened. The tentacles clap themselves around the victim's ears.
41-60	Entangled. The tentacles weave around the victim's limbs.
61-80	Shaken. The tentacles menace the victim from all sides. This is a fear effect.
81-100	Sickened. The tentacles give off sickening vapors. This is a poison ^{UM} effect.

GREASE, GREATER

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

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

Target one object/2 levels or 1 10-ft. square/2 levels; see text
This spell functions like *grease*, except as noted here. When you use this spell to cover a solid surface with slippery grease, the 10-foot squares must form a continuous area, each part of which must be within the spell's range. When you use this spell to create a greasy coating on items, no two of the targeted items can be more than 30 feet apart. You cannot target both items and surfaces with a single casting of this spell.

HIDE WEAPON

School transmutation; **Level** antipaladin 1, bloodrager 1, inquisitor 1, magus 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

Upon casting this spell, a light or one-handed melee weapon in your hand melds with your flesh, accompanied by a disgusting sucking sound. The weapon disappears completely inside your arm, and thereafter for the duration of the spell, you can extend and retract the weapon as a move action.

While extended, the weapon remains partially melded with your hand and arm, providing a +5 bonus to your CMD against disarm combat maneuvers. While the weapon is retracted, its shape adjusts to fit inside your arm, and you retain the use of your hand. Spotting the weapon on casual inspection is impossible, but anyone frisking you can attempt a DC 25 Perception check

to notice a light weapon or a DC 20 Perception check to notice a one-handed weapon hidden inside your arm. If the weapon grants a bonus on Sleight of Hand checks to hide it (as does a dagger), the bonus is added to the DC to find the item. Anyone who sees you casting this spell doesn't need to succeed at a Perception check to know you have the hidden weapon.

If you cast this spell a second time, you can hide another weapon inside your other arm. You can extend and retract both weapons as part of the same action.

SELECTIVE INVISIBILITY

School illusion (glamer); **Level** alchemist 3, antipaladin 3, bard 3, inquisitor 3, magus 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S, M/DF (three translucent pebbles)

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

Target you and one other creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Upon casting this spell, you turn invisible, as per the *invisibility* spell, and you choose a second target. That creature can still see you as though you were not invisible, and you can attack that creature without ending the invisibility effect on you. However, if you attack any other creature, this spell ends. If you cast this spell multiple times, you can attack any of the affected creatures without ending the spell.

SENSE VITALS

School divination; **Level** antipaladin 2, bard 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range personal

Target you

Duration 1 round/level

This spell makes your eyes shine blood red and allows you to see the vital areas and weak points of creatures within 30 feet of you as a warm glow. This allows you to use any manufactured weapon to make sneak attacks, as the rogue ability of the same name, dealing an additional 1d6 points of damage; this additional damage increases by 1d6 for every 3 caster levels you possess beyond 3rd, to a maximum of +5d6 at 15th level. This additional damage stacks with other sources of precision damage.

SHIFTING SHADOWS

School evocation [darkness]; **Level** bard 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of ink)

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

Area 20-ft.-radius emanation centered on a point in space

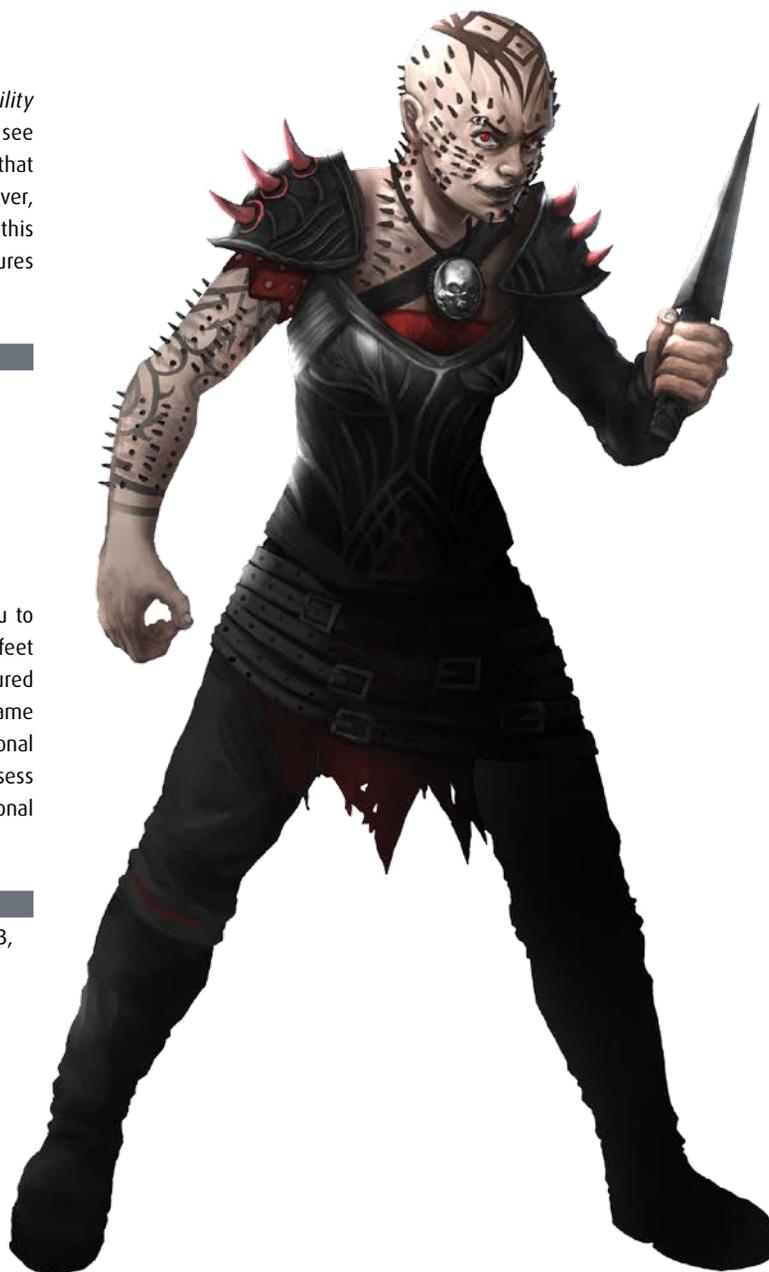
Duration 1 round/level (D)

Saving Throw none, see text; **Spell Resistance** no

Waves of shifting shadows obscure the appearance of all creatures caught within the emanation, making it harder to tell friends from foes.

