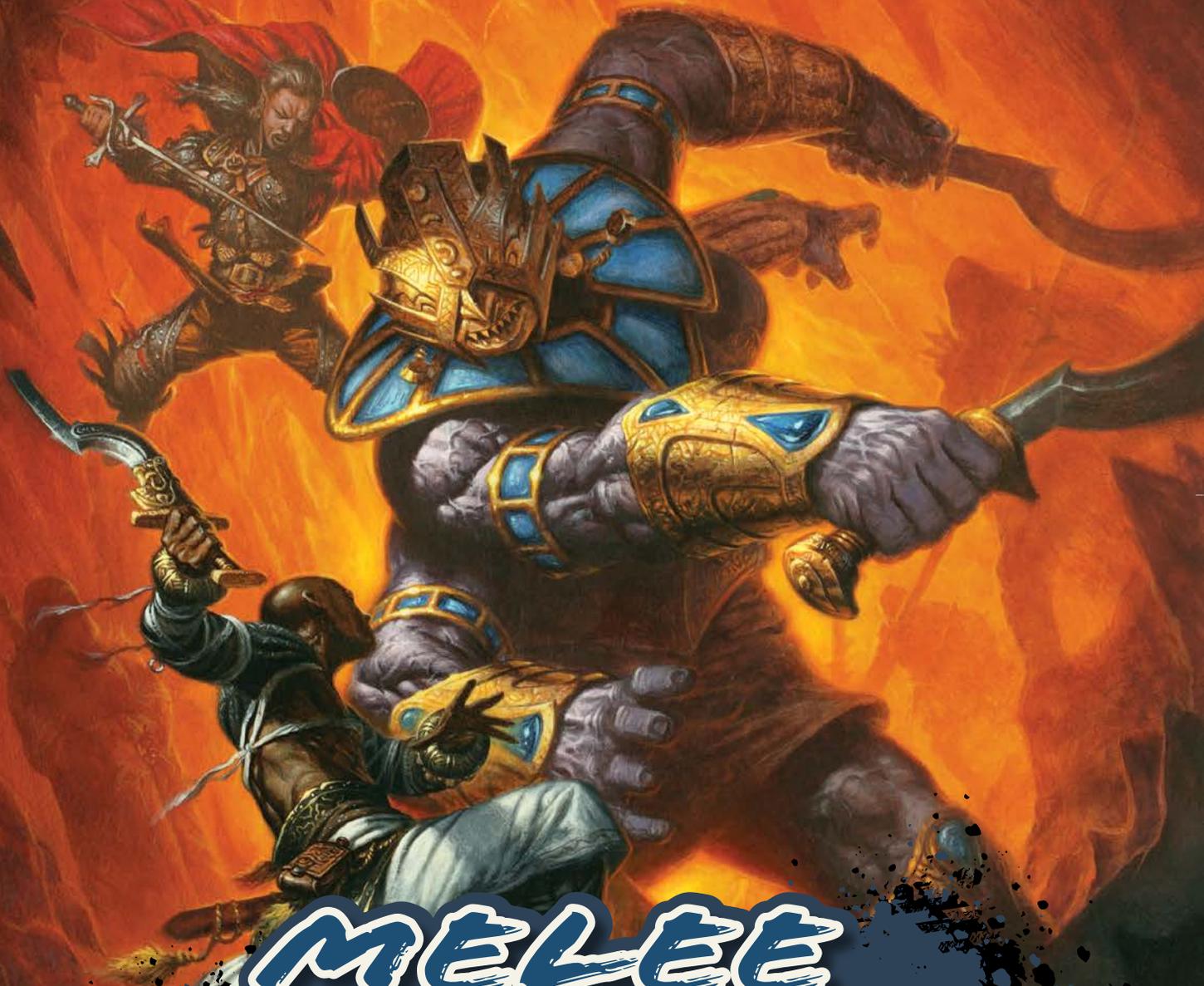


PATHFINDER[®]

PLAYER COMPANION[™]



MELLEE TACTICS TOOLBOX

2014
ÉÉRAN

MELEE SCHOOLS OF THE INNER SEA

Though there are dozens of highly regarded fighting schools and war colleges within the nations of the Inner Sea, those detailed below are among the most famous for their mastery of melee combat.

ALDORI ACADEMY

Located in the city of Restov in the Rostland region of the nation of Brevoyn, the Aldori Academy is the premier war college of northeastern Avistan. It was founded by the first Aldori Swordlords—pupils taught specific techniques for dueling by Baron Sirian Aldori—and it remains the center of learning and mastery of the Aldori dueling style. The academy emphasizes the art of the duel, promoting the ability to defeat foes in honorable one-on-one combat as the pinnacle of martial prowess. Students are expected to master the Aldori dueling sword (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290) and are taught to favor the sword above all other weapons.



CRUSADER WAR COLLEGE

Based in Castle Overwatch, which protects the Lastwall capital of Vigil, the Crusader War College exists to train those willing to take up arms as crusaders dedicated to the fight against the Hold of Belkzen and any remnant of the forces of the Whispering Tyrant. Because Lastwall's foes massively outnumber its guardians and crusaders often find themselves cut off from aid, the college trains its students in the tactics of fighting a horde of enemies as a lone defender. It is divided into the Battlemage Academy, Cavalry Academy, Garrison and Siege School, Infantry School, and Scouting School, each of which is run under the auspices of one of Lastwall's Precentors Martial.



THE GRAND COLISEUM

Within Katapesh sits the massive Grand Coliseum, capable of seating 10,000 spectators. Its most popular spectacle is the game of ruk, a violent sport played between two teams of 10 athletes who must throw a sand-filled leather ball the size of a human head through a hoop. Most guilds within the city have ruk teams they fund and promote, and competition between the teams is fierce. Former ruk players often become trainers, offering beginners a chance to learn the basics of ruk in large classes for little cost. Personal instruction is also available, but is more expensive. Such training focuses on team-against-team tactics, adapting to unexpected attacks and magic, and achieving objectives more advanced than simply knocking down a foe.



TEMPERING HALL

Located within the Ascendant Court district in the city of Absalom, the Tempering Hall is traditionally a training ground for paladins of Iomedae, but in recent years has accepted any student who is willing to dedicate her life to taking up arms against the forces of darkness. Students are woken at dawn and drilled until dusk in the use of heavy weapons and armor, and in coordinating their efforts against a single potent foe. Few trainees other than paladins have the dedication and stamina to endure this regimen for a full 3-year course of study, but even a single season of training in the Tempering Hall is said to improve trainees' chances when they and their allies face powerful foes.





PATHFINDER

PLAYER COMPANION

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ON THE COVER



Sajan and Jirelle leap to the attack as they take on a calikang at close quarters in this month's cover by Milivoj Čeran.

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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 at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



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FOR YOUR CHARACTER

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options that are specific to characters of the following classes, as well as elements that can apply to a wide array of characters.

Bloodrager

Bloodragers gain useful melee spells, and those who wish to focus on combat without weapons can take advantage of the bloody-knuckled rowdy archetype (page 13).

Cavaliers

Cavaliers are masters of mounted combat, but not every fight happens someplace you can bring a steed. New melee combat feats and weapons can give a cavalier an edge that helps offset losing the advantages of fighting from horseback. The castellan archetype (page 9) presents an option for those cavaliers more interested in defending their lord's holdings than in riding off to war in foreign lands.

Fighters

Fighters often focus on melee combat, and even those who prefer to fight at range can spare a few feats to learn some melee combat tricks. As a result, the new feats presented here can all benefit fighter builds, as can the expansion of the fighter weapon groups, the new magic item options, and the new weapons. Further, the drill sergeant fighter archetype (page 11) allows a fighter to share some of his expertise in close-quarters fighting with his allies.

Rogues

Rogues' desire to use sneak attack often drives them into melee combat hoping to flank a foe, making most of the new feats and equipment here useful to a typical rogue. Rogues who wish to be effective in melee when caught without a weapon can also benefit from a new archetype: the makeshift scrapper (page 15).

FOR EVERY CHARACTER

Certain game elements introduced here transcend the particulars of race or class. The elements detailed in this book work well for any character you want to play in the Pathfinder Roleplaying Game, regardless of the character's background, focus, or type.

Feats

The feats in this book are invaluable aids for characters who are likely to end up in melee combat at any point, and can contribute to virtually any character concept. Whether you're putting on armor quickly during a midnight raid with Shrug On (page 15) or trying to cast a spell with Grappled Caster (page 15), the options in this book are sure to inspire awesome battles and foolproof tactics.

New Weapons

This volume includes several new types of melee weapons, such as the simple club/spear hybrid, the planson; the Weapons Finesse-friendly estoc; and the brutal orc skull ram.

New Magic

The latter half of this book contains a host of new magical gear for those with the coin to buy or the means to create such useful objects. New armor and melee weapon special abilities (pages 26–27), wondrous items (pages 28–29), and spells (pages 30–31) give characters a ton of new melee options to play with.

Tactics

Even characters who don't plan to engage in melee combat sometimes find themselves close to a foe, making knowledge of good melee tactics invaluable. Advice on what to do when facing foes alone or with a group,

QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions can help you get the most out of *Pathfinder Player Companion: Melee Tactics Toolbox*.

- 1 In this game, will we be using any optional combat rules, such as death from massive damage or performance combat^{UC}?
- 2 If I focus my character around a specific melee weapon, how likely is it that magic weapons found in treasure will be appropriate for me?
- 3 Will we be using any house rules for melee combat?

dealing with either one foe or many, and how to handle losing a melee weapon can help any character who finds that a fight has unexpectedly gotten up close and personal.

Tools and Equipment

The new items and equipment on pages 20–21 are useful in many situations. In particular, new training tools allow anyone to use daily practice to gain temporary bonuses to combat-related skills and maneuvers with specific weapons.

Anatomy of Melee Weapons

A chart on page 16 compares the profiles of a variety of swords that are common in the Inner Sea region to highlight their sizes and shapes. Players interested in the proper terms for their melee weapons can explore the anatomy of axes, maces, and swords with the illustrated guide to the most iconic melee weapons in the game on page 17.

DID YOU KNOW?

On Golarion, the falcata is a traditional weapon of Taldor; it's the basis for rondelero, the Taldan fighting style that uses the falcata in conjunction with a buckler. Similarly, the klar and earthbreaker were originally Shoanti weapons, and are the basis of the Thunder and Fang fighting style.

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The following new rules options are located on the indicated pages throughout this book.

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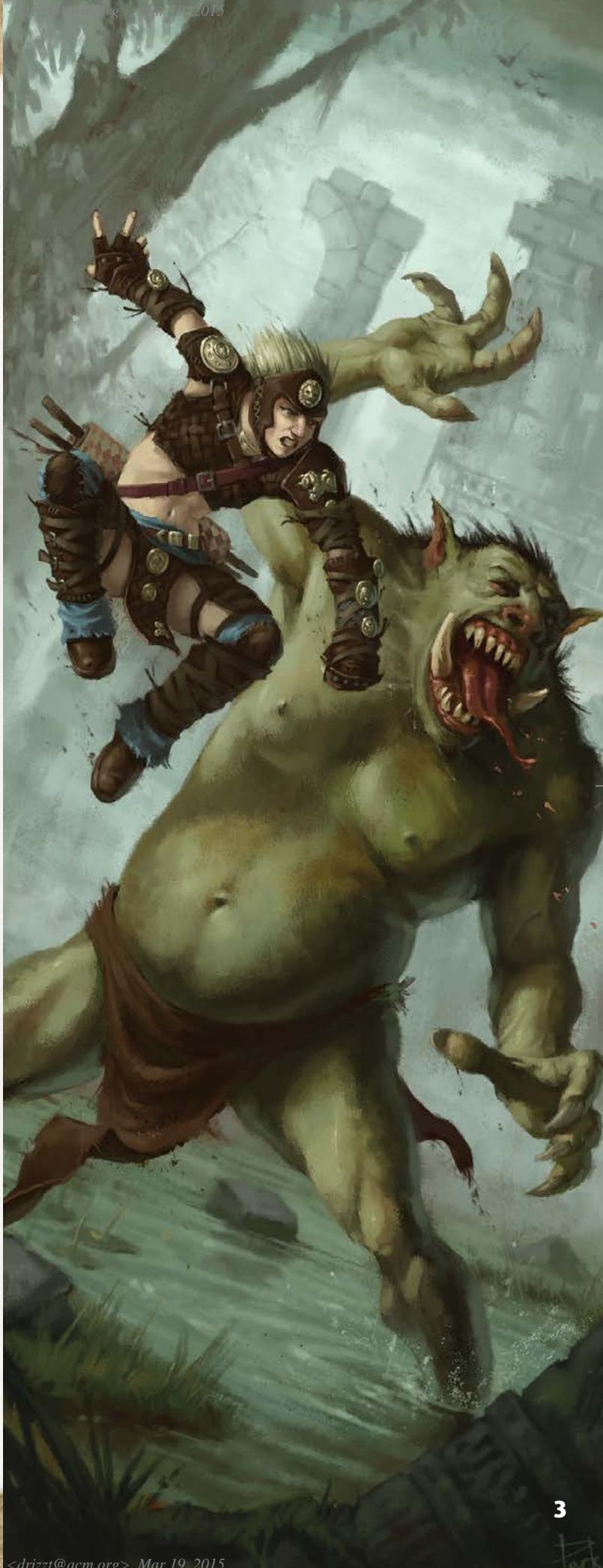
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INTRODUCTION



There is a crucial difference between being good in combat and being good in melee combat. Dedicated spellcasters and archers can appreciate the excitement of engaging an enemy and understand the virtues of a well-planned assault, but they often need someone else to force the foe into close combat to prevent such threats from reaching them. Melee combatants deal with enemies face-to-face, staring down the gullets of dangerous beasts or locking gazes with vicious warriors. The following pages offer advice and options for characters who like to keep their enemies within striking distance.

PREPARING FOR MELEE COMBAT

To create a melee-focused character, start with the character's class, then consider the basic elements of combat: armor class, attacks, damage, and movement. Classes that focus on melee fighting—the barbarian, cavalier, fighter, monk, paladin, ranger, and rogue—and hybrid classes that draw from one or more of these classes provide excellent foundations for close-range combat.

A melee combatant's primary objective must be to attack nearby opponents, preferably without taking unnecessary risks. As such, a combatant's choice of weapon defines much of her fighting style. For example, reach weapons such as spears and polearms deal damage from a relatively safe distance. At least one light slashing or piercing weapon is helpful since many things in the world can

swallow you whole. Armor spikes can discourage grapple maneuvers, locked gauntlets can keep an enemy from disarming you, and shield spikes can provide an option for dealing extra damage without sacrificing defense.

However, there's much more to melee combat than weapon choice. Armor-wearing combatants must balance protection and mobility. A high Strength score is crucial to many melee attack builds, but it's also possible to build an effective melee combatant by focusing on Dexterity.

TYPES OF MELEE

One way to approach the tactics of melee combat is by looking at the number of combatants involved on each side. As the numerical advantage shifts from one side to another, your path to victory changes as well. While many characters are designed to excel in a specific kind of combat situation, it's always useful to consider how they will handle other tactical situations. A little preparation can go a long way when a weapon-focused character is disarmed or a dedicated duelist finds herself surrounded by a horde of lesser foes.

One against One

When you're on your own, you have limited options to heal yourself or prepare because you can't easily disengage to cast a spell, drink a potion, or swap weapons. Your objective should be to kill or disable your enemy quickly or escape before getting too badly hurt. Use attacks or abilities such

as Power Attack to deal more damage without opening yourself up to extra attacks. Abilities that sicken, stun, or otherwise weaken opponents are valuable but might not be available until later levels, while abilities that let you disarm or sunder your enemy's armor, shield, or weapon are accessible earlier in your fighting career.

One against Many

Facing more than one opponent without help further restricts your options. The number of actions you can take in a round will be far outnumbered by those of your enemies, who can use them to heal or augment their companions in addition to attacking you. In these situations, maneuverability is your best ally. Hit-and-run tactics using feats such as Spring Attack allow you to maintain some distance, forcing your enemies to come to you and preventing them from gaining the benefit of full-attack actions. Alternatively, if you have a high AC or plentiful hit points, you can simply weather the storm, staying in one spot and taking full-attack actions of your own.

If you expect to often face many foes, it's a good idea to take feats that limit the effectiveness of foes flanking you. Whirlwind Attack is valuable but requires multiple feats and a high Dexterity score as prerequisites. A good combination is Great Cleave and Flanking Foil (*Pathfinder RPG Ultimate Combat* 102), which prevents multiple adjacent enemies you hit from gaining flanking bonuses or the ability to sneak attack you. The -2 penalty to AC for Great Cleave may balance the $+2$ bonus on attacks for flanking, but denying rogues their sneak attack damage can definitely keep you alive longer. Shrewd Tactician (*Pathfinder Campaign Setting: The Inner Sea World Guide* 289) eliminates your enemies' flanking bonuses altogether without any penalty to your AC.

Many against One

When facing a single enemy, you and your companions gain the advantages of extra actions, flanking bonuses, and possibly sneak attack damage. If your party contains multiple melee combatants, your front-line fighters can pull back when they need healing while fresh combatants move up and prevent the enemy from escaping or healing. Characters not expert in dealing damage can use options such as aid another when they're not needed elsewhere.

Many against Many

Engaging large forces with your own expands your tactical opportunities. Should you focus on the enemy's damage-dealers, its healers, or those augmenting its members? If you single out specific targets, you can take down one enemy before moving on to the next, like a pack of wolves. You can use this tactic to eliminate certain resources more quickly, but your team also needs to be able move around the battlefield. If the terrain isn't difficult and such movement doesn't open you to multiple attacks of opportunity, a fast, focused team can strike more effectively than one that distributes its attacks across the enemy's forces.

