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Call to Arms

CEREMONIAL MASKS



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Call to Arms

CEREMONIAL MASKS

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Call to Arms

CEREMONIAL MASKS

Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms: Ceremonial Masks** features nearly 30 new masks derived from arcane and divine rituals for the *Pathfinder Roleplaying Game*, including examples of intelligent, mythic, and artifact masks, plus a new archetype, the masked shaman. Drawing on the 9,000-year-old tradition of masks' use in real-world religious, spiritual, and magical ceremonies around the world, masks in this book grant the user the ability to take on animal characteristics and transform into monsters; safety from or control over spirits and outsiders; and even the power to deal with undead for good or ill.



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Drent shifted, trying to find a comfortable seat on the log bench. Looking over at his companion, he grinned, eyes flicking toward the dancers whirling around the bonfire at the center of the clearing. The dancers, half dressed and decorated in warpaint, looked fierce but the wooden spears and stones tied to leather cords would be of little concern in a battle, Drent thought, certainly no match for his fine steel armor.

"This'll be easier than that elf village up north," the burly half-orc whispered, the sound of his voice barely audible over the pounding rhythm of the drum.

Turning back to the raucous dancers, Drent crossed his arms, waiting. Tonight, after the villagers went to bed, he and his men would strike, taking the villagers' gold for themselves, and maybe a few of the villagers too, for a little sport. His heart sped up a moment in anticipation. The dancers whirled to the edge of the clearing, and Drent thought this formal welcoming ceremony was about over. He settled back a moment later as the men returned to their circle around the fire. Each was now clad in a wooden mask with a monstrous visage. Feathers formed elaborate manes around the bestial carved features.

Those ain't bad looking, Drent thought. Might make a nice trophy mounted on the wall back home. Maybe even keep a head in it. He laughed to himself at the macabre image, letting his thoughts wander.

Suddenly, he stiffened, focusing on the bonfire around which the men danced.

Was that something in the smoke? he wondered. Looked almost like there was someone in there. But that's crazy.

Eyes narrowed, he looked closer, and his pulse started to race. The smoke suddenly seemed filled with all sorts of spirits, circling in the opposite direction of the dancers. Sparks raced from the fire to the forms, limning them in red and orange. Drent looked to his left and right and saw his men also shifting nervously. They'd also seen it. He started to rise, but stopped as the dancers suddenly spun one final time. They turned toward the mercenaries as the drums' rhythmic beating rose to a near-constant thrum.

The dancers' eyes glowed red. Drent scrambled for his heavy mace. "The masks ...," he whispered as a spike of fear ran through his gut. They didn't look much like masks anymore. The dancers themselves were transformed, possessed by some sort of spirit that turned them into monstrous horrors. The dancers-turned-monsters leapt forward with claws extended.

Drent gave voice to his sudden fear, shouting, "Arm yourselves! Don't let --" Just as suddenly, his yell ended in a spray of blood.

A Brief History of Ceremonial Masks

Masks have and still do, in cultures around the world, played many roles throughout the ages, well into today. They have provided protection (think of a policeman in a gas mask or a hockey goalie); privacy (from members of different classes hoping to mingle despite strict 16th-century societal rules to today's masked thieves or terrorists); entertainment (from theater masks of the ancient Greeks to Japanese Noh performances); and even provided punishment (heavy, metal masks worn by prisoners, as in the notorious French prisoner immortalized in works such as "The Man in the Iron Mask").

While those certainly have aspects that can translate into fantasy role-playing (and will be examined in a forthcoming *Call to Arms: Societal Masks*), ritual and ceremonial masks may be most relevant. In a game where a regular plot might have characters breaking up a sinister magical ritual to save the world or engaging in their own ritual to summon extraplanar help, it's natural to want to incorporate these powerful symbols from real-life ceremonies.

The earliest known masks date back millennia. The Israel Museum in Jerusalem features an exhibit of stone masks made in the Judean Hills and Judean Desert some 9,000 years ago, while Paris' Musee Bible et Terre Sainte has a stone funeral mask from near the Dead Sea dating from the same era. Prehistoric cave paintings indicate masks were likely used long before then, though made from materials that didn't survive the passage of years.

Featured in ceremonies and rituals throughout the world, mask styles changed from culture to culture but shared a similarity of purpose. Across the globe, in cultures that never interacted, masks were used to call on gods, to entreat good fortune, to protect against evil spirits, and more.

Some masks have multiple or still-evolving purposes. While the modern Halloween mask is primarily a form of entertainment today, the practice may have

originated in the customs of Samhain, the historic Gaelic festival in which celebrants wore costumes to trick or imitate spirits or fairies. Similarly, masks worn at modern Mardi Gras or Chinese New Year celebrations are mostly festive, despite being rooted in deeper tradition.