This spell does not cause affected creatures to risk accidentally attacking their allies, but it does require them to concentrate harder to keep track of their allies and foes. While this spell is in effect, every creature in the area can treat any other creature in the area as an allied threatening creature for the purpose of flanking. Further, whenever a creature in the area would provoke an attack of opportunity from an enemy, that creature's allies in the area must succeed at a Reflex save or lose one attack of opportunity for that round as they suppress the instinct to attack a vulnerable target that might be an ally. The shadows do not hinder precision-based attacks or create areas of dim light.

Creatures under the effect of *true seeing* are not affected by this spell. Creatures with scent or keen scent, creatures that are blind, and creatures that operate effectively without vision (such as creatures with blindsight or blindsense) are also not affected by this spell.



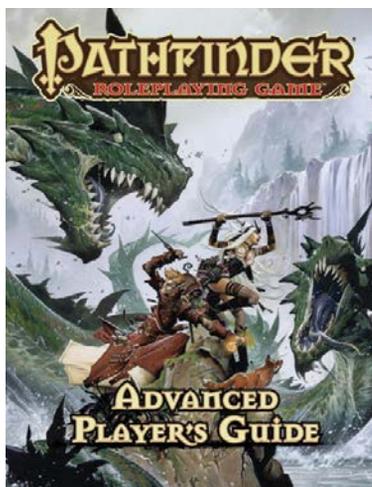
NEXT MONTH!

Take the fight to the streets! Cities are bustling and complex places, and now that you're well equipped with dirty tricks, you'll want to learn how to use them to stay ahead of the masses. *Pathfinder Player Companion: Heroes of the Streets* offers new rules that will help you protect against (or aid in) the siege of a city, work your way into a thieves' guild, and become the master of back alleys. Or venture beneath the cobblestones where new feats and traits could make you the ruler of subterranean realms!

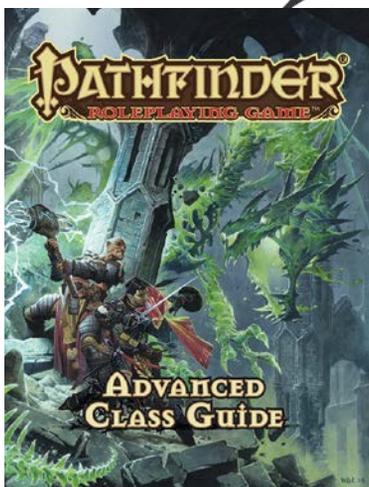


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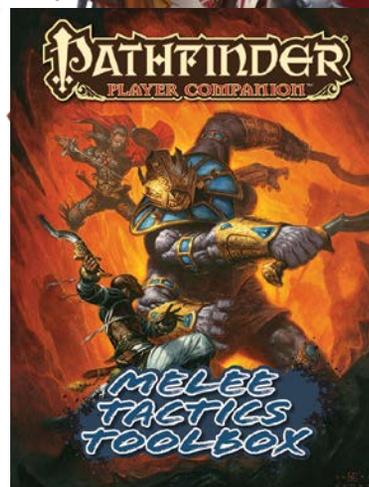
The best dirty fighters are those who have the most surprises up their sleeves! Equip your characters with tricky combat maneuvers, devious and sneaky class features, and the most underhanded approaches to mayhem in these Pathfinder products that complement *Dirty Tactics Toolbox!*



Discover the details of the dirty trick and steal combat maneuvers, plus dozens of devious character options, including the burglar, cutpurse, and poisoner rogue archetypes, in the *Pathfinder RPG Advanced Player's Guide*.



Classes such as the slayer, adept at studying foes from the shadows before striking, and the investigator, a talented stalker and poisoner, open up a world of possibilities in the *Pathfinder RPG Advanced Class Guide*.



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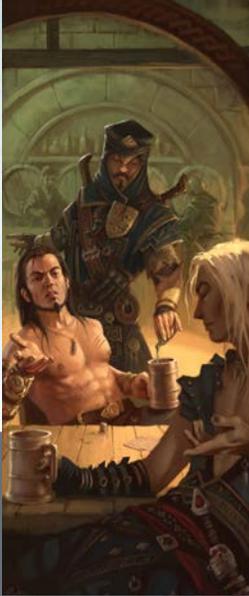
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WIN AT ALL COSTS!

There are those who fight and die honorably, and there are those with pockets full of dirty tricks who live to brawl another day. Embrace the subversive with *Dirty Tactics Toolbox*, a player-focused manual filled with loads of deliciously devious tips, tricks, and rules options to ensure that your character never has to face a fair fight. Delve into the art of the ambush, research new poisons, and discover ways to enhance your sneak attacks and dirty trick combat maneuvers. And if none of that suits your sly sensibilities, arm yourself with magic that targets your enemy's jugular or turns her sword into an angry snake. *Dirty Tactics Toolbox* contains everything you need to gain the upper hand and then exploit the advantage mercilessly. Inside this book, you'll find:

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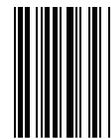
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