FEAT TYPES

The evolution of the Pathfinder rules has resulted in the creation of 17 types of feats. The list below provides a short overview of these different types.

General: General feats have no special rules beyond those that apply to all feats.

Achievement: These feats, introduced in *Pathfinder Player Companion: Legacy of Fire Player's Guide*, grant benefits to characters who accomplish specific objectives.

Combat: Combat feats can be selected as fighters' bonus feats, but other characters can select them as well.

Critical: Critical feats modify the effects of critical hits.

Faction: Faction feats, introduced in *Pathfinder Campaign Setting: Faction Guide*, represent the benefits of associating with specific organizations.

Grit and Panache: Gunslingers and swashbucklers can select Grit feats (introduced in *Pathfinder RPG Ultimate Combat*) and Panache feats (introduced in *Pathfinder RPG Advanced Class Guide*), respectively, as bonus feats to enhance their deeds and modify their grit or panache points.

Hero Point: Hero point feats, introduced in *Pathfinder RPG Advanced Player's Guide*, modify how you gain and use hero points under that optional rule system.

Item Creation: Item creation feats enable a character to create certain types of magic items.

Meditation: Meditation feats, introduced in *Pathfinder Player Companion: Faiths & Philosophies*, grant benefits after a character has spent time in quiet contemplation. Monks can take meditation feats as bonus feats.

Metamagic: Metamagic feats allow spellcasters to grant their spells new powers and effects. Spells modified by such feats generally take up a higher-level spell slot than normal.

Mythic: Mythic feats, introduced in *Pathfinder RPG Mythic Adventures*, allow characters with mythic paths to perform incredible deeds, enhancing non-mythic versions of feats or granting new benefits.

Performance: Performance feats, introduced in *Pathfinder RPG Ultimate Combat*, grant benefits to characters attempting performance combat checks.

Story: Also known as local, regional, or upbringing feats, story feats' requirements are tied to a character's background or development. They can be found in *Pathfinder RPG Ultimate Campaign*, and some Pathfinder Adventure Path player's guides and Pathfinder Player Companion books.

Style: Style feats, introduced in *Pathfinder RPG Ultimate Combat*, provide benefits representing different martial arts schools and are typically based on the abilities or mannerisms of specific creatures.

Targeting: Targeting feats, introduced in *Pathfinder Player Companion: Ranged Tactics Toolbox*, modify attacks and work in conjunction with the called shots optional rules (*Pathfinder RPG Ultimate Combat* 193).

Teamwork: Teamwork feats, introduced in *Pathfinder RPG Advanced Player's Guide*, provide benefits to characters in specific circumstances. Usually, two or more characters must have the same teamwork feat to use it.

UP CLOSE AND PERSONAL

Many warriors believe melee, especially one-on-one combat, is the truest test of physical and mental abilities. Ask them which style of melee combat is best, however, and each will answer differently. Some favor heavy weapons and armor, while others prefer to be light on their feet, and while many swear offense is the best defense, yet others claim a sharp mind is better than a sharp sword.

GENERAL TACTICS

It's important to choose weapons that suit your combat style.

Light Weapons: A good choice for Dexterity-focused characters, light weapons are crucial for Weapon Finesse and suitable for use in the off hand for two-weapon fighting. Sneaky characters also appreciate light weapons for their low weight and easy concealability. It's a good idea for all characters to carry a light weapon in case they are grappled or swallowed whole, and many are useful tools in noncombat situations.

One-Handed Weapons: These versatile weapons deal respectable damage while leaving your off hand free to cast a spell, hold a torch, or interact with the environment. One-handed weapons also allow you to increase your Armor Class by carrying a shield or increase your damage by wielding a weapon with both hands or drawing a second weapon.

Two-Handed Weapons: Strong characters gain the most from two-handed weapons, adding 1-1/2 times their Strength and Power Attack bonuses on damage rolls. Many two-handed weapons have reach, allowing you to attack past allies or obstacles, or even the odds against larger opponents.

Variety: Though you may favor a certain kind of weapon, it's useful to carry a range of them. Having weapons of a variety of types (such as bludgeoning, piercing, and slashing) and materials (such as alchemical silver and cold iron) helps you get around foes' damage reduction.

SPECIFIC TACTICS

While not all characters can master every possible combat style, it's a good idea to consider multiple ways to engage a foe and deal with the battlefield environment.

Apply Pressure: Not every opponent wants to engage in melee combat. You can counter attempts to move away from you with feats such as Following Step^{APG}, Pin Down^{UC}, Stand Still, Step Up, and Step Up and Strike^{APG}. When you must move to attack, the Vital Strike feat chain gives your single attack much more stopping power, which can be further enhanced with the Devastating Strike^{UC} feat chain.

Fight Smarter: Putting your opponent at a disadvantage can be as punishing as dealing damage, especially for characters with sneak attack or feats devoted to improving their combat maneuvers. Combat Expertise is a useful feat for combatants who qualify for it, either with sufficient Intelligence scores or equivalent class abilities such as brawler's cunning^{ACG} and swashbuckler finesse^{ACG}. It is also a prerequisite for many feats that improve feinting and the dirty trick^{APG}, disarm, reposition^{APG}, steal^{APG}, and trip combat maneuvers. You can gain additional bonuses by using weapons with the disarm, distracting^{UC}, or trip special qualities.

Quick as a Flash: Dexterity improves your Armor Class and Reflex save, but it can also be used for offense. Agile Maneuvers, Slashing Grace^{ACG}, and Weapon Finesse allow you to use Dexterity instead of Strength for specific melee attacks. Alternately, Combat Reflexes gives you additional attacks of opportunity. Two-Weapon Fighting, which requires a high Dexterity score, and the many feats that require it allow you to use a second weapon more effectively.



Strong Arm: A high Strength score is a natural choice for a melee combatant, improving both your attack rolls and damage rolls. When a high Strength score is coupled with Power Attack and Furious Focus^{APG}, you can deal even more damage, especially with a two-handed weapon. Strength-based combat can also help you control the battlefield with a number of feats that have Power Attack as a prerequisite, and improves the effectiveness of bull rush, drag^{APG}, overrun, and sunder combat maneuvers.

CLOSE-COMBAT FEATS

The following feats can be taken by any character who meets the prerequisites, but are most useful for combatants who expect to face foes in close combat without support from nearby allies.

Artful Dodge (Combat)

You are practiced at avoiding attacks when outnumbered.

Prerequisite: Int 13.

Benefit: If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent.

Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Circling Mongoose (Combat)

You keep your opponent on the defensive as you circle around threateningly.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: When you are adjacent to a foe, as a full-round action, you can take a full-attack action to make melee attacks against the foe, moving 5 feet before each attack. You must move 5 feet before each melee attack you make, and can't exceed your maximum speed, exceed your maximum number of attacks in a round, or attack any other target until the beginning of your next turn. You must remain adjacent to the foe, and your movement provokes attacks of opportunity as normal unless you succeed at the appropriate Acrobatics checks. If your first attack against the foe hits, you are considered to be flanking the foe on your second attack. Subsequent attacks made as part of the full-attack action continue to be treated as if you were flanking the foe until one of your attacks misses, at which point your attacks are treated normally.

Normal: A character without this feat is limited to only one 5-foot step during a full attack, taken before, after, or between attacks.

Heroic Leader (Combat)

Whether part of a partnership or an army, you stand head and shoulders above your companions.

Prerequisites: Cha 13; any combat feat; ability to gain an animal companion, cohort, eidolon, familiar, or mount.

Benefit: Your animal companion, cohort, eidolon, familiar, or mount doesn't count as threatening your opponent for the purposes of feats that require you to be the only character threatening a target. Allies with Hit Dice equal to or less than 1/2 your own Hit Dice don't count as threatening opponents for the purposes of such feats.

Mirror Move (Combat)

By tracking an opponent's movements, you can attempt to duplicate his techniques.

Prerequisites: Int 13, Combat Expertise, base attack bonus +4.

Benefit: If you are the only character threatening an opponent and that opponent uses a combat feat (including taking an action that benefits from a combat feat, or gaining any bonus to AC, attack rolls, damage rolls, or saving throws from a combat feat), you can take an immediate action to gain the benefit of that feat until the end of your next turn. You must meet all the feat's prerequisites. If a feat has a daily use limitation, as does Stunning Fist, any uses of that feat while you're using Mirror Move count toward that feat's daily limit for you. You can use Mirror Move once per day for every 4 levels you have attained.

Press to the Wall (Combat)

You gain an advantage when your opponent can't easily retreat.

Prerequisites: Step Up, base attack bonus +3.

Benefit: If you are the only character threatening an opponent, you can treat solid, immovable objects that occupy a square (such as columns, tree trunks, and walls) and are adjacent to that opponent as allies threatening the opponent when determining whether you flank the foe.

Redirect Attack (Combat)

When you dodge an attack, you can deflect it toward another opponent.

Prerequisites: Dex 15, Int 15, Dodge.

Benefit: Once per turn, when an opponent only you threaten fails an attack against you, you can redirect the attack to target another foe. The new target must be adjacent to you and within reach of the opponent that missed you. Attempt a combat maneuver check; if the result exceeds both the Combat Maneuver Defense of the opponent who missed you and the Armor Class of the new target, the attack strikes and deals its normal damage.

Steadfast Slayer (Combat)

Like the dragonslayers and giantslayers of legend, you stand alone against creatures far larger than you.

Benefit: If you are the only character threatening an opponent and you successfully attack the opponent with a two-handed melee weapon, for each size category larger than you that opponent is, you gain a +2 bonus on your melee damage roll.

ON THE DEFENSIVE

It's no use having a weapon and knowing how to use it if an enemy lays you low before you can bring it to bear. Melee combat requires the staying power to survive a foe's attacks long enough to strike back, often without the benefit of cover or concealment. While many combatants rely on armor and shields to deflect blows, others prefer to evade attacks or use their sheer toughness to ignore wounds that would kill lesser warriors.

GENERAL TACTICS

Surviving melee combat is equal parts advance preparation and smart decision-making in battle.

Choose Your Armor Carefully: Your options for armor are heavily influenced by your class's armor proficiencies and related class abilities, such as the fighter's armor training or the monk's Armor Class bonus. If you have a positive Dexterity modifier, get the most out of it by choosing armor with a maximum Dexterity bonus that's at least as high. Note that class features can also limit the usefulness of heavy armors; for instance, rogues in medium or heavy armor can't use evasion, making them more vulnerable to area attacks.

Heavier armors can also reduce your speed and apply large penalties to some skills. Dwarves and fighters don't suffer the full brunt of these drawbacks, but other characters can offset them with magic items that increase movement (such as *boots of striding and springing*) or

armor that is less restrictive despite its Armor Class bonus. A mithral breastplate, for example, has all the defensive benefits of a typical breastplate but counts as light armor for the purposes of movement, has a higher maximum Dexterity bonus to Armor Class, and imposes a lower armor check penalty. A low armor check penalty is particularly important if you expect to do a lot of climbing, sneaking, or swimming.

Use Defensive Combat Options: If you're easily hitting your opponent, or if survival is more important than dealing damage, you can increase your Armor Class at the expense of your attack bonus by fighting defensively or using the Combat Expertise feat. Using the total defense action prevents you from attacking—including making attacks of opportunity—but you still threaten foes for the purposes of flanking. Alternatively, you can use the aid another action to increase another character's Armor Class. Such options limit your offensive abilities but can be useful when a fight is more dangerous than expected.

SPECIFIC TACTICS

Your choices of class, feats, and skills influence whether you work best as a heavily armored front-line fighter or a lightly armored skirmisher.

Evasive Maneuvers: Often the best defense is to avoid getting hit. Ranks in Acrobatics allow you to avoid attacks of opportunity when you're moving and increase your Armor Class bonuses from fighting defensively or using total defense. While most acrobatic combatants are only lightly armored, some dwarves and fighters of sufficient level can tumble even in heavy armor. If your movement does provoke attacks of opportunity, the Mobility feat provides an Armor Class bonus against them.

Run Interference: Specific feats, including Bodyguard^{APG}, Covering Defense^{APG}, In Harm's Way^{APG}, and Saving Shield^{APG}, give you additional options to protect your allies.

Shields Up: Shields might not seem to offer enough of a defensive advantage to offset losing the useful off-hand and two-handed combat options, but there are a number of feats designed to improve the effectiveness of the humble shield. Consider Fortified Armor Training^{UC}, Greater Shield Focus, Greater Shield



Specialization^{APG}, Missile Shield^{APG}, Mounted Shield^{APG}, Ray Shield^{APG}, Shield Focus, Shield Specialization^{APG}, and Shield Wall^{APG}. A shield can also allow you to flexibly switch between offensive and defensive options by doubling as an off-hand weapon with feats such as Bashing Finish^{APG}, Improved Shield Bash, Shield Master, and Shield Slam. A dedicated shield user can choose an archetype such as phalanx soldier^{APG} (fighter), sacred shield^{UC} (paladin), shielded fighter^{APG} (fighter), skirnir^{UC} (magus), or tower shield specialist^{UC} (fighter).

DEFENSIVE FEATS

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

Armored Athlete (Combat)

You have experience using a skill while armored.

Prerequisites: Light armor proficiency, medium armor proficiency, 3 ranks in any Dexterity- or Strength-based skill.

Benefit: Choose one Dexterity- or Strength-based skill in which you possess at least 3 ranks. When you attempt a check for the chosen skill, your armor check penalty on that check for wearing light or medium armor is reduced by 3 (to a minimum of 0). If you have 10 or more ranks in the skill, the penalty is instead reduced by 6 (to a minimum of 0). If you have armor training 2 and are proficient with heavy armor, this benefit also applies to armor check penalties for wearing heavy armor.

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

Just out of Reach (Combat)

The farther an attacker is from you, the more easily you avoid its melee attacks.

Prerequisites: Dex 13, Dodge, Mobility.

Benefit: When a foe more than 5 feet away from you makes a melee attack against you using reach, you gain a +4 dodge bonus to your AC against the attack.

Leaping Evasion (Combat)

You jump out of the way of dangerous effects.

Prerequisites: Lightning Reflexes, evasion class feature.

Benefit: When you succeed at a Reflex save against a spell or effect that affects an area, as an immediate action you can attempt an Acrobatics check to jump out of the effect's area. You must move to the nearest space you can see outside of the affected area. The DC for this Acrobatics check is equal to the number of feet you must move to escape the area, and you can't travel farther than your normal movement. If you use this feat, you are staggered on your next turn. This movement doesn't provoke attacks of opportunity from creatures in the area of the effect you are escaping.

CASTELLAN (CAVALIER ARCHETYPE)

A castellan is a cavalier who dedicates himself to the defense of a castle or walled city. Though not as celebrated as the cavaliers who ride forth to take on distant foes, the

castellan is no less brave or important, for the castellan and his allies are the last line of defense for those who depend on the fortification for protection.

Castle Defender: At 1st level, a castellan gains a +1 bonus to Armor Class and an additional +1 bonus on attack rolls when he is on higher ground. He also gains an additional +1 bonus to Armor Class and on Reflex saves when he has cover other than soft cover from other creatures. At 6th level, a castellan gains evasion (as a rogue) when he has cover (but not soft cover) against the source of the attack. At 11th level, these bonuses increase by 1. At 16th level, he gains improved evasion instead of evasion. Both the evasion and improved evasion abilities work even when the castellan wears medium or heavy armor. This ability replaces mount.

Castle Lore: At 3rd level, the castellan gains a +2 bonus on initiative checks and Knowledge (engineering), Knowledge (local), Knowledge (nobility), Perception, and Stealth checks when he is in urban terrain, including fortifications. A castellan in an urban environment can always act in a surprise round, though he remains flat-footed until he acts. At 8th level and every 5 levels thereafter, the castellan's bonuses on skill and initiative checks increase by 2. This ability replaces cavalier's charge.

Guard Companion: At 4th level, the castellan forms a bond with an animal companion that serves as a guard. While most castellans select birds or canines, the castellan can choose any animal companions available to rangers. This ability functions like the druid nature bond ability, except that the castellan's effective druid level is equal to his cavalier level – 3 and his animal companion doesn't gain the share spells special ability. This ability replaces expert trainer.

Mighty Defense: At 11th level, when the castellan readies an action to make a melee attack against a creature that is not yet adjacent to him, he doubles the threat range of any melee weapons wielded during the attack. This increase doesn't stack with other effects that increase the threat range of his weapons. In addition, the cavalier can attempt a free dirty trick^{APG}, disarm, sunder, or trip combat maneuver if his readied attack is successful. This free combat maneuver doesn't provoke an attack of opportunity. This ability replaces mighty charge.

Defending Challenge: At 12th level, the castellan takes no penalty to Armor Class when using his challenge ability. This ability replaces demanding challenge.

Supreme Defense: At 20th level, whenever the castellan readies an action to make a melee attack against a creature that is not yet adjacent to him, his readied attack deals double the normal amount of damage (or triple the damage if using a brace weapon against a charge). In addition, if the cavalier confirms a critical hit on the readied attack, the target is stunned for 1d4 rounds. A successful Will save (DC = 10 + the cavalier's class level + the cavalier's Strength modifier) reduces this to being staggered for 1d4 rounds. This ability replaces supreme charge.

MASS MELEE

Though they may occasionally participate in duels or face off against a single powerful foe, adventurers most often find themselves in skirmishes with multiple combatants on either side. In these situations, you need to be aware not only of yourself and the enemy in front of you, but also of your allies and your enemy's allies.