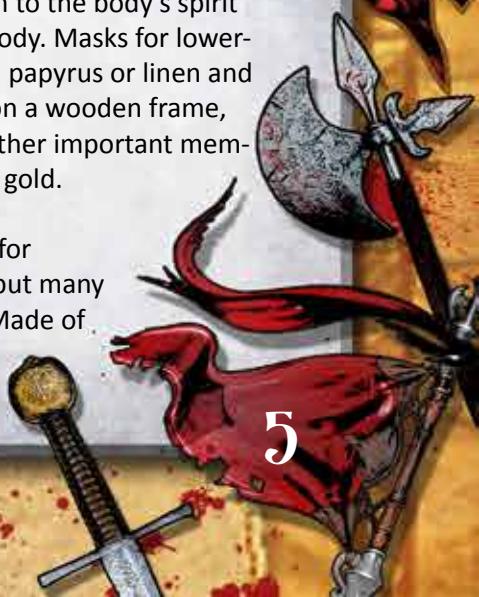
In **Africa**, highly stylized masks are made from wood, pottery, textiles, copper and bronze. They are adorned with decorations made of animal teeth, hair, bones and horns, feathers, seashells and even straw and egg shells. They often represent animals, allowing the wearer to communicate with the depicted animal and take on some of its attributes. Some incorporate features of multiple animals, bringing in several characteristics of the component creatures.

Some African masks are carved with human features. One such group of masks present an ideal of feminine beauty. Wearing such masks is considered a high honor in tribes such as the Punu of Gabon and restricted almost exclusively to men. Other masks represent human virtues: half-shut eyes indicate tranquility vs. round eyes for alertness and anger; small eyes and mouth symbolize humility and humbleness; a bulging forehead corresponds to wisdom.

In ancient Egypt, priests conducted ceremonies while wearing painted masks made in the likeness of their animal-headed gods. The often-oversized masks covered their heads and shoulders and the priests looked through two small holes on the mask's neck. This not only conveyed the god's grandeur but also let the mask tower over a crowd to be clearly visible. During a ceremony, the priest became an avatar of the god.

At ancient Egyptian funerals, it wasn't just the priest who was masked (typically in an oversized jackal head to honor Anubis, the God of the Dead), but also the deceased. Death masks made in the image of the deceased, though with slightly enlarged eyes and a faint smile, gave form to the body's spirit and allowed it to recognize its body. Masks for lower-class Egyptians were made from papyrus or linen and soaked in plaster then molded on a wooden frame, while masks for pharaohs and other important members of society were made from gold.

In **Asia**, masks are often used for theatrical performances today, but many originated in shamanic rituals. Made of





a wide variety of materials, Asian masks were brightly colored, with vivid hues holding deep significance. In Java, for example, red indicated bravery, white showed sacredness or purity, and green denoted fertility or everlasting life.

“Sorcerer’s masks” are worn by some Chinese minorities to welcome gods and spirits, pray for good fortune, or ease souls at funerals. Others wear masks at significant life events, from births to weddings to funerals, where they hope to deter evil spirits and seek good luck. Masks are often placed in homes, such as Tunkou masks of fierce, mythological creatures that literally swallow impending disaster. Perhaps most famously, revelers wear dragon masks — some so big that they cover multiple people — at the Chinese New Year. Made of cloth, paper, grass, leather, metal, shell, stone and/or wood, the masks are painted with symbolic designs to honor beings with supreme power.

As in Africa, masks are used in ceremonies across the continent. In Korea, shamans use masks to keep evil spirits away from the sick, while the dead are adorned with funeral masks made of

jade and bronze. In India, highly exaggerated masks mirror monstrous heads on Hindu and Buddhist temples to ward off evil. And some native Indonesian tribes use masks to represent nature spirits.

Oceania, its islands divided by vast stretches of water, has a diverse collection of masks, which vary widely in construction and appearance. In Papua New Guinea, for instance, the body masks known as *tumbuans* cover the head, shoulders, and torso. Typically woven from cane, grass, or leaves, or fashioned from light wood or bark, these masks represent spirits and are worn during traditional dances and cultural rites. Ancestor worship was common in the islands, with many masks used in religious ceremonies to bring an ancestral presence into the present.

Masks made from turtle shells in the Torres Strait islands between Australia and New Guinea were used during funerals and increase rites (rituals to ensure bountiful harvests and plenty of fish and game).

The islands are well known for hand-carved wooden tiki masks. Now ubiquitous as decoration, they originally were used to stand in for gods, protect users from evil spirits or increase the wearer’s fertility and luck. They were often carved to take on the specific trait of a god, with facial expressions carved to represent that trait: A tiki mask meant to infuse the wearer with strength would look like a large, strong man, while one to increase fertility looked like a sensual woman.

As in Asia, masks from the islands ward off evil spirits, protect households from disaster, celebrate marriages, and encourage agriculture.

In **North America**, as elsewhere, the native peoples were accomplished maskmakers, though the particulars varied depending on location.

To the north, the Inuit crafted masks of driftwood, animal skins, bones and feathers, largely for dancing in religious ceremonies that honored or requested the presence of spirits. The masks typically each had their own story and were painted with objects indicative of the spirit the wearer was trying to appeal to or the results he was trying to achieve. Frequently, they were painted to look like animals the tribe killed to appease those animals’ spirits and guarantee more fruitful hunting.

Tribes of the Pacific Northwest made elaborate wooden masks, sometimes with moving parts. They

were an essential part of religious ceremonies. Farther south, tribes such as the Hopi and Zuni used masks made of leather with appendages of fur, feathers or leaves. Often highly abstracted forms, some masks covered the face, some the whole head. The Hopi's Kachina masks were considered living spirits, transforming those who wore them.

To the east, tribes were known for wearing dramatic wooden masks, perhaps none better known than those worn by the Iroquois False Face Society in healing rituals to drive away evil spirits. Usually painted red and black, they typically had deep-set eyes, with bent and crooked noses. Horse hair was used for hair, which often had a pouch of tobacco tied onto it.

In **South America**, the Aztecs made masks of turquoise, obsidian or wood to represent gods, with precious minerals, metals and other decorations on the most ornate. Priests used masks to connect to the deities and ask for favors or draw attention to auspicious sacrifices, though many of the masks were never intended to be worn.

The Maya similarly wore masks at special ceremonies and deaths. Powerful leaders and rulers were buried in jade death masks that identified the deceased to keep it away from wandering spirits.

Death masks — with closed eyes and open mouths — were common across the region. Farther south, in the Andes, burial masks were initially made of fabric and later of copper, gold, or occasionally clay.

The symbolism of such masks remains today, in Day of the Dead ceremonies where celebrants honor the spirits of the deceased.

Finally back in **Europe**, thanks in part to the spread of Christianity, the use of masks for religious purposes faded out far sooner than they did in much of the rest of the world. The region is more known for what the masks became, such as those from Carnival festivals or 16th-century masquerades. But as elsewhere, ritual masks were rooted in shamanic and pagan religions, many representing nature spirits, before being subsumed by Christianity's arrival.

Ancient Celts and Vikings used tribal masks to mediate between the world, frightening away angry spirits. At the old festival of Samhain, Celtic masks were used to blend in with the dead who could cross over into the real world (other theories are they might have worn fearsome masks to scare away the dead or

to mimic them to gain their goodwill).

Many secular and religious buildings, including Christian churches, still feature foliate masks, carvings of the Green Man that originated in ancient Rome. While some are simply human faces peering out from dense foliage, others have the features more intertwined, with leafy hair or beard and vegetation growing from the mouth or possibly nose and eyes. Some are even more abstract, looking at first just like stylised foliage. The Green Man is believed to be a symbol of rebirth and of deities such as Pan, Bacchus and Dionysus, though similar figures can be found in other parts of the world, including Constantinople, Iraq and Lebanon to as far as India and Nepal. Eventually, in Europe, the pagan figure was co-opted into Christian iconography and used regularly in architecture starting in the 11th and 12th centuries.

As elsewhere, death masks featured in early European cultures. In ancient Greece and Rome, a mask was often placed over the deceased's face or worn by an actor who would accompany the funeral procession. The masks were sometimes preserved in wealthier families, a practice later used for royalty and nobility starting in the late Middle Ages.

The late 18th and 19th centuries saw a rise in popularity of ceremonial or ritual magic, which has its origins in 16th-century Renaissance magic. Though masks are not considered a critical tool of the practice (those, as set out by Aleister Crowley, include a circle drawn on the ground and inscribed with the names of god, an altar, a wand, cup, sword, pentacle, vial of oil, scourge, dagger, chain, oil lamp, book of conjurations, bell, crown and robe), they are included in many popular depictions of the practice, likely because such magicians were often persecuted by the Christian church.

Across the world, though their forms may differ, ceremonial masks share common characteristics. They protect the living and the dead. They appease spirits that may be angry and entreat them to offer good fortune or some other bounty. They reveal hidden traits and mask obvious weaknesses. They lend a sense of mystery and grandiose power to important transitions, from birth, to marriage, to death. These themes all play out as well in fantasy role-playing, where masks have too often been an underused element.