GENERAL TACTICS

In mass combat, the advantage is held by the side that works together best.

Flanking: Positioning is key in mass melee—you want to set up flanking opportunities for your allies while avoiding being flanked by your enemies. The bonus on attacks from flanking is a boon to any melee combatant, but especially rewards classes with sneak attacks. Since it's often difficult to move safely in the crush of combat, take 5-foot steps when you can to move out from between enemy flankers or into a favorable position with an ally. Be aware of terrain that hinders or blocks movement, and try to position yourself to use such obstacles to your advantage.

Formations: Even small groups can benefit from a cohesive formation. A tight formation prevents any single member from being overwhelmed by numerous melee opponents. By staying close, support classes can also heal and strengthen allies more easily. When alchemy and magic enter the mix, however, you may be better off spreading out to lessen the impact of area effects such as bombs, breath weapons, and spells.

SPECIFIC TACTICS

Some classes train to fight surrounded by allies. Others excel when surrounded by enemies.

Hew through Hordes: Some characters don't mind being surrounded, and feats such as Cleave, Cleaving Finish^{UC}, Great Cleave, Redirect Attack (see page 7), and Whirlwind Attack allow them to shine when outnumbered.

Teamwork Feats: To gain the full benefit of a teamwork feat (*Pathfinder RPG Advanced Player's Guide* 150), you need allies who also have that feat. There might also be other criteria. The cavalier's tactician^{APG} ability allows him to share his teamwork feats with nearby allies, while the inquisitor's solo tactics^{APG} ability allows her to benefit from teamwork feats even when her allies lack them.

Watch Your Back: Barbarians, gunslingers, and rogues gain the improved uncanny dodge ability, which makes them less concerned about being flanked. Other characters can reduce the effects of flanking with feats such as Back to Back^{UC}, Flanking Foil^{UC}, and Got Your Back (see below).

Work as a Unit: The Acrobatics skill and feats such as Gang Up^{APG} and Mobility can make setting up a flanking situation easier, while the feats Outflank^{APG} and Precise Strike^{APG} make your flanking more effective. By taking the Bodyguard^{APG}, Swift Aid^{APG}, or Team Up^{APG} feat, you

can aid another character under certain circumstances without using a standard action, allowing you to attack your enemy and aid your ally in the same round.

MASS MELEE FEATS

The following feats can be taken by any character who meets the prerequisites. Many are teamwork feats, which were first introduced in the *Advanced Player's Guide*.

Got Your Back (Combat, Teamwork)

You protect an ally from attacks he doesn't see coming.

Prerequisite: Int 13, Combat Expertise.

Benefit: If you successfully use the aid another action to give an ally who also has this feat a +2 bonus to AC against an opponent's next attack, the ally is also not considered flanked or flat-footed against that opponent until the beginning of your next turn.

Normal: You can use aid another to grant an ally a +2 bonus to AC against the next attack from an adjacent foe.

Harrying Partners (Combat, Teamwork)

Your movements perfectly synchronize with your ally's to greater effect.

Prerequisites: Any teamwork feat, base attack bonus +6.

Benefit: When you successfully use the aid another action to improve the Armor Class or attack roll of an ally who also has this feat, the benefit from aid another lasts until the beginning of your next turn.

Normal: The bonus granted by aid another either grants your ally a +2 bonus on her next attack roll against an opponent or grants your ally a +2 bonus to AC against that opponent's next attack made before the beginning of your next turn.

Open Up (Combat, Teamwork)

You pull an opponent's shield, opening your foe up to an unobstructed attack by an ally.

Prerequisites: Int 13, Combat Expertise.

Benefit: When you successfully use the aid another action to improve the next attack roll against an opponent by an ally who also has this feat, that attack also ignores any Armor Class bonus granted by the opponent's shield. This benefit affects only physical shields, not shield bonuses from spells or other sources.

Special: If both you and your ally also have the Harrying Partners teamwork feat, all of your ally's attacks made before your next turn ignore the opponent's Armor Class bonus from a shield.

Phalanx Formation (Combat)

You are trained to use long weapons in tight formations.

Prerequisite: Base attack bonus +1.

Benefit: When you wield a reach weapon with which you are proficient, allies don't provide soft cover to opponents you attack with reach.

Normal: Attacking a target that is beyond another creature, even an ally, can result in the target having soft cover from you.

Stick Together (Combat, Teamwork)

You stick close to your allies in combat.

Benefit: When an adjacent ally with this feat moves, you can move up to your speed as an immediate action, as long as your movement ends adjacent to that ally. If you do so, you are staggered on your next turn. This movement provokes attacks of opportunity as normal.

BARDIC MASTERPIECE

Introduced in *Pathfinder RPG Ultimate Magic*, masterpieces give bards new ways to use their bardic performance ability at the cost of a feat or spell known.

Battle Song of the People's Revolt (Percussion, Wind)

This song for fife and drum is found in many folios filled with music intended to unite the people of Andoran in their secession from Cheliah.

Prerequisite: Perform (percussion) or Perform (wind) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: When you learn this masterpiece, choose a teamwork feat for which you meet the prerequisites. Once the feat is chosen, it can't be changed. This performance grants the chosen feat to all allies within 30 feet who can see and hear you. Your allies don't need to meet the prerequisites of this feat. Abilities that extend the duration of a bardic performance, such as *Lingering Performance*^{APG}, affect this masterpiece.

Use: 1 bardic performance round per round.

Action: 1 standard action.

Special: You can gain this masterpiece multiple times. Each time you take this masterpiece, it grants a different teamwork feat.

DRILL SERGEANT (FIGHTER ARCHETYPE)

Drill sergeants excel at training other combatants in fighting techniques.

Tactician (Ex): At 2nd level, a drill sergeant gains the cavalier's tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability. This ability replaces bravery.

Weapon Training (Ex): At 5th level, a drill sergeant gains weapon training with one group of weapons. He doesn't gain weapon training with other groups at later levels, though his weapon training bonus improves by 1 for every 4 levels after 5th level. This ability modifies weapon training 1.

Greater Tactician (Ex): At 9th level, the drill sergeant gains the cavalier's greater tactician class feature. This ability replaces weapon training 2.

Weapon Trainer (Ex): At 13th level, when a drill sergeant wields a weapon he has weapon training in, all allies within 30 feet who can see and hear the drill sergeant gain half his weapon training bonus when they wield any weapon from the same weapon group.

This bonus doesn't stack with any weapon training bonus an ally already possesses.

This ability replaces weapon training 3.

Master Tactician (Ex):

At 17th level, the drill sergeant gains the cavalier's master tactician class feature.

This ability replaces weapon training 4.



UNARMED AND DANGEROUS

Combatants can't always rely on having their weapons at hand, so canny adventurers are ready to fight unarmed when necessary.

GENERAL TACTICS

It's a good idea to consider what you'll do if your normal weapon of choice is unavailable.

Avoid Being Disarmed: The threat of being rendered weaponless gives many heroes pause, but a little simple preparation can help you avoid being disarmed. A locked gauntlet or weapon cord^{UE} keeps your weapon close at hand but limits your ability to switch weapons during combat. Alternatively, feats such as Improved Disarm increase your Combat Maneuver Defense against foes' disarm attempts.

Fighting When Disarmed: Disarmed doesn't mean unarmed. Most medium and heavy armors come with gauntlets that deal lethal damage; however, gauntlet attacks are otherwise considered unarmed attacks, so you'll provoke attacks of opportunity from your foe if you don't have

Improved Unarmed Strike. If all else fails, examine your immediate area for unattended objects that can be used as improvised weapons. Although you take a -4 penalty on attack rolls with improvised weapons, attacks with such weapons aren't considered unarmed attacks and thus may be safer than fighting with a gauntlet or bare fist. Most classes and archetypes specializing in unarmed combat grant Improved Unarmed Strike as a bonus feat.

Inflicting Nonlethal Damage: If you anticipate a need to subdue an opponent, carry a sap or another weapon designed to deal nonlethal damage. Otherwise, you can use melee weapons that normally deal lethal damage to deal nonlethal damage, but take a -4 penalty on attack rolls when doing so.

ADVANCED TACTICS

A little preparation goes a long way when fighting without your preferred weapons.

Recovering a Weapon: If you are disarmed of your primary weapon, it is often preferable to recover your weapon rather than to fight unarmed. To avoid provoking attacks of opportunity by picking up the weapon at your feet, consider taking a 5-foot step back into a square that isn't threatened before reaching into the square you just left to retrieve your weapon.

Invest in Armor Spikes: Having proficiency with martial weapons makes armor spikes superior to gauntlets as secondary weapons. Attacks with armor spikes are not considered unarmed attacks, and are more useful than gauntlets if you are grappled. Armor spikes can also be used as an off-hand weapon or to make attacks of opportunity.

Advanced Subdual Options: Knocking out an opponent with nonlethal damage doesn't always require taking an attack roll penalty throughout the entire combat. Once your opponent has taken a significant amount of nonlethal damage, you can switch back to lethal damage, as you are then much more likely to knock out than kill your opponent.

STYLE FEATS

Style feats were introduced in *Pathfinder RPG Ultimate Combat*. Two new styles are presented below along with the feat paths that make up each style.

Cudgeler Style: This style focuses on dealing only nonlethal damage to incapacitate opponents. Variants are practiced worldwide by bounty hunters, prison guards, and others who aim to subdue rather than kill their quarry.

Feat Path: Cudgeler Style, Cudgeler Sweep, Cudgeler Takedown.

Kraken Style: This grappling style mimics the powerful crushing blows of the many-tentacled kraken. This style



focuses on pulverizing holds around a creature's chest, limbs, and throat.

Feat Path: Kraken Style, Kraken Throttle, Kraken Wrack.

Cudgeler Style (Combat, Style)

You have learned how to rush your foe and deliver an incapacitating blow.

Prerequisite: Bludgeoner^{UC}.

Benefit: When you hit with a charge attack to deal nonlethal damage while using this style, your weapon deals damage as if it were one size category larger than it actually is. If you have the ability to make more than one attack on a charge, this increase applies only to your first attack.

Cudgeler Sweep (Combat, Style)

Your powerful blows can knock down your opponents.

Prerequisites: Bludgeoner^{UC}, Cudgeler Style, base attack bonus +5 or monk level 5th.

Benefit: When you hit with a charge attack using the Cudgeler Style feat, you can immediately attempt a single trip combat maneuver check against the target with a +2 competence bonus as a free action. This provokes an attack of opportunity as normal for a trip combat maneuver.

Cudgeler Takedown (Combat, Style)

Opponents you batter to the ground stay down.

Prerequisites: Bludgeoner^{UC}, Cudgeler Style, Cudgeler Sweep, base attack bonus +9 or monk level 9th.

Benefit: When you hit with a charge attack using the Cudgeler Style feat, your weapon deals damage as though it were one size category larger for 1 round or until it leaves your hand. When you successfully trip an opponent with the Cudgeler Sweep feat, your opponent must succeed at a Fortitude save (DC = 10 + your character level + your Strength modifier) or be stunned for 1 round.

Kraken Style (Combat, Style)

You savagely squeeze and twist when grappling.

Prerequisites: Wis 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: When you succeed at a grapple check while using this style, your opponent takes an amount of bludgeoning damage equal to your Wisdom modifier in addition to any damage your grapple deals, such as when you choose to harm your opponent as part of a successful check to maintain a grapple. In addition, you gain a +2 bonus on combat maneuver checks to maintain a grapple.

Kraken Throttle (Combat, Style)

You tighten your grip around your target's throat.

Prerequisites: Wis 13, Improved Grapple, Improved Unarmed Strike, Kraken Style, base attack bonus +5 or monk level 5th.

Benefit: The damage that you deal with the Kraken Style feat on a successful grapple combat maneuver check increases to an amount equal to your Wisdom bonus + 2.

While using this style, you can choke your opponent when you successfully maintain a grapple instead of choosing to damage, move, pin, or tie up your opponent. This suffocates your opponent (*Pathfinder RPG Core Rulebook* 445). The grappled opponent can take a breath during any round in which you do not maintain the grapple.

Kraken Wrack (Combat, Style)

You squeeze your opponent tightly enough to crush armor or items between you.

Prerequisites: Wis 13, Improved Grapple, Improved Unarmed Strike, Kraken Style, base attack bonus +7 or monk level 7th.

Benefit: The damage you deal with the Kraken Style feat on a successful grapple combat maneuver check increases to an amount equal to your Wisdom modifier + 4. While using this style, you can crush your opponent when you successfully maintain a grapple instead of choking, damaging, moving, pinning, or tying up your opponent. When you do, you deal an amount of damage equal to that of your unarmed strike or one of your natural attacks to your foe's armor or an item held in your foe's hand. This crushing damage bypasses half of the hardness of the armor or item.

BLOODY-KNUCKLED ROWDY (BLOODRAGER ARCHETYPE)

Bloodragers are frequently rough-and-ready, untrained scrappers who learn to exploit any advantage to gain the upper hand in a fight. The bloody-knuckled rowdy focuses on tricks and maneuvers that are quick and effective, duplicating combat styles from professional brawlers, street thugs, and even trapped animals. Rather than focusing on a single style, most bloody-knuckled rowdies dabble in multiple techniques, mixing and matching their array of vicious maneuvers to suit the occasion.

Bloody Knuckles: The bloody-knuckled rowdy does not gain damage reduction.

Reduced Spells Known: The bloody-knuckled rowdy focuses more on fighting tactics and less on his natural arcane powers. He receives one fewer spell known at each spell level. This ability modifies bloodrager spellcasting.

Pugilist (Ex): At 1st level, a bloody-knuckled rowdy gains Improved Unarmed Strike as a bonus feat. This ability replaces fast movement.

Combat Style Student: At 2nd level, a bloody-knuckled rowdy gains a bonus feat. This bonus feat must be a style feat or a feat with a style feat as a prerequisite. The bloody-knuckled rowdy treats his bloodrager levels as monk levels when qualifying for and calculating the effects of style feats and feats that have style feats as prerequisites. At 5th level, the bloody-knuckled rowdy gains the Combat Style Master^{UC} feat. He doesn't need to meet the prerequisites for this feat. This ability replaces uncanny dodge and improved uncanny dodge.

Hand-to-Hand Training (Ex): At 3rd level, a bloody-knuckled rowdy deals unarmed damage as a monk of a level equal to his bloodrager level - 2.

MELEE IN A PINCH

No matter what you do, you will face at least a few fights that you simply aren't prepared for. While it's impossible to expect the unexpected, there are things you can do to improve your odds of survival, whether you're dumped over the side of a ship in shark-infested waters, woken up by the cries of attacking goblins, or wrapped in the not-so-loving embrace of a many-tentacled beast.

GENERAL TACTICS

Dealing with unexpected situations requires the ability to adjust to the impact of the surprise, rather than avoiding it entirely. It's impossible to prepare for everything, but you can find ways to overcome or lessen the penalties each unexpected disadvantage imposes on you. If a given tactic proves effective in multiple circumstances, it may be worth spending more time developing that option.

Fighting in the water imposes significant penalties on attacks and can give aquatic opponents powerful advantages (see Table 13-7: Combat Adjustments Underwater on page 433 of the *Pathfinder RPG Core Rulebook*). Feats such as Athletic that improve your Swim checks can reduce your enemies' advantages while still providing benefits to skills that apply on land. You should also use piercing melee weapons underwater to deal full damage with your attacks.

If enemies attack your campsite, your party's lookout may be the only defender who is armed, awake, and ready. Sleep next to your weapon and a good shield—donning armor takes several rounds, but picking up a shield is only a move action. If you're caught without a weapon, don't forget that the gauntlets on most mail and plate armors can still deal lethal damage when used to make unarmed attacks. Having backup options for armor, ranging from spells to *bracers of armor*, can also prove useful if your armor is sundered and in social settings where wearing armor is inappropriate.

If you find yourself grappled and are not a strong melee fighter, your options are limited but not eliminated. Keep a light weapon on you at all times so you can at least deal damage if you can't break free.

For other surprise situations, look for abilities, spells, and talents that require only swift or immediate actions. While you can't use them when you are surprised, they provide extra capabilities during your first round of actions to help make up the difference.

ADVANCED TACTICS

Some other options are worth mentioning, even though they aren't available to all characters. Vital Strike is a valuable feat, as it increases your damage when you are limited to one attack action during a round, even if you normally focus on full-attack actions. While most characters take Combat Reflexes for the ability to make multiple attacks of opportunity in a round, it also

grants the ability to make such attacks when flat-footed. When combined with a reach weapon, Combat Reflexes can help turn the tide in an ambush. For spellcasters, a quickened spell can grant defenses without preventing you from dealing damage or taking other actions. Effects that grant invisibility—even the 1st-level *vanish* spell (*Pathfinder RPG Advanced Player's Guide* 253)—can be extremely valuable in a sudden attack, granting a +2 bonus to your CMD when you are grappled.

FEATS

The following new feats provide options to help characters deal with unexpected situations.

Aquatic Combatant (Combat)

You have trained to fight in the water.

Prerequisite: Swim 1 rank.

Benefit: You gain a +2 bonus on Swim checks and don't take penalties on melee attack rolls made underwater. Your slashing melee attacks and unarmed bludgeoning attacks deal full damage underwater.

Normal: When underwater, most melee attacks take a –2 penalty and deal only half damage.

Aquatic Spell (Metamagic)

You can cast your spells under or into water.

Benefit: An aquatic spell functions normally when underwater and requires no caster level check to cast, even if it possesses the fire descriptor. In addition, the spell can be cast from the surface into water and still be effective. An aquatic spell uses up a spell slot 1 level higher than the spell's actual level.

Deadly Grappler (Combat)

While you're grappled, you become even more dangerous.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: You have learned to leverage a grappling creature's weight against it. While you're grappled, attacks you make against the grappler using armor spikes, a light or one-handed weapon, a natural weapon, or an unarmed strike deal damage as if the strike or weapon were one size category larger than it actually is.

Explosive Escape (Combat)

When you break a grapple, you can send your assailants flying away from you.

Prerequisites: Dex 13, Str 13, Improved Grapple, Improved Unarmed Strike.

Benefit: When you succeed at a combat maneuver check to break a grapple, you can choose to throw back any enemies participating in the grapple who are up to one size category larger than you. Such foes are thrown 5 feet

directly away from you and take an amount of nonlethal damage equal to that of your unarmed attack.

Grappled Caster

You have trained to cast spells while wrestling an opponent.

Prerequisite: Combat Casting.

Benefit: You gain a +4 bonus on concentration checks to cast spells while grappled. This bonus stacks with the bonus granted by Combat Casting.

Juke (Combat)

You can avoid a charge, leaving your opponent vulnerable to attacks by you or your allies.

Prerequisites: Dex 13, Dodge, Mobility, Sidestep^{APG}.

Benefit: When an opponent charges you, you gain a +4 dodge bonus to your AC. If the charger's attack roll misses you and his movement ends while he is adjacent to you, you can switch places with the opponent as an immediate action, and he is considered to be flanked by you until the end of your next turn. You can't use the benefits of Juke if you ready an action to set a weapon with the brace special quality against a charging foe.

One Eye Open

Your senses seek out threats even while you sleep.

Prerequisites: Wis 13, Alertness.

Benefit: The DCs of your Perception checks don't change when you are asleep. If you succeed at a Perception check to notice something dangerous while asleep, you can wake up to confront the danger.

Normal: The DC for any Perception check attempted by a sleeping creature is increased by 10.

Reactive Arcane Shield

Your arcane shield responds to threats even if you're caught off guard.

Prerequisites: Arcane Shield^{APG}, arcane spellcaster, caster level 12th.

Benefit: If you are aware of an attack against you that has already been declared and you choose to use the Arcane Shield^{APG} feat, the immediate action to activate the feat occurs before the attack roll against you is resolved. In addition, all adjacent allies also gain the feat's deflection bonus to AC for 1 round.

Shrug On (Combat)

You can throw on the most important element of your armor in a flash.

Prerequisites: Base attack bonus +1, medium armor proficiency.

Benefit: As a full-round action, you can shrug yourself into the largest and most protective section of a suit of armor with which you are proficient. The armor does not grant any magical benefits in this state, and its armor check penalty and maximum Dexterity bonus to AC are both 2 worse than normal. When donned using this feat, medium armor grants a +3 armor bonus, and

heavy armor grants a +5 armor bonus. Light armor grants no armor bonus when donned using this feat.

MAKESHIFT SCRAPPER (ROGUE ARCHETYPE)

Some combatants specialize in the study of certain weapons, but those without formal training often learn to survive a fight by making brilliant use of whatever is lying around.

Weapon Proficiency: The makeshift scrapper is proficient with only simple weapons.

Improvised Weapons (Ex): At 1st level, a makeshift scrapper gains Catch Off-Guard and Throw Anything as bonus feats. This ability replaces trapfinding.

Supernatural Improvisation (Su): At 3rd level, a makeshift scrapper gains the ability to enhance an item, making it a more effective weapon or changing the way it can be used. As a swift action, she can alter a single improvised weapon to either grant it a +1 enhancement bonus on attack rolls and damage rolls or use it to gain a +1 shield bonus to her AC. The makeshift scrapper can use this ability for a number of rounds per day equal to her rogue level. These rounds need not be consecutive, and the makeshift scrapper can change the enhancement each time she activates the ability. The bonus increases by 1 every 4 levels thereafter, up to a maximum bonus of +5 at 19th level. This ability replaces trap sense.

Improvised Weapon Mastery (Ex): At 12th level, the makeshift scrapper gains Improved Weapon Mastery as a bonus feat. This ability replaces the rogue talent gained at 12th level.

Rogue Talents/Ninja Tricks: The following rogue talents and ninja tricks complement the makeshift scrapper archetype: acrobatic master^{UC}, expert leaper^{APG}, fast getaway^{APG}, ki pool^{UC}, offensive defense^{APG}, peerless maneuver^{APG}, and surprise attack.

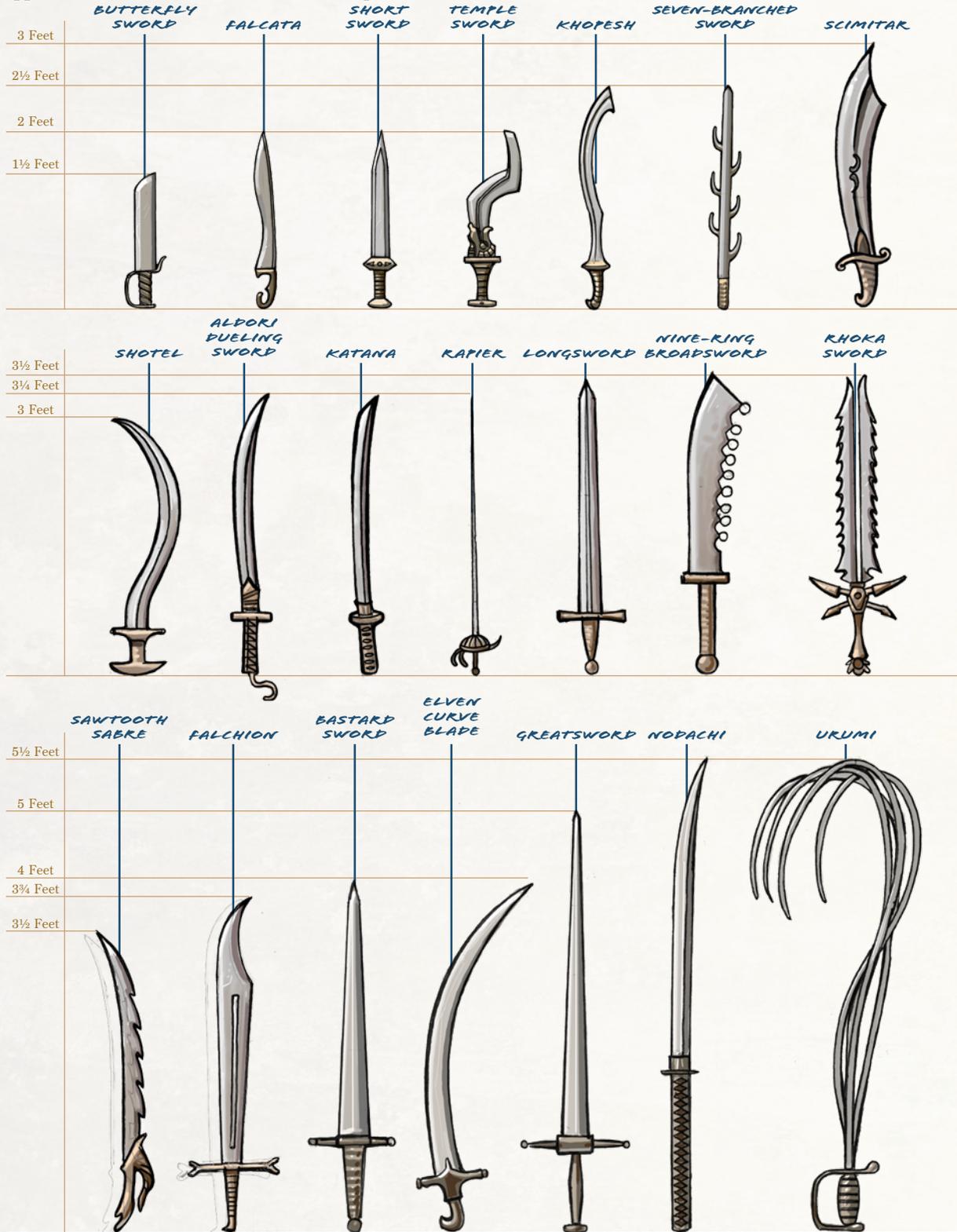
Advanced Talents: The following advanced rogue talents complement the makeshift scrapper archetype: another day^{APG}, defensive roll, fast getaway^{APG}, and opportunist.



ANATOMY OF MELEE WEAPONS

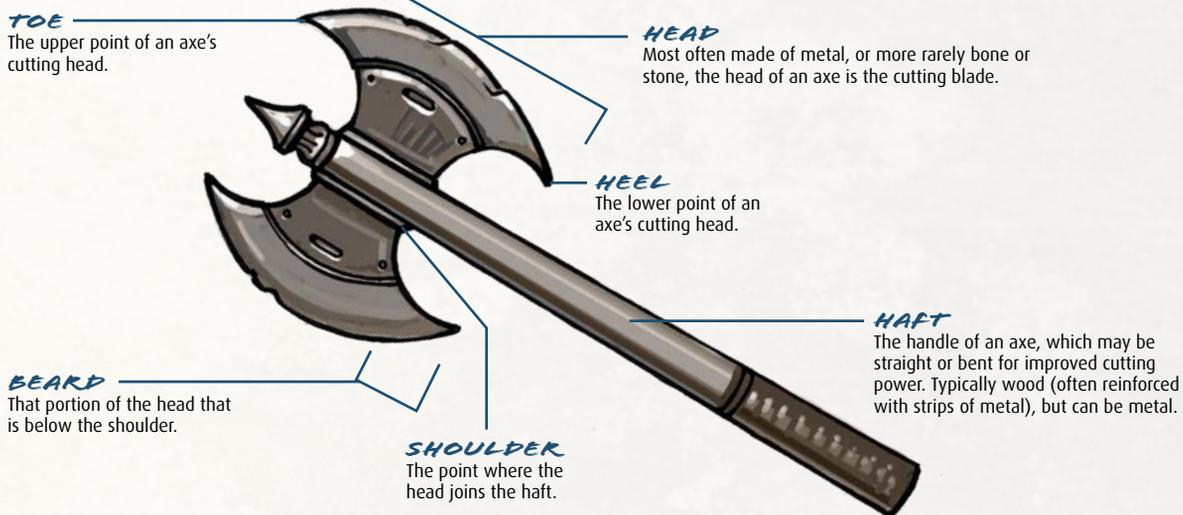
Though the profile and proper nomenclature for melee weapons has little impact on the rules of the game, they're useful to know when describing a specific weapon's appearance. The chart below shows a representative

sample of the swords used in the Inner Sea region and their relative lengths, while the opposing page diagrams the various parts of three broad categories of melee weapons: axes, maces, and swords.



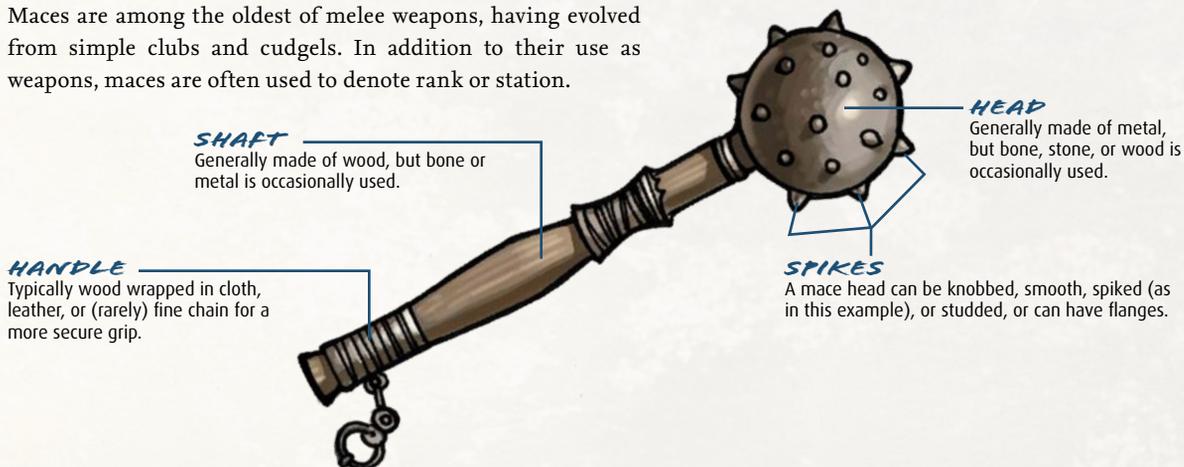
AXE

Axes exist as both weapons and tools. They can be one- or two-handed, can have a single blade or a double blade, and can even be designed for throwing.



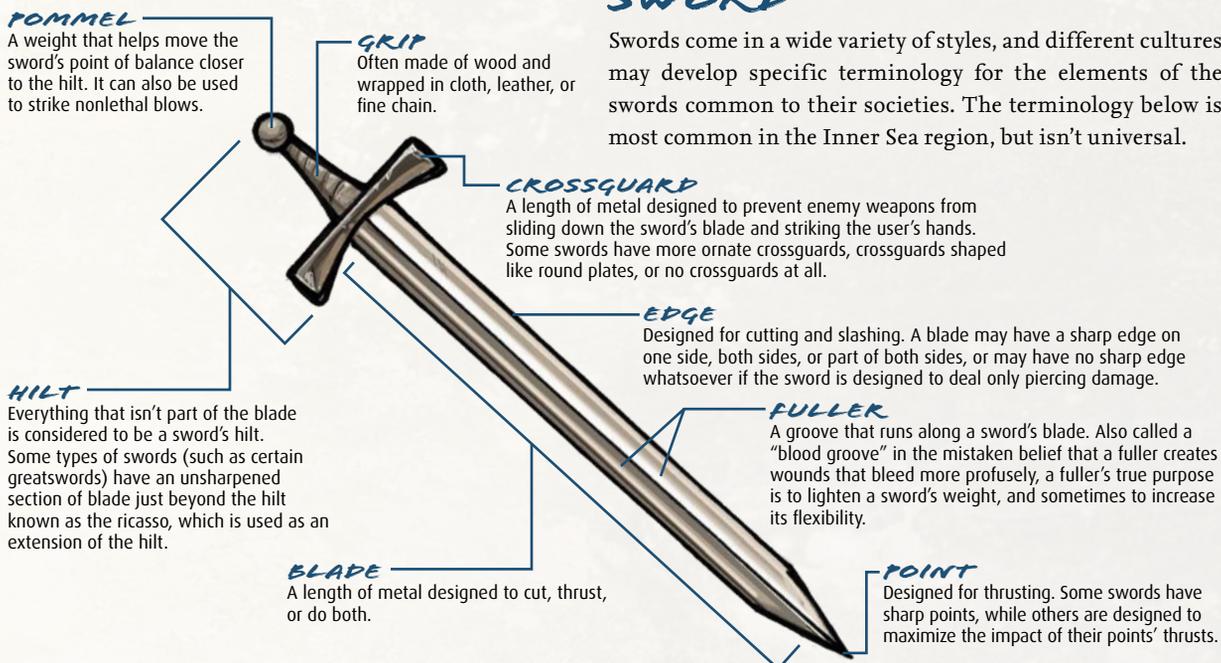
HEAVY MACE

Maces are among the oldest of melee weapons, having evolved from simple clubs and cudgels. In addition to their use as weapons, maces are often used to denote rank or station.



SWORD

Swords come in a wide variety of styles, and different cultures may develop specific terminology for the elements of the swords common to their societies. The terminology below is most common in the Inner Sea region, but isn't universal.



MELEE WEAPONS

The origins of most weapons trace back to the tools of craftspeople, farmers, and hunters. As these tools evolved into weapons, they developed variations that bear little connection to their original purposes.

GENERAL TACTICS

Base damage is not the only consideration when choosing a weapon.

Critical Hits: Some weapons differ only in that one has a wider critical threat range (for example, 19–20/x2) and the other has a higher critical damage multiplier (for example, 20/x3). Though both weapons deal similar amounts of damage in the long run, in practice they excel in different situations. A wide threat range results in more frequent critical hits, which is especially useful when facing multiple weaker opponents or if you have critical feats or abilities that trigger on critical hits. A high multiplier is better when facing fewer, more powerful opponents, as the additional damage is more effective against damage reduction and useful for abilities that trigger when you drop a foe, such as *Cleaving Finish*^{UC}.

NEW MELEE WEAPONS



Ankus: Also known as an elephant goad, this tool consists of a 2- to 3-foot rod ending in a spearhead and a backward-facing hook. Traditionally used to train and direct large animals, the ankus can be used as a weapon in a pinch.



Crook: This common herder's tool is a wooden pole with a hooked end. When using a crook, you can ignore the penalty for not having two hands free when making a combat maneuver check to initiate a grapple against a creature you threaten.



Deer Horn Knife: This flat, metal weapon consists of two joined crescent-shaped blades overlapping to form a hollow center with four projecting points. The blades can differ in length. One side of the center is wrapped to serve as a grip while the other acts as a guard. Deer horn knives are traditionally used in pairs.

Elven Branched Spear: Behind this long pole weapon's spearhead, several short branches project from the shaft at irregular intervals, each angled forward and tipped with a smaller leaflike blade. When you make attacks of

opportunity provoked by movement, you gain a +2 bonus on attack rolls. You can use the *Weapon Finesse* feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with an elven branched spear sized for you, even though it isn't a light weapon. Elves treat elven branched spears as martial weapons.

Estoc: An estoc is a sword about as long as a bastard sword, but designed exclusively for thrusting attacks. Its "blade" is a steel spike with a triangular, square, or hexagonal cross-section. Like the bastard sword, an estoc requires special training to use it one handed, but it can also be wielded as a two-handed martial weapon. When you wield an estoc with one hand, treat it as a one-handed weapon; when you wield an estoc with two hands, treat it as a two-handed weapon. If you can use the estoc proficiently with one hand, you can also use the *Weapon Finesse* feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls when wielding an estoc sized for you with one or two hands, even though it isn't a light weapon.

Gandasa: A gandasa is a wide, single-edged dagger on a 2-foot handle and is wielded in combat like an axe. This weapon is also known as an elephant knife because the connection between the blade and the handle is often decorated to resemble a stylized elephant head.

Gnome Pincher: This odd weapon is a 2-foot rod topped with four blunt claws. Squeezing the handle causes the claws to close. You can use the gnome pincher to attempt a disarm or steal^{APG} combat maneuver with a +2 bonus. You can transfer an object from the pincher to your free hand as a free action. Gnomes treat pinchers as martial weapons.

Halfling Rope-Shot: One end of this short rope has a sling bullet wrapped in a monkey's fist knot, and the other end is tied in a small loop. You wrap the loop around your wrist as a full-round action and swing the weighted end like a flail. If the loop is properly attached to your wrist and you drop the rope-shot or are disarmed, you can recover it as a swift action. Removing the weapon's loop is a full-round action. You get a +2 bonus on Sleight of Hand checks made to conceal a rope-shot on your body. Halflings treat rope-shots as martial weapons.



Kumade: Adapted from a garden rake, the kumade consists of a wood or bamboo pole topped with a metal claw. The rake head doubles as a grappling hook. When a kumade is secured to a surface, such as a rafter or window sill, its handle can be climbed as a 5-foot length of rope.

Kumade, Collapsible: This weapon acts as a kumade, but the handle consists of bamboo sections held together by a taut rope running through the center. Releasing the rope is a standard action that provokes attacks of opportunity and

causes the weapon to collapse into a bundle that fits into a backpack. Reassembling the collapsible kumade requires a full-round action that provokes attacks of opportunity.

Machete: This tool is a wide, single-edged blade about 2 feet in length. Most often used to hack through dense vegetation, it works equally well as a weapon. A character proficient with a machete gains a +1 circumstance bonus on Survival checks to get along in the wild.

Manople: This rigid, fingerless gauntlet has three blades projecting from the gauntlet's hand. The central blade is straight and double edged, while the side blades are curved like the prongs of a sai. You can't use the hand on which a manople is worn for anything else. A manople takes a full-round action to don, and gives you a +10 bonus to your CMD against disarm attempts.

Orc Skull Ram: This weapon consists of a wooden log with a shoulder strap to carry some of the weight. The name comes from the orc tradition of making the ram's head out of a large skull. On a successful critical hit with a skull ram, you can attempt a combat maneuver check to bull rush your opponent as a free action.



Planson: This 5-foot tapered pole is bound in metal with a narrow metal spike projecting from the top. The

Simple Weapons

Two-Handed Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Kumade	5 gp	1d4	1d6	×3	—	4 lbs.	P	Grapple
Kumade, collapsible	10 gp	1d4	1d6	×3	—	4 lbs.	P	Grapple
Weighted spear	10 gp	1d6/1d4	1d8/1d6	×3/×2	—	8 lbs.	B or P	Brace, double

Martial Weapons

Light Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Machete	10 gp	1d4	1d6	19-20/×2	—	2 lbs.	S	—
One-Handed Weapons								
Ankus	8 gp	1d6	1d8	×2	—	5 lbs.	P	Disarm, trip
Gandasa	15 gp	1d6	2d4	×3	—	4 lbs.	S	—
Manople	17 gp	1d6	1d8	×2	—	4 lbs.	P or S	Blocking, disarm
Two-Handed Weapons								
Planson	10 gp	1d8	1d10	×2	—	10 lbs.	B or P	Brace

Exotic Weapons

Light Melee Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Deer horn knife	10 gp	1d3	1d4	×3	20 ft.	3 lbs.	P	Blocking, monk
Gnome pincher	10 gp	1d4	1d6	×2	—	2 lbs.	B	Disarm, see text
Halfling rope-shot	1 gp	1d4	1d6	×2	—	1 lb.	B	Disarm
One-Handed Weapons								
Estoc	50 gp	2d3	2d4	18-20/×2	—	4 lbs.	P	—
Tongi	18 gp	1d4	1d6	19-20/×3	—	4 lbs.	P	—
Two-Handed Weapons								
Crook	1 gp	1d4	1d6	×2	—	5 lbs.	B	Reach, trip
Elven branched spear	20 gp	1d6	1d8	×3	—	10 lbs.	P	Brace, reach
Orc skull ram	15 gp	1d8	1d10	×3	—	20 lbs.	B	Reach

¹ Weight figures are for Medium weapons. Small weapons weigh half as much, and Large weapons weigh twice as much.

² For a weapon that deals two types of damage, the wielder can choose which it deals.

FIGHTER WEAPON GROUPS

The new weapons described in this book belong to the following weapon groups.

Axes: Collapsible kumade, gandasa, kumade, tongi.

Blades, Heavy: Ankus, estoc.

Blades, Light: Deer horn knife, machete, manople.

Double: Weighted spear.

Flails: Gnome pincher, halfling rope-shot.

Hammers: Planson.

Monk: Deer horn knife.

Polearms: Crook.

Spears: Elven branched spear, orc skull ram, planson, weighted spear.

Thrown: Deer horn knife.

planson can be used as a club or as a sturdy, if top-heavy, spear to stop a charge.

Tongi: This rare weapon resembles a battleaxe with wedges cut out of the head, presenting four sharp points that splay from the handle rather than a single convex blade.

Weighted Spear: This pole has a spear head at one end and a mace head at the other. It can be wielded like a standard spear (though it isn't balanced for throwing), or it can be used as a double weapon, alternately thrusting and bashing.

TOOLS AND EQUIPMENT

Although melee combatants are best known for their gleaming weapons and sturdy fists, savvy warriors also carry tools and equipment to augment their weapons or prepare for the trials of melee combat. The following equipment can be useful for anyone but is designed with melee specialists in mind.

ACROBAT'S PILLAR

PRICE 50 GP
WEIGHT 40 lbs.



This training contraption consists of a stout, 7-foot-tall wooden pillar with spring-powered wood-and-brass arms jutting sideways at different heights. When the springs are wound, the arms wave erratically through the area within 10 feet of the pillar. The arms

don't swing with sufficient force to cause damage, but you can practice your acrobatic technique by moving up to and around the pillar while the arms are in motion, attempting to avoid being tagged. The mechanism operates for 10 minutes before winding down. The entire contraption can be dismantled and stowed in a chest the size of a large foot locker for transport.

Using the pillar to hone your acrobatic techniques requires 1 hour of practice and a DC 20 Acrobatics check. If you succeed at the check, you gain a +2 circumstance bonus on Acrobatics checks to avoid attacks of opportunity provoked by moving out of or through an opponent's threatened area. This bonus lasts for 24 hours or until you fail an Acrobatics check.

ARMOR TRUSS

PRICE 30 GP
WEIGHT 10 lbs.

This collection of flexible strips of wood, durable shims, and thin cords allows you to prop open the buckles, padding, and plates of armor for easy entry. If you take at least 15 minutes preparing an empty suit of armor with an armor truss, you are considered to have help in putting on the armor and can don the armor in the time it usually takes to don the armor hastily without worsening armor check penalties or decreasing armor bonuses.

BOUNTY HUNTER'S KIT

PRICE varies
WEIGHT varies

Common	105 GP	15 lbs.
Superior	380 GP	24 lbs.

This kit provides useful tools for bounty hunters. It includes basic maps showing major landmarks, caltrops, common manacles with an average lock, a net, a sap, and a 10-foot chain. Bounty hunters are notoriously individualistic, so variant kits are common. One such variant is the superior bounty hunter's kit, which replaces the common manacles with masterwork manacles and the average lock with a good lock, and includes a footprint book^{UE}, a tanglefoot bag, and masterwork thieves' tools.

EXEMPLAR WEAPON SALVE

PRICE 350 GP
WEIGHT 1 lb.

This alchemical salve strengthens the material of a weapon, improves its balance, gives it greater flexibility without sacrificing resilience, and enhances its ability to hold an edge or point and survive an impact. An application turns a typical nonmagical melee weapon into a masterwork weapon. A double weapon requires 2 doses of exemplar weapon salve, and 50 arrows, bolts, or similar ammunition can be enhanced by a single application.

HANDLE HARNESS

PRICE 25 GP
WEIGHT 10 lbs.



This wood-and-leather harness fits over clothing or armor and provides small handles and footrests across your back and along the sides of your legs and arms. While wearing a handle harness, you automatically succeed at checks to aid an adjacent ally of your size or smaller with

Climb or Ride checks, or Acrobatics checks to balance on narrow surfaces or uneven ground. A handle harness's ungainly construction gives you a -2 penalty on Escape Artist checks.

MANACLES, QUICKCATCH

PRICE 180 GP
WEIGHT 3 lbs.

These masterwork manacles are designed to swiftly secure a restrained creature. The price includes a quick-release mechanism that, when attached to a belt or pack, allows you to retrieve the quickcatch manacles with one hand as a swift action. Quickcatch manacles include a good lock that locks automatically when the manacles are applied. When you take the tie up action in a grapple, you can lock your opponent in quickcatch manacles instead of using rope. The quickcatch manacles must be sized appropriately for your opponent. Quickcatch manacles can be constructed for creatures of different sizes using the same multipliers as ordinary manacles.

MELEE CONTINGENCY KIT

PRICE 150 GP
WEIGHT 14 lbs.

This kit contains items necessary for a melee combatant to overcome the most common forms of damage resistance. The kit includes a cold iron morningstar, a silver sickle, two flasks of acid, two flasks of alchemist's fire, and two flasks of holy water.

ROCKSHARD CANISTER

PRICE 50 GP
WEIGHT 25 lbs.

Two separate compartments make up this black glass canister the size of a helmet. The large lower compartment contains hundreds of jagged shards of obsidian. The upper airtight chamber contains a sticky resin that hardens immediately upon contact with air. When you strike the canister with a bludgeoning

melee weapon as a standard action, both compartments shatter, causing the obsidian shards to adhere to the weapon. The weapon deals piercing damage rather than bludgeoning damage for 10 minutes, at which point the resin dries and the shards fall off, or until you roll a natural 1 on an attack roll, which causes the shards to break off prematurely. If the weapon is made of a special material, the special properties of its material are suppressed while the obsidian shards adhere to the weapon.

If you use a rockshard canister to coat an unarmed strike or natural weapon, you take 2d6 points of piercing damage when shattering the canister to apply the shards. For unarmed attacks, this can be avoided by carefully applying thick leather or rope straps to your hands and feet, which requires 5 minutes of work, prior to smashing the canister.

SHIELD BOSS	PRICE varies	WEIGHT varies
Reinforcing boss	30 GP	10 lbs.
Breakaway boss	120 GP	10 lbs.
Hooked boss	80 GP	10 lbs.
Illuminating boss	35 GP	10 lbs.
Masterwork boss	+50 GP	—



A shield boss is a sturdy steel device that fastens to the front of a shield, providing metal support struts that radiate outward from the center of the shield, reinforcing its structure. A shield boss can be added to a buckler, light steel or wooden shield, or heavy steel or

wooden shield. Tower shields are too large for a typical shield boss, though one can be crafted to fit a tower shield for an additional 300 gp. Attaching or removing a shield boss requires 10 minutes of work and a successful DC 15 Craft (armor) check; on a failure, the shield boss is not successfully attached or removed and the shield takes 1d6 points of damage that bypasses any hardness.

A reinforcing boss provides extra protection to a shield, increasing the shield's current and maximum hit points by 10. The boss makes the shield 10 pounds heavier and more unwieldy—if the shield imposes a penalty on attack rolls, as do bucklers and tower shields, the penalty increases by 1. Common improvements to the basic reinforcing boss include the following.

Breakaway Boss: The metal stud at the center of the reinforcing boss holds a compartment large enough to insert a single splash weapon, such as a vial of acid or alchemist's fire, as a full-round action. On a successful shield bash attack, the weapon vial breaks and deals damage to the target as though it were directly hit by the splash weapon. The shield takes the normal amount of splash damage for being adjacent to the target, but no other creatures adjacent to the target take splash damage from this effect. A new splash weapon must be inserted into the breakaway boss for it to be used again.

Hooked Boss: The struts on this reinforcing boss bear large, sturdy hooks, which can be used to snag an opponent's clothing or armor, causing it to stumble. You can attempt trip combat maneuver checks with this shield. If the combat maneuver

check is successful, the opponent does not fall prone, but is considered flat-footed until the beginning of its next turn.

Illuminating Boss: The stud at the center of this reinforcing boss contains a covered slot large enough to insert a sunrod. Installing a lit sunrod into an illuminating boss is a full-round action. If you shake the shield firmly as a move action, you can flip a metal flap fitted over the slot to conceal or reveal the sunrod's glow.

Masterwork Boss: Any of the bosses listed above, including the basic reinforcing boss, can be masterwork. A masterwork reinforcing boss increases the shield's current and maximum hit points by 15 instead of 10 and doesn't increase the attack roll penalty.

SUNDERBLOCK	PRICE 35 GP
	WEIGHT 2 lbs.

This lumpy, lardlike, alchemical substance is designed to protect armor and weapons from dents and cracks that commonly develop in close-combat equipment. When liberally applied to armor or weapons, the material provides a greasy surface that blunts impacts, causes blades to slide aside, and strengthens the gear it is applied to. A single container holds enough sunderblock to coat a single weapon or suit of armor as a full-round action. The effects aren't pronounced enough to increase the Armor Class bonus of a suit of armor, but the hardness of armors and weapons coated with sunderblock increases by 5. This bonus lasts for 12 hours, at which point the greasy substance dries and flakes away.

SUREFOOT TRAINING BLOCKS	PRICE 50 GP
	WEIGHT 25 lbs.

This collection of eight heavy wooden or metal cones, cylinders, and spheres fills an ordinary backpack. None of the shapes is precisely regular, and when stacked atop each other, they teeter precariously and easily topple. Acrobats practice by stacking these blocks in unstable configurations and attempting to balance while standing upon them.

Using surefoot training blocks to improve your balance requires 1 hour of practice and a DC 15 Acrobatics check. If you succeed at the check, you gain a +2 circumstance bonus on Climb checks and on Acrobatics checks to balance on narrow surfaces or uneven ground. This bonus lasts for 24 hours or until you fail a Climb or Acrobatics check.

WASTER	PRICE 1 GP
	WEIGHT varies

A waster is a heavily weighted wooden practice weapon, used as a way to build endurance and expertise with a specific weapon. All wasters are designed to emulate a specific melee weapon (such as a kukri waster or a greatsword waster), and weigh twice as much as the weapons they emulate.

Using a waster to hone your combat techniques requires 1 hour of practice and a DC 15 combat maneuver check. If you succeed at the check, you gain a +2 circumstance bonus to your CMD against combat maneuvers targeting weapons you wield that match the waster you practiced with. This bonus lasts for 24 hours.

MAGIC ARMOR

Whether it's the heaviest possible plate armor with a tower shield for cover or elegant layers of cloth that appear incapable of granting any protection, the right armor for the situation is crucial to a successful melee combatant's preparation.

ADVOCATE'S ARMOR		PRICE 33,160 GP
SLOT armor	CL 11th	WEIGHT 15 lbs.
AURA moderate enchantment		



The papery layers of this robe barely constitute what would be traditionally called armor, yet act as *+3 leather armor*. Once per day, when the wearer is struck by a critical hit or sneak attack, he can choose to have his blood splatter across one of the paper layers and form the words of a binding deal between the attacker and the wearer. The wearer can put the opponent under a specific restriction for 24

hours, such as "I will not attack elves," or "I will attack only those who attacked me first." The terms of the contract must be simple enough for the creature to comprehend and spoken in a language it understands. This acts as a *lesser geas* spell, except without a limit to how many Hit Dice the target can have. A successful DC 19 Will save negates this effect.

CONSTRUCTION REQUIREMENTS	COST 16,660 GP
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Craft Magic Arms and Armor, *geas/quest*, creator must make a pact with a devil

ALCHEMIST'S SUIT		PRICE 30,250 GP
SLOT armor	CL 5th	WEIGHT 15 lbs.
AURA varies		



This bizarre *+1 quilted cloth^{UE} armor* holds eight small vials that can be filled with potions, poisons, or other alchemical substances, plus numerous decoys. If the wearer is struck by a bludgeoning attack or critical hit, is grappled, takes constrict damage, or is swallowed whole, the wearer can choose one vial to break as an immediate action that does not provoke an

attack of opportunity. The wearer must choose himself or his attacker as the target of the vial's contents, which immediately produce their effect. If the wearer is the target, the effect functions at half strength and for half the normal duration

(minimum 1 round). For example, a *potion of cure moderate wounds* broken in this manner cures half as many hit points as normal. If the wearer's opponent is the target, the wearer must attempt a touch attack against the opponent to apply the effect. If the attack is successful, the opponent is affected as if struck by the vial's contents. If the vial contains a substance that would harm the opponent only upon ingestion, the opponent can avoid being affected if she succeeds at a DC 15 Reflex save.

CONSTRUCTION REQUIREMENTS	COST 15,250 GP
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Craft Magic Arms and Armor, *shrink item*

ARMIGER'S ARMOR		PRICE 22,500 GP
SLOT armor	CL 13th	WEIGHT 50 lbs.
AURA strong abjuration		

This *+1 adamantine light fortification full plate* is crafted from tightly fitted smooth, dull plates trimmed in gold. As adamantine heavy armor, it grants its wearer DR 3/—. When the armor is not worn, a creature can touch the armor and speak a command word to cause the armor to leap up and fit itself to that creature. The armor is considered properly donned when put on in this way. The wearer can speak the command word to have the armor remove itself and, if not restrained, stack itself neatly nearby or arrange itself on an appropriate armor rack, if one is adjacent.

CONSTRUCTION REQUIREMENTS	COST 19,500 GP
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Craft Magic Arms and Armor, *animate object, limited wish* or *miracle*, creator must be proficient with heavy armor

ARMOR OF THE SANDS		PRICE 14,160 GP
SLOT armor	CL 7th	WEIGHT 15 lbs.
AURA moderate transmutation		



This *+2 leather armor* is made of camel hide and has been worn smooth as if blasted by sand. The wearer is protected from mundane extremes of cold and heat (as the *endure elements* spell), and can see normally in sandstorms, dust storms, and similar conditions. Once per day as a swift or immediate action, the

wearer can briefly turn to sand when hit by an attack but before damage is determined. For the purposes of resolving the damage, the wearer is treated as an incorporeal creature. Only a single attack is affected by each use of this ability.

CONSTRUCTION REQUIREMENTS	COST 7,160 GP
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Craft Magic Arms and Armor, *stoneskin*

ELEPHANT SHIELD		PRICE 21,340 GP
SLOT shield	CL 6th	WEIGHT 10 lbs.
AURA moderate evocation and transmutation		



This +2 *leather madu*^{UE} is designed in the form of a bull elephant's head, complete with imposing ivory tusks. The shield provides a +3 circumstance bonus on combat maneuver checks made to bull rush opponents. If used as a weapon, the *elephant shield* grants a

+1 enhancement bonus on attack rolls and damage rolls and deals damage as if it were one size category larger than it is. Once per day, the bearer of the *elephant shield* can have the trunk of the shield lash out, allowing the wielder to attempt a grapple combat maneuver check against a foe as a swift action. This combat maneuver doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 10,840 GP
Craft Magic Arms and Armor, <i>beast shape I</i> , <i>force punch</i> ^{UC}	

GELUGON ARMOR		PRICE 117,650 GP
SLOT armor	CL 13th	WEIGHT 50 lbs.
AURA strong abjuration and evocation		

This +4 *full plate* is fashioned to make the wearer appear to be an ice devil, complete with insectile eyes. Frosty blue energy emanates from the armor's joints, and the helm's eyes intermittently surge with diabolical power. The armor has a long, spearlike tail that can be used to make a single primary natural attack per round as a standard action if the wearer makes no other attacks. This tail attack deals 1d10 points of damage plus 2d6 points of cold damage for a Medium wearer. The tail can also be used to make attacks of opportunity that count against the wearer's maximum number of attacks of opportunity per round.

CONSTRUCTION REQUIREMENTS	COST 59,650 GP
Craft Magic Arms and Armor, <i>resist energy</i> , creator must be lawful evil	

MAMMOTH HIDE		PRICE 8,165 GP
SLOT armor	CL 6th	WEIGHT 30 lbs.
AURA moderate abjuration and transmutation		

This +2 *hide armor* is made from woolly mammoth hide. It seems to move with and bolster the wearer, and has only a -1 armor check penalty. Once per round, when the wearer makes a successful charge attack, the *mammoth hide* deals an additional 3d6 points of damage to the target. This damage isn't multiplied on a critical hit or by effects that multiply the damage of a charge, such as *Spirited Charge*. *Mammoth hide* also protects the wearer from cold environments as the *endure elements* spell.

CONSTRUCTION REQUIREMENTS	COST 4,165 GP
Craft Magic Arms and Armor, <i>bull's strength</i> , <i>endure elements</i>	

SHIELD OF THE MAZEBORN		PRICE 18,170 GP
SLOT shield	CL 5th	WEIGHT 15 lbs.
AURA faint divination and enchantment		

This +1 *bashing heavy steel shield* resembles a bull's head with a complex, maze-like rune inscribed on the creature's forehead. In addition to the shield's *bashing* ability, the shield allows the wielder to use *know direction* at will and *find the path* once per week. As long as the shield is equipped, it also grants the wearer immunity to the *maze* spell.

CONSTRUCTION REQUIREMENTS	COST 9,170 GP
Craft Magic Arms and Armor, <i>bull's strength</i> , <i>find the path</i> , <i>know direction</i>	

SPELLBANE SHIELD		PRICE 79,180 GP
SLOT shield	CL 15th	WEIGHT 45 lbs.
AURA strong abjuration		

This massive iron-covered +2 *tower shield* grants the wielder a +3 resistance bonus on saving throws against spells, spell-like abilities and supernatural abilities, and reduces hit point damage taken from such sources by 10 points.

CONSTRUCTION REQUIREMENTS	COST 39,680 GP
Craft Magic Arms and Armor, <i>spell resistance</i>	

WIZARD'S MAIL		PRICE 52,100 GP
SLOT armor	CL 15th	WEIGHT 5 lbs.
AURA strong conjuration		

This chain armor is so fine it offers protection only because it's enchanted and made of mithral. It acts as a suit of +4 *greater slick leather armor*. It has a maximum Dexterity bonus to AC of +8 and imposes no chance of arcane spell failure.

CONSTRUCTION REQUIREMENTS	COST 27,600 GP
Armor Proficiency (light), Craft Magic Arms and Armor, <i>grease</i> , <i>iron body</i>	

WRITHING ARMOR		PRICE 9,480 GP
SLOT armor	CL 6th	WEIGHT 5 lbs.
AURA moderate transmutation		



This elaborate +2 *silken ceremonial armor*^{UE} is made of layers of silken braids and is often worn by diplomats and royalty when more drab or utilitarian armor is socially inappropriate. The wearer of *writhing armor* can cause it to unravel long braids of silk that twist and lash out of

their own accord. The wearer can use one such braid to make attacks as a +1 *whip*. The constant writhing of the braids also grants the wearer a +4 dodge bonus to AC for 1 round when taking the withdraw action as a full-round action.

CONSTRUCTION REQUIREMENTS	COST 4,980 GP
Craft Magic Arms and Armor, <i>animate rope</i>	

MAGIC WEAPONS

Magic weapons provide a critical advantage in a fight. While a simple enchanted weapon is a useful tool, weapons with unusual benefits or strange powers can keep your foes guessing. The arsenal presented here includes magic weapons from a wide array of melee weapon groups.

AKITONIAN BLADE		PRICE
		8,311 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate transmutation		

This delicate-looking *+1 bill*^{UE} imparts to its wielder the grace and agility of one born in the low gravity of the red planet Akiton. When holding the blade, the wielder triples the result of any Acrobatics checks to determine how far she can jump. In addition, a successful DC 15 Acrobatics check allows the wielder to negate any damage from the first 30 feet of falling damage and converts any damage from the second 30 feet to nonlethal damage.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>feather fall</i> , <i>longstrider</i>	4,311 GP

DAKAK'S TUSKS		PRICE
		26,616 GP
SLOT none	CL 9th	WEIGHT 13 lbs.
AURA moderate necromancy		

Containing the bound essence of a troll warlord, this matched pair of *+1 vicious heavy picks* rends flesh with horrifying efficiency. Each pick is a darkwood shaft pierced by a weathered tusk. The ends of the picks are connected with a cord of dried sinew. This cord is long enough that the picks can be wielded with one in each hand. A wielder holding only one of the picks can recover its mate with a swift action as though the unattended pick were on a weapon cord^{UE}.

If the wielder hits an opponent with both picks in the same round, the picks additionally deal 1d4 points of bleed damage.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>bleed</i> , <i>enervation</i>	13,616 GP

DINOSAUR-KILLER		PRICE
		19,305 GP
SLOT none	CL 8th	WEIGHT 8 lbs.
AURA moderate conjuration and evocation		

This *+1 animal-bane boar spear*^{UE} has a wide crossbar engraved with symbols depicting an open hand. The boar spear increases the shield bonus to AC against a charging opponent hit with the spear by 2. If the *dinosaur-killer* is set against a charging foe and hits that foe, the wielder can attempt a bull rush combat maneuver check against the charging opponent as an immediate action after the charge attack is resolved. This combat maneuver doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>force punch</i> ^{UM} , <i>shield</i> , <i>summon monster I</i>	9,805 GP

DIPLOMAT'S TRAVELING STICK		PRICE
		9,345 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.

AURA faint transmutation



The blade of this *+1 sword cane*^{UE} is sheathed within a polished oaken cane bearing a brass head in the shape of clasped hands. When sheathed, the *diplomat's traveling stick* grants the wielder a +3 competence bonus on Diplomacy checks. Once per day as part of an action to draw the blade, the wielder can attempt an Intimidate check to demoralize all foes within 30 feet who can see or hear him.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>eagle's splendor</i>	4,845 GP

GOAD OF OBEDIENCE		PRICE
		11,508 GP
SLOT none	CL 8th	WEIGHT 5 lbs.

AURA moderate enchantment

This *+1 ankus* (see page 18) grants the wielder a +2 competence bonus on wild empathy checks. Five times per day, the wielder can make a touch attack with the *goad of obedience* against any animal as a standard action. On a hit, the animal must succeed at a DC 11 Will save or be charmed by the wielder, as *charm animal*. An animal that successfully saves against this effect can't be charmed by the *goad of obedience* for 24 hours. In addition, once per day as an immediate action, the wielder can paralyze an animal hit by the *goad of obedience*, as *hold animal* (Will DC 13 negates).

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>charm animal</i> , <i>hold animal</i>	5,908 GP

HOURGLASS QUARTERSTAFF		PRICE
		63,300 GP
SLOT none	CL 14th	WEIGHT 4 lbs.

AURA strong conjuration, divination, and transmutation

This *+1 disruption/+1 invigorating*^{UE} *quarterstaff* is a sturdy shaft of yew with heavy metal rings at each end. The quarterstaff is thinner in the center than at the ends, giving it the appearance of a very elongated hourglass. The wielder of the *hourglass quarterstaff* can use *threefold aspect*^{APG} once each day, but this spell expires if the *hourglass quarterstaff* leaves the wielder's hand for more than 1 minute. The wielder instantly knows the age step of any humanoid creature she views; for most creatures, this is young, adult, middle age, old, or venerable. This ability penetrates mundane disguises but not illusions or magical disguises. For example, the wielder would identify a middle-aged halfling masquerading as a human child as middle-aged, but would identify a doppelganger in the form of an old woman as old.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>deathwatch</i> , <i>good hope</i> , <i>heal</i> , <i>threefold aspect</i> ^{APG}	31,800 GP

HUSK DART		PRICE 19,301 GP
SLOT none	CL 6th	WEIGHT 1/2 lb.
AURA moderate conjuration and transmutation		



This thick metal +2 *wushu dart*^{UE} has a ring at its base tied with a short ribbon of green silk. If the wielder confirms a critical hit against a living creature with the *husk dart*, the creature is stricken with an insatiable hunger, as *feast of ashes*^{APG} (Fortitude DC 16 negates). If the creature fails its saving throw, the *husk dart's* wielder gains 2d6 temporary hit points that last up to 24 hours and is nourished as though he had just eaten a normal meal; a wielder with the ki pool class feature also regains 1 ki point.

CONSTRUCTION REQUIREMENTS	COST 9,801 GP
Craft Magic Arms and Armor, <i>feast of ashes</i> ^{APG} , <i>lesser restoration</i>	

INFECTING SPIKE		PRICE 42,350 GP
SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate necromancy		



An *infesting spike* is a large, corroded armor spike. When carefully placed against a suit of armor without armor spikes as a full-round action, an *infesting spike* attaches itself firmly to the armor, which instantly sprouts +2 *armor spikes* that immediately inflict the red ache disease on any creature damaged by the spikes (Fortitude DC 15 negates; the onset period does not apply). Any creature that successfully saves against the red ache can't be infected by the armor spikes again for 24 hours. The armor's wearer is immune to red ache and gains a +4 resistance bonus on saving throws against other diseases.

A suit of armor with an *infesting spike* attached slowly degrades, its joints rusting and seams tearing. Beginning 24 hours after the *infesting spike* is attached, the armor takes 1d4 points of damage each day. This damage bypasses the armor's hardness, and can be repaired or mended normally.

Removing an *infesting spike* requires 1 minute of scraping and twisting before it comes free with a ragged tearing sound. As soon as the *infesting spike* is removed, the armor gains the broken condition; if it already had the broken condition, the armor is instead reduced to 0 hit points.

CONSTRUCTION REQUIREMENTS	COST 21,350 GP
Craft Magic Arms and Armor, <i>contagion</i>	

LENG FLAIL		PRICE varies
<i>Lesser Leng flail</i>		8,315 GP
<i>Greater Leng flail</i>		50,315 GP
SLOT none	CL 6th	WEIGHT 10 lbs.
AURA moderate transmutation (<i>lesser Leng flail</i>) or moderate transmutation and enchantment (<i>greater Leng flail</i>)		

The immense and inscrutable Leng spiders are known to construct makeshift flails by linking nearby debris, such as rocks or skulls, with their own extruded web fibers. Although this



organic webbing typically degrades over time, skillful alchemy can preserve one of these weapons indefinitely.

A *lesser Leng flail* is a +1 *heavy flail* that allows its wielder to use *spider climb* at will. Much less common are *greater Leng flails*, which are +2 *throwing heavy flails* that have the same *spider climb* ability of the lesser flail. In addition, when the wielder of a *greater Leng flail* confirms a critical hit against a creature, the target suffers horrific hallucinations for 1d4 rounds, becoming confused (Will DC 19 negates). This is a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	COST varies
<i>Lesser Leng flail</i>	4,315 GP
<i>Greater Leng flail</i>	25,315 GP

Craft Magic Arms and Armor; *spider climb* (*lesser Leng flail*) or *confusion*, *magic stone*, *spider climb* (*greater Leng flail*)

PIRATE'S ARM		PRICE 9,905 GP
SLOT none	CL 7th	WEIGHT 25 lbs.
AURA moderate transmutation		



This heavy arm of stone appears to have been broken off a statue of a well-muscled female warrior at the shoulder. The arm's wrist serves as a handle, and its fist, clutched around a punching dagger, serves as a pommel. The arm thickens with well-defined musculature all the way to the shoulder. Detailed carvings of tattoos on the stony arm identify the statue as a representation—or perhaps the petrified remains—of a pirate serving under the legendary

pirate queen Captain Mastrien Slash.

The *pirate's arm* functions as a +1 *seaborn*^{UE} *greatclub*. Although it is typically immobile, when the wielder is restrained or grappled, the arm flexes to grant her a +4 circumstance bonus on Escape Artist checks and checks to escape a grapple.

CONSTRUCTION REQUIREMENTS	COST 5,105 GP
Craft Magic Arms and Armor, <i>freedom of movement</i> , <i>touch of the sea</i> ^{APG}	

RIDDLING KHOPESH		PRICE 15,320 GP
SLOT none	CL 10th	WEIGHT 8 lbs.
AURA moderate conjuration, evocation, and transmutation		

This +1 *khopesh*^{UE} has a handle in the shape of an elongated sphinx, with the sphinx's serene face as the pommel of the sword. Once per day, the wielder can attempt to answer a series of riddles posed telepathically by the *khopesh* over 10 minutes. At the end of that time, if the wielder succeeds at a DC 15 Intelligence check (the wielder can't take 10 or 20 on this check), the sword's enhancement bonus increases by 1 for the next 24 hours as long as it is wielded by the creature who correctly answered its riddles. If the result of the Intelligence check is 20 or more, the wielder can also add the *flaming*, *ghost touch*, or *keen* special weapon ability to the weapon for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 7,820 GP
Craft Magic Arms and Armor, <i>commune</i>	

ARMOR AND WEAPON SPECIAL ABILITIES

Characters who regularly find themselves in melee combat often commission special magic armor and weapons to help them overcome specific threats they otherwise have few ways to neutralize.

ARMOR SPECIAL ABILITIES

CHANNELING		PRICE +18,000 GP
SLOT none	CL 8th	WEIGHT —
AURA moderate conjuration		

A shield with this special ability is crafted to resemble an angel or other outsider holding a basin of some sort, and is engraved with holy symbols. The shield is keyed to either positive or negative energy when it is crafted. If the bearer can channel energy of the keyed type, three times per day he can increase the total number of dice of channeled energy by 1. The wearer also reduces any damage taken from energy of the type opposed to the keyed type by 10 points.

CONSTRUCTION REQUIREMENTS	COST +9,000 GP
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Craft Magic Arms and Armor, *cure/inflict moderate wounds*, creator must be able to channel energy

EVOLVING		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

Armor with this special ability often has revolting fleshy protrusions that periodically quiver and twitch. Once per day on command, the armor fuses with the flesh of the wearer for 30 minutes or until dismissed. The armor doesn't grant any armor bonus to AC during this time, though the wearer still gains any of the armor's magic abilities. While fused with the armor, the wearer can manifest two of the following evolutions from the summoner list of eidolon evolutions (*Pathfinder RPG Advanced Player's Guide 60*): gills, improved natural armor, resistance, scent, slam, and swim. The wearer can't wear another suit of armor while fused with *evolving* armor.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *evolution surge*^{APG}

FROSTED		PRICE +2 bonus
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		

Armor and shields with the *frosted* ability are coated in a thin layer of frost, making the armor or shield shimmer faintly and take on a bluish-white hue. The wearer gains a +4 bonus to CMD against grapple combat maneuvers. Additionally, the armor deals 1d8 points of cold damage every round to opponents that constrict or pin the wearer or swallow the wearer whole.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, *chill metal*

SINGING		PRICE +1 bonus
SLOT none	CL 10th	WEIGHT —
AURA moderate evocation		

This special ability can be placed only on a shield. Once per day, a *singing* shield's bearer can command the shield to sing for 10 rounds to counter magical effects that depend on sound (as the bard's countersong ability). Once per round during this time, the shield's bearer can roll 1d20+10, treating that as the result of the shield's Perform check for countersong.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *soundburst*

VOLCANIC		PRICE +2 bonus
SLOT none	CL 14th	WEIGHT —
AURA strong evocation		

This special ability can be placed only on heavy armor. *Volcanic* armor is often stony in appearance and gives off a soft red glow. Once per day, the wearer can command the armor to erupt, causing a cloud of smoke and hot molten liquid to shoot forth from the armor in a 5-foot radius centered on the wearer. The smoke provides concealment, and the liquid deals 1d6 points of fire damage and ignites flammable substances. One round after the armor erupts, the smoke clears and the liquid cools and solidifies, creating difficult terrain. The wearer of this armor isn't affected by the smoke, fire damage, or difficult terrain created by this armor.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, *incendiary cloud*

WEAPON SPECIAL ABILITIES

CULLING		PRICE +2 bonus
SLOT none	CL 8th	WEIGHT —
AURA moderate evocation		

This special ability can be placed only on melee slashing weapons. When a *culling* weapon is used to make an attack using the Cleave or Great Cleave feat, it deals an additional 2d6 points of damage on both the initial attack and any additional attacks granted by Cleave or Great Cleave. The weapon also applies the bonus 2d6 points of damage to successful attacks granted by use of the Cleaving Finish^{UC} and Improved Cleaving Finish^{UC} feats.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Cleave, Craft Magic Arms and Armor, *divine favor*

GROWING		PRICE +1 bonus
SLOT none	CL 6th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on melee weapons. Once per day, a *growing* weapon is able to grow by one size

category, dealing damage as appropriate for its new size and allowing its wielder to affect creatures one size larger than normal with combat maneuvers limited by size. The wielder is able to use the weapon normally without penalty despite its increased size. The weapon remains at its increased size for 10 minutes.

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

SHRINKING		PRICE +1,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint transmutation		

This special ability can be placed only on melee weapons. When the wielder issues the command word, a *shrinking* weapon shrinks to the size of a standard dagger. While in this state, the weapon deals 1d4 points of damage but is more easily concealable. When the command word is spoken again, the weapon returns to its original state.

CONSTRUCTION REQUIREMENTS	COST +500 GP
Craft Magic Arms and Armor, <i>shrink item</i>	

SMASHING		PRICE +1 bonus
SLOT none	CL 10th	WEIGHT —
AURA moderate conjuration		

This special ability can be placed only on melee bludgeoning weapons. A *smashing* weapon deals an additional 2d6 points of damage to inanimate objects, including when it is used to sunder armor and weapons.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>bull's strength</i>	

SPELL SIPHON		PRICE +5 bonus
SLOT none	CL 15th	WEIGHT —
AURA strong transmutation		

This special ability can be placed only on melee weapons. A *spell siphon* weapon allows the wielder to siphon a single combat spell from a target. When the wielder rolls a critical threat against the target, she can forgo confirming the critical hit (dealing normal damage) to instead automatically learn what combat spells are active on the target. For the purposes of this ability, a combat spell is any spell that grants a bonus to Strength, Dexterity, Constitution, movement, or Armor Class, or on attack rolls, damage rolls, or saving throws.

The wielder can then attempt a check to siphon one of the combat spells of her choice. This check uses either the wielder's caster level or the wielder's base attack bonus plus the weapon's enhancement bonus, and is attempted against a DC of 11 + the targeted spell's caster level. If the wielder succeeds, the target immediately loses access to the spell being siphoned, and the wielder gains the effects of the spell for its remaining duration or 1 minute, whichever is shorter. If the *spell siphon* weapon has a critical multiplier greater than ×2, the wielder can attempt to siphon one additional combat spell for each additional multiplier beyond 2 (two spells for ×3, three for ×4, and so on).

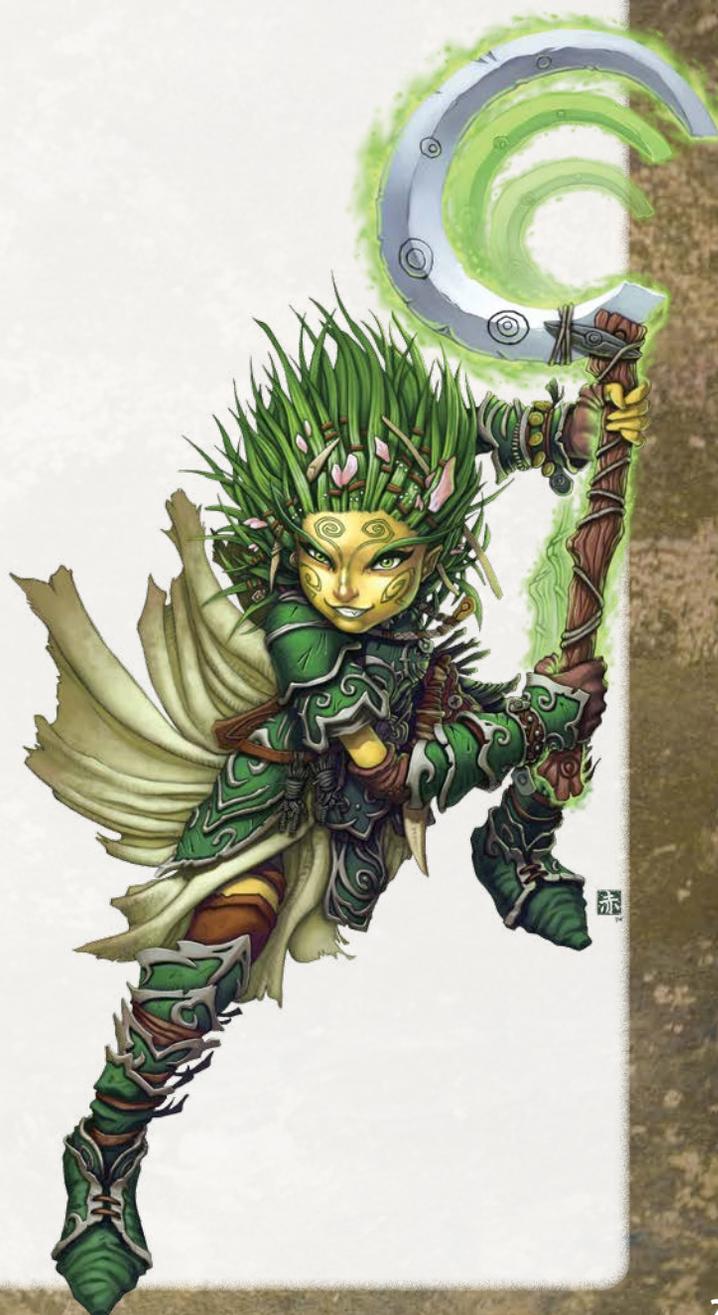
CONSTRUCTION REQUIREMENTS	COST +5 bonus
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Craft Magic Arms and Armor, *greater arcane sight*, *limited wish*

STICKY		PRICE +1 bonus
SLOT none	CL 8th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on reach weapons, piercing melee weapons, and weapons from the flail fighter weapon training group. When a *sticky* weapon scores a critical hit against a target, instead of rolling to confirm the critical threat, the wielder can deal normal damage and attempt a steal combat maneuver check against the target of the attack. This combat maneuver doesn't provoke an attack of opportunity, and the wielder gains a +2 bonus on the combat maneuver check.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>Improved Steal</i> , <i>spider climb</i>	



WONDROUS ITEMS

Close-quarters fights are often nasty, brutal, and short. Adventurers who know they'll be fighting numerous foes in melee look for any possible edge beyond those gained by armor and weapons.

AMULET OF QUAKING STRIKES		PRICE
		28,000 GP
SLOT neck	CL 15th	WEIGHT —
AURA strong evocation		

This simple bronze amulet depicts a mountaintop being shattered by a sword blow. Twice per day, the amulet's wearer can make a single melee attack against the ground as a standard action. The wearer can choose a point of origin within 100 feet of himself and apply his attack roll against all creatures within a 20-foot radius of that point. The amulet's wearer rolls his attack's damage once and applies it to all creatures in the affected area. The damage includes the weapon's base damage dice, the wearer's Strength modifier, and damage from feats such as Power Attack and Vital Strike; it doesn't include damage from other magical sources, such as enhancement bonuses, spells, and magic weapon special abilities.

CONSTRUCTION REQUIREMENTS	COST
	14,000 GP

Craft Wondrous Item, *earthquake*

ANCHORING BRACERS		PRICE
		30,000 GP
SLOT wrists	CL 9th	WEIGHT 2 lbs.
AURA moderate transmutation		



These iron bracers are covered in hooks and small claws. They strap firmly to the wearer's forearms and can be used to make attacks as spiked gauntlets.

Three times per day, the bracers' wearer can telekinetically anchor

herself to a foe within 190 feet as a full-round action. This requires a combat maneuver check, which doesn't provoke an attack of opportunity. The wearer gains a +2 circumstance bonus on this check for every size category by which her target is larger than she.

On a successful check, either the wearer or the target (whichever weighs less) moves to be adjacent to the other (moving to the closest free adjacent space). This movement does not provoke attacks of opportunity. For 1 minute, the wearer and target are kept adjacent by the power of the bracers. Each is able to move only by succeeding at an opposed Strength check, and always takes the other along even if successful.

Additionally, both the wearer and the target are unable to engage in dimensional travel for this duration, as if under the effect of a *dimensional anchor* spell. The wearer of the *anchoring bracers* can dismiss the anchoring effect before the end of its duration as a standard action.

CONSTRUCTION REQUIREMENTS	COST
	15,000 GP

Craft Wondrous Item, *telekinesis*

ARMS OF THE MARILITH		PRICE
		30,000 GP
SLOT shoulders	CL 15th	WEIGHT 10 lbs.
AURA strong transmutation		

This leather harness has four clockwork arms attached to it. When it's worn, the arms are positioned behind the wearer's shoulders, with one pair slightly higher than the wearer's and the other set slightly lower, and they spring to life and move under the wearer's control. The arms lack the agility to aid in casting spells, crafting, picking locks, or completing any other fine motor skill, and can't use items placed in their hands. However, each arm's hand can hold any item the wearer could hold in one hand, allowing the wearer to have up to six total pieces of equipment ready for use at once. Once per round as a free action, the wearer can switch which items are held by which hands. Weapons wielded by the arms can't be used for most attacks but can take advantage of a foe's distraction or lowered guard—each clockwork arm wielding a weapon can make one attack of opportunity per round, and all such attacks are treated as off-hand attacks.

CONSTRUCTION REQUIREMENTS	COST
	15,000 GP

Craft Wondrous Item, *animate objects*

CORSET OF DELICATE MOVES		PRICE
		2,000 GP
SLOT chest	CL 5th	WEIGHT —
AURA faint transmutation		



This tight-fitting garment of fine silk has thin bone ribbing sewn into it. Once per day as a move action, the wearer can take an additional swift action. This swift action can't be used to cast a spell or spell-like ability. The shirt must be worn for 24 hours before this ability can be used.

CONSTRUCTION REQUIREMENTS	COST
	1,000 GP

Craft Wondrous Item, *cat's grace*, *haste*

CROWN OF CHALLENGE		PRICE
		21,000 GP
SLOT head	CL 15th	WEIGHT 1 lb.
AURA strong enchantment		

This jagged steel crown is rough and scratched but shows no sign of being dented or misshapen. Once per day, the wearer can issue a challenge to a creature able to see and hear him. The creature gains a +2 morale bonus on melee attack rolls and damage rolls against the crown's wearer for 1 minute. The creature challenged also takes a -2 penalty on attack rolls and damage rolls against all targets other than the wearer, and takes a -2 penalty to the save DCs of its spells, spell-like abilities, and supernatural abilities that affect other targets unless they also affect the wearer of the crown. These penalties last 1 minute or until the creature challenged makes a melee attack against the wearer of the crown.

If the crown's wearer has the challenge class feature, he gains the benefit of his challenge against the creature challenged without expending a daily use of his own challenge ability.

CONSTRUCTION REQUIREMENTS	COST 10,500 GP
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Craft Wondrous Item, *greater planar ally*

EYES OF THE LIAR		PRICE 16,000 GP
SLOT eyes	CL 5th	WEIGHT —
AURA faint divination		

These smoked crystal lenses hide the wearer's thoughts and intents from the prying minds of others. They grant the wearer a +5 competence bonus on Bluff checks and immunity to *detect thoughts*. Both lenses must be worn for the magic item to function.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, *eagle's splendor, nondetection*

GLADIATOR'S SANDALS		PRICE 6,000 GP
SLOT feet	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		



These sand-worn leather sandals are designed to lace around the calf and are favored by pit fighters and those who make careers out of performing in the ring. When the wearer acts during a surprise round and attempts any combat maneuver check, she gains a +4

circumstance bonus on that check. If the check is successful, the wearer can also attempt a performance combat check (*Pathfinder RPG Ultimate Combat* 153) with a +10 circumstance bonus to affect the crowd's attitude.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *eagle's splendor, haste*

RATCHETING GAUNTLETS		PRICE 12,000 GP
SLOT hands	CL 5th	WEIGHT 5 lbs.
AURA faint transmutation		



This set of cold iron gauntlets has pistons, gears, and hinges connecting all the joints and plates. As a swift action, the wearer can command one or both of the gauntlets to lock into position or unlock and move normally.

If a gauntlet locks while holding a weapon, it acts as a locked gauntlet, providing the wearer a +10 bonus to his Combat Maneuver Defense against being disarmed. Locking the gauntlets also grants the wearer a +4 bonus on combat maneuver checks to pin a grappled foe and Climb checks to catch himself while falling. They can also allow other uses at the GM's discretion, such as hanging from a ledge or similar position without having to attempt a Climb check or becoming fatigued.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, *bear's endurance, bull's strength*

SERPENTFORM BELT		PRICE 20,000 GP
SLOT belt	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		



This snakeskin belt is crafted from the hides of brightly hued serpents. When buckled, it immediately binds tightly to the wearer's waist. Once per day, the wearer can command the *serpentform belt* to transform her lower

half into that of a serpent. While in this form, the wearer gains a +4 bonus on combat maneuver checks to grapple or pin a foe. Once a foe is grappled, the wearer can constrict the opponent with any successful subsequent grapple checks, dealing an amount of bludgeoning damage equal to 1d8 + her Strength modifier, if Medium (1d6 if Small). The snake form lasts until another command is given, or for a maximum of 10 minutes, whichever is shorter.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Wondrous Item, *beast shape I*

SWORDMASTER'S SHIRT		PRICE 10,000 GP
SLOT chest	CL 5th	WEIGHT —
AURA faint divination		

This stylish silk shirt has a loose and flowing fit except for the sleeves, which cling snugly to the wearer's arms from elbow to wrist. The sleeves guide the wearer's attacks to take advantage of brief gaps in a foe's defenses. Five times per day, the wearer can make a lunging melee maneuver and extend his reach by 5 feet for a single melee attack. If the wearer has the Lunge feat, he can instead use that feat five times per day without taking the normal -2 penalty.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, Lunge, *cat's grace*

VESTMENTS OF WAR		PRICE 14,000 GP
SLOT body	CL 9th	WEIGHT —
AURA moderate evocation		

These sturdy leather robes are edged in fine linen embroidered with runes and holy symbols. If worn by a creature capable of casting divination spells who worships a specific deity, the embroidery shifts to depict symbols and icons appropriate to the wearer's faith. The robes act as a divine focus for such wearers, allowing spells requiring a divine focus to be cast without the need to hold any other holy symbol. Additionally, if the wearer can channel energy, she can do so one additional time per day. If the wearer can lay on hands, she instead gains two additional uses of that ability per day. If the wearer has the fervor class feature, she instead gains two additional uses of fervor per day.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
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Craft Wondrous Item, *divine favor, righteous might*

MELEE SPELLS

Although an accomplished duelist or soldier can overwhelm a contingent of foes with sheer fighting prowess, many heroes rely on magic to supplement their attacks or impart an edge in combat. The following spells are designed to enhance the abilities of spellcasters who fight in melee.

AURA OF INVIOLEATE OWNERSHIP

School abjuration; **Level** cleric 3, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

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

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

Duration 1 round/level

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

This spell wards the attended items of all creatures it targets (items held, securely fastened to their person, or in containers on their person), enhancing each creature's grip and protecting items from loss or theft. The DC of Sleight of Hand checks to remove items warded by the spell is increased by 20, and affected creatures gain a +20 bonus to their CMDs against disarm and steal combat maneuvers.

BLADE TUTOR'S SPIRIT

School conjuration (creation); **Level** antipaladin 2, magus 1, paladin 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

You summon an insubstantial spirit of force that resembles a cloudy vapor hovering around your fists or any melee weapons you wield. The spirit compensates for your defensive or reckless melee attacks, nudging your weapons in the proper direction. When you voluntarily use one or more actions or feats that apply penalties to attack rolls with your melee weapons (such as a charge, fighting defensively, or using the Power Attack feat), the spirit reduces the total penalty on affected attacks by 1 (to a minimum penalty of 0). The penalty is reduced by an additional 1 for every 5 caster levels you possess (to a minimum penalty of 0). Only penalties incurred by voluntary use of feats or maneuvers are reduced by this spell.

The spirit can't be attacked or harmed by physical attacks, but *disintegrate*, *dispel magic*, a *rod of cancellation*, or a *sphere of annihilation* can affect it. A protective spirit's AC against touch attacks is equal to 10 + your Dexterity modifier.

DARTING DUPLICATE

School illusion (figment); **Level** antipaladin 1, bard 1, magus 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 swift action

Components V, S

Range 5 ft.

Effect visual figment of the caster

Duration instantaneous

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

An illusory duplicate of you steps clumsily into an adjacent square, presenting a tempting target before winking out of existence. Any creature that threatens that square must succeed at a Will save or make an attack of opportunity against the image. The image's AC is equal to 10 + 1/2 your caster level, but as a figment, the image is unaffected by any attack.

DIMENSIONAL BLADE

School transmutation; **Level** antipaladin 4, bloodrager 4, cleric 6, inquisitor 5, magus 5, paladin 4, sorcerer/wizard 6

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round

This spell gives you the power to turn one melee weapon in your hand into a two-dimensional object with length and height but no width. A sword becomes a flat image of a sword, a mace is reduced to a flat outline, and so on. The magic of the spell allows the weapon to be wielded by you normally, creating just enough depth to grasp it.

Attacks made with the weapon are melee touch attacks that ignore all armor. Force effects, such as *mage armor* and *shield*, still apply their AC against attacks made with a *dimensional blade*. Bludgeoning weapons used to make attacks with this spell deal half damage and are treated as slashing weapons. If the weapon leaves your hand before the end of the spell, the effect ends.

FIERY RUNES

School evocation [fire]; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon touched

Duration 1 minute/level or until discharged (see text)

Saving Throw none; **Spell Resistance** yes (see text)

You charge a weapon with a magic rune of fire. When the wielder of the weapon successfully strikes a foe in melee with the weapon, the wielder can discharge the rune as a swift action to deal 1d4+1 points of fire damage to the target. This damage isn't multiplied on a critical hit. If the target has spell resistance, you attempt a caster level check (1d20 + caster level) against that spell resistance when the rune is discharged. If the rune is successfully resisted, the spell is dispelled; otherwise, the rune deals damage normally.

For every 2 caster levels beyond 3rd the caster possesses, the rune deals an additional 1d4+1 points of fire damage (2d4+2 at caster level 5th, 3d4+3 at 7th, and so on) to a maximum of 5d4+5 points of fire damage at caster level 11th.

INSTANT WEAPON

School conjuration (creation) [force]; **Level** bard 2, bloodrager 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect melee weapon of opaque force

Duration 1 minute/level

You create a melee weapon sized appropriately for you from opaque force. You are considered proficient with this weapon, which acts in all ways as a masterwork weapon typical of its type. The *instant weapon* has hardness 20 and the same number of hit points as a typical weapon of its type. As a force effect, it can strike and damage incorporeal creatures. If the *instant weapon* leaves your hand at any time, the spell ends at the beginning of your next turn.

REAPER'S COTERIE

School necromancy [evil]; **Level** antipaladin 2, bloodrager 2, cleric 3, inquisitor 3, witch 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The target weapon becomes a reservoir of spiritual energy, fueling its destructive power by drawing in a tiny fragment of the essence of each creature it is used to defeat. When the targeted weapon is used to reduce a living creature to 0 or fewer hit points, it gains a +1 profane bonus on damage rolls. This bonus increases by 1 for each creature reduced to 0 hit points or fewer with that weapon, up to a maximum bonus equal to 1/2 your caster level.

RUBBERSKIN

School transmutation; **Level** alchemist 4, magus 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a piece of rubber or drop of tar)

Range personal

Duration 10 minutes/level

Your skin becomes more elastic, distributing crushing damage efficiently. For the duration of the spell, all bludgeoning and falling damage you take is converted into nonlethal damage. This spell has no effect if you're immune to nonlethal damage.

UMBRAL WEAPON

School illusion [cold, shadow]; **Level** antipaladin 2, bard 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pair of miniature swords)

Range touch

Target melee weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

A shadowy afterimage trails behind the targeted weapon, potentially damaging foes even when the weapon misses. Once per round, when the weapon's wielder misses a creature with the target weapon, the wielder can reroll the attack. If the reroll hits, the spell hits the targeted creature and deals 1d8 points of cold damage, plus 1 additional point per 2 caster levels (maximum +10). If an attacked creature has spell resistance, you must attempt a caster level check (1d20 + caster level) against that spell resistance the first time the spell damages the target. If the creature successfully resists *umbral weapon*, the spell is dispelled. If not, the creature takes damage as normal.

VINE STRIKE

School conjuration (creation); **Level** alchemist 2, antipaladin 2, bloodrager 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

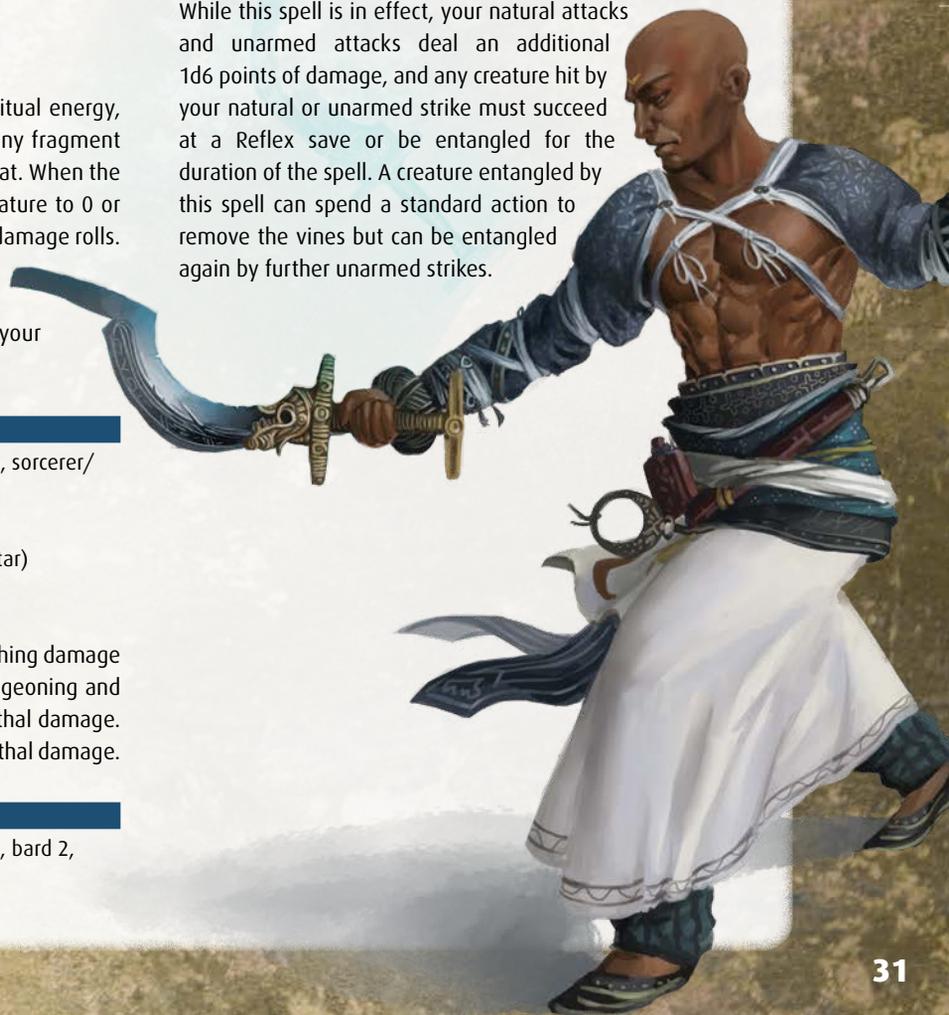
Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Reflex negates (see text); **Spell Resistance** yes
Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target. While this spell is in effect, your natural attacks and unarmed attacks deal an additional 1d6 points of damage, and any creature hit by your natural or unarmed strike must succeed at a Reflex save or be entangled for the duration of the spell. A creature entangled by this spell can spend a standard action to remove the vines but can be entangled again by further unarmed strikes.

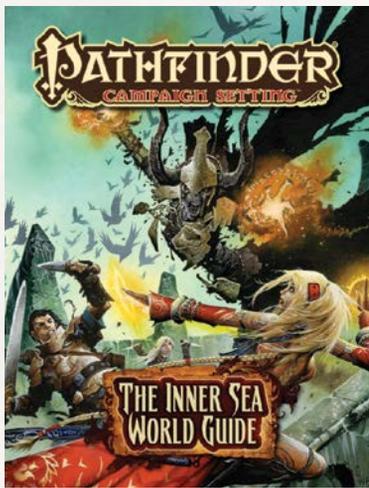


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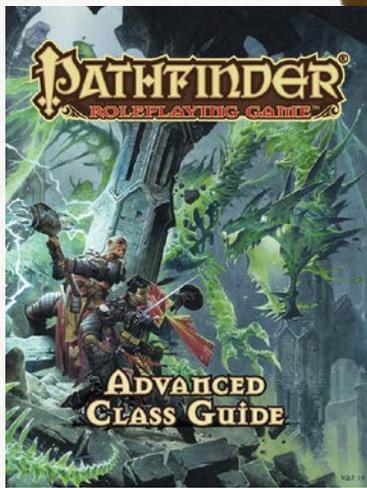
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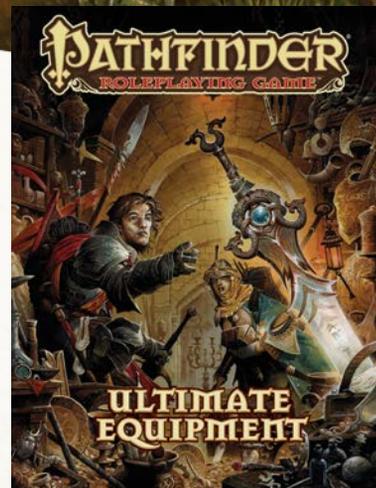
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COMBAT OPTIONS OVERVIEW

Because some combat options can be used only as their own special standard actions, others can be used as part of attack actions, and still others can be used whenever you make melee attacks, it isn't always clear which options can be used together. This overview presents the most common attack options, including combat maneuvers and attacks linked to specific feats, and discusses the action types they require and the other options with which they can be used.

Option	Type	Action
Arcane Strike	Feat	Swift action
Attack of opportunity	Basic	Free action
Channel Smite	Feat	Swift action
Charge	Basic	Full-round action
Cleave	Feat	Standard action
Cleaving Finish ^{UC}	Feat	Free action
Combat Expertise	Feat	Free action
Deadly Stroke	Feat	Standard action
Deliver coup de grace	Basic	Full-round action
Dirty trick ^{APG}	Combat maneuver	Standard action
Disarm	Combat maneuver	Melee attack
Drag ^{APG}	Combat maneuver	Standard action
Fight defensively	Basic	Standard action or full-round action
Gorgon's Fist	Feat	Standard action
Grapple	Combat maneuver	Standard action
Great Cleave	Feat	Standard action
Greater Weapon of the Chosen ^{ACG}	Feat	Attack action
Overrun	Combat maneuver	Standard action
Power Attack	Feat	Free action
Reposition ^{APG}	Combat maneuver	Standard action
Spring Attack	Feat	Full-round action
Steal ^{APG}	Combat maneuver	Standard action
Stunning Fist	Feat	Melee attack
Sunder	Combat maneuver	Melee attack
Trip	Combat maneuver	Melee attack
Weapon of the Chosen ^{ACG}	Feat	Swift action
Whirlwind Attack	Feat	Full-round action
Vital Strike	Feat	Attack action

TYPES OF COMBAT OPTIONS

Many attacks are basic combat options or combat maneuvers any character can attempt, while others are available only through attack-oriented feats.

Basic: Anyone can use these combat options, including charging and fighting defensively. They're defined in Chapter 8 of the *Pathfinder RPG Core Rulebook*.

Combat Maneuvers: Combat maneuvers are a specific set of basic options that use your Combat Maneuver Bonus and Combat Maneuver Defense. There are five combat maneuvers defined in the *Core Rulebook* (disarm, grapple, overrun, sunder, and trip), and four more in the *Pathfinder RPG Advanced Player's Guide* (dirty trick, drag, reposition, and steal).

Feats: Numerous feats grant additional combat options, such as Cleave, Power Attack, and Vital Strike. Each feat defines the circumstances in which it can be used. Characters without these feats can't attempt the special attacks detailed in those feats.

TYPES OF ACTIONS

Different combat options require different types of actions. The action type defines which options can be used together.

Attack Action: An attack action is a type of standard action, as defined in Chapter 8 of the *Core Rulebook*. Some combat options can modify only this specific sort of action. When taking an attack action, you can apply all appropriate options that modify an attack action. Thus, you can apply both Greater Weapon of the Chosen and Vital Strike to the same attack, as both modify your attack action. You can apply these to any combat option that takes the place of a melee attack made using an attack action (such as the trip combat maneuver), though options that increase damage don't cause attacks to deal damage if they wouldn't otherwise do so (such as Vital Strike and trip).

You can't combine options that modify attack actions with standard actions that aren't attack actions, such as Cleave.

Free Action: Some combat options are free actions meant to be combined with an attack. Often, these are feats with specific limitations defined within the feat—for example, Cleaving Finish gives you an extra melee attack, but only after you make an attack that drops a foe.

Full-Round Action: A few combat options are full-round actions (such as Spring Attack and the full-attack action) or modify specific full-round actions (such as the extra attack from the *haste* spell). These options can't be combined with attack actions or other standard actions, but can be used with options that take the place of a melee attack.

Melee Attack: While a melee attack isn't an action type itself, many options and other rules affect melee attacks. Some combat options (such as the disarm and sunder combat maneuvers) can be used anytime you make a melee attack, including attacks of opportunity. These options can't be combined with each other (a single melee attack can be a disarm or sunder combat maneuver, but not both), but they can be combined with options that modify an attack action or are standard or full-round actions. Some options that take or modify melee attacks have limitations—for example, Stunning Fist can be used only once per round.

Standard Action: Some combat options (such as Cleave) are standard actions that allow you to make an attack, but don't count as the attack action. These options can't be combined with other standard actions or options that modify only attack actions (such as Vital Strike).

Swift Action: Several options are swift actions that modify one or more attacks you take after that swift action. For example, Channel Smite and Weapon of the Chosen each take a swift action to activate, which then applies to the next attack you make regardless of what type of attack action you perform. Arcane Strike and Improved Weapon of the Chosen are activated in much the same way, but they apply to all appropriate attacks made for 1 round after activation.



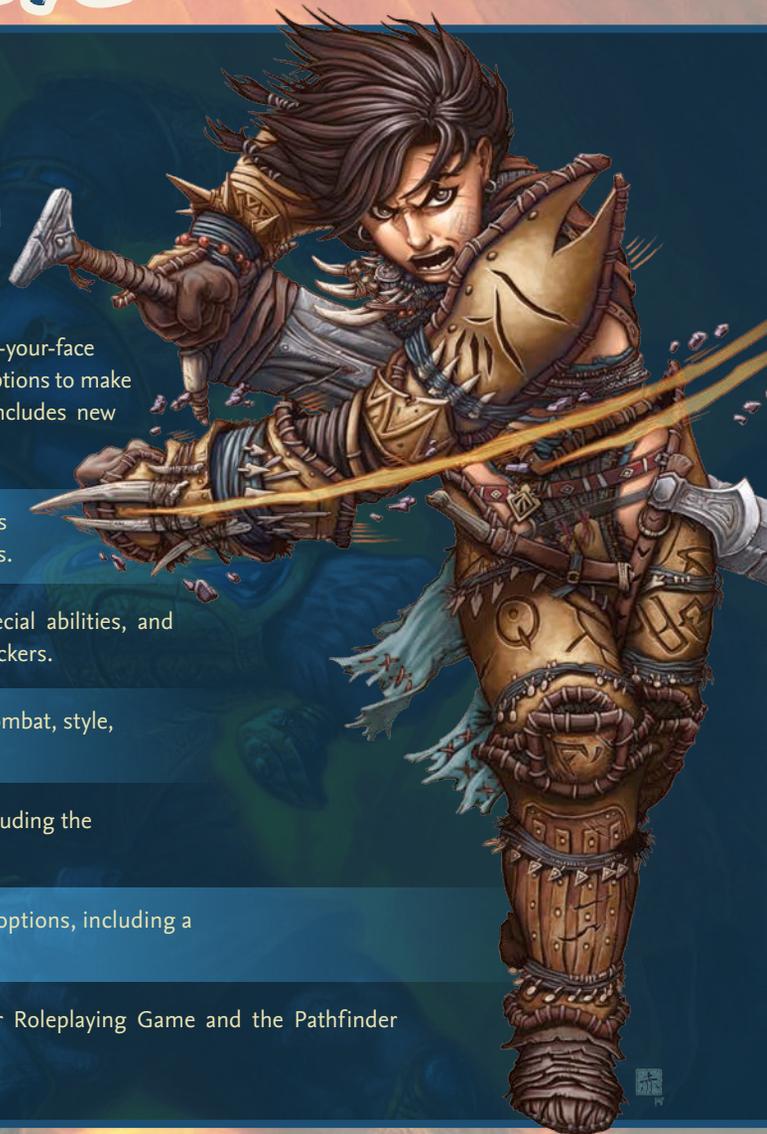
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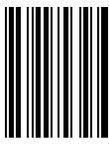
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