Mundane Ceremonial Masks

A mask, at its most basic, makes it harder — though not impossible — to tell who the wearer is, granting him a +2 circumstance bonus to Disguise checks to hide his identity (this bonus could easily be bigger or even smaller, at the gamemaster's discretion, based on the size and quality of the mask). Depending on the reputation associated with the mask, it could also give a circumstance bonus to Intimidate or similar checks.

MASK

Price 1 sp-50 gp; **Weight** 1 lb.

The gala events of decadent nobles are where one might see the most outlandish and stylish of masks, but simpler masks might be found wherever local customs permit. They range from small bits of fabric that cover only a portion of the face to elaborate constructions that cover the entire face or head.

MASTERWORK CEREMONIAL MASK

Price +100 gp; **Weight** 1 lb.

By spending 100 more gp, however, a character may buy a masterwork ceremonial mask, granting the wearer bonuses as he tries to work complicated magic. Some possible benefits a player could gain from wearing a ceremonial mask are below. Each mask should only convey one of these benefits, but other options are possible at a gamemaster's discretion.

Arcane duelist's mask: These masks center a spellcaster's energy in an arcane duel. The wearer adds +1 to his caster check when making a dueling counter in a spell duel.

Binder's mask: These masks, made of anathematic substances such as cold iron, mithral or silver, are a boon in rituals to call outsiders: An arcane caster adds +1 to the DC of the outsider's Will save against *planar binding* spells; a divine caster adds 1 to the total number of HD of the outsider(s) he summons using a *planar ally* spell.

Bond mask: Worn during the ritual to replace a special item, such as the subject of a wizard's arcane bond or a magus' black blade, this mask allows

the magic to flow more easily, reducing the cost of the ritual by 10%.

Devotee's mask: When worn while performing a deity's daily obedience by a character with Deific Obedience, these masks allow the character to add an additional +1 to a single check that benefits from the bonus provided by the obedience. If the mask is removed before the bonus is used, it is lost for the day.

Eidolon mask: A summoner wearing this mask while performing the ritual to call his eidolon gives the creature a brief boost in power. As long as the eidolon can see the summoner wearing the mask, it gains a +1 morale bonus on saving throws against fear effects for 1 minute.

Holy/Unholy mask: These masks serve as a holy or unholy symbol, functioning as a divine focus and allowing a character to present the symbol automatically when he channels energy.

Leshy mask: Worn during the final ritual to summon a spirit to inhabit a leshy's cultivated form, this mask adds 10% to the chance to successfully create a leshy.

Mourning mask: When worn during the ritual to replace a familiar or animal companion, this mask helps ensure a lucky bond. Once per day, while the familiar or animal companion can see its owner wearing the mask, it can get a +1 luck boost to a single saving throw.

Scholar's mask: Arcane casters wear these masks to help focus the power they call upon when performing preparation rituals. They may use a boon granted by a preparation ritual one additional time per day. If the mask is removed before the boon is used, it is lost for the day.

Supplicant's mask: These masks are designed to appease creatures from other planes, allowing the caster to subtract 2 from the d% to determine the type of answer he receives when casting *contact other plane*.

MONSTER MASK

Price 5-10 gp; **Weight** 1 lb.

This articulated mask resembles a specific type of humanoid monster, such as a bugbear, goblin, orc, or hobgoblin. The mouth opens and closes when you move your jaw and its skin is actually carefully-painted cloth. Though such masks are usually intended for theater performances where an actor plays the role of a monster, adventurers have been known to use them to help blend in with monsters of the appropriate type. The mask negates the -2 Disguise DC for disguising yourself as a different race, but only at a distance of at least 20 feet or when you have concealment; closer than this distance or in clearer circumstances, the mask is obviously a false representation. It only covers your face and is normally worn with a wig or helmet to disguise or cover the rest of your head. Each mask is most suitable for a wearer of a particular size, though some size and monster combinations are less believable than others (a Small creature in an orc mask may be able to pass as an orc child, but a Medium creature in a goblin mask at best looks like a deformed hobgoblin).



Magical Ceremonial Masks

Masks in magical ceremonies and rituals typically were worn to commune with spirits, trying to keep them from doing some harm or entreating them to bring favor to the masked petitioner(s). Often a mask let the wearer communicate with a spirit, including those of ancestors, or transformed them to take on some characteristic of an animal, spirit, or even god.

MAGICAL CEREMONIAL MASKS	MARKET PRICE
Beast mask	15,800 gp
Exorcist's mask	4,000 gp
Ghost mask	30,000 gp
Greater mask of giants ^{UE}	90,000 gp
Greater healing mask	9,000 gp
Lesser healing mask	4,500 gp
Lesser mask of giants ^{UE}	30,000 gp
Mask of Cosmic Horror	16,800 gp
Mask of the krenskar ^{UE}	7,200 gp
Mask of the skull ^{UE}	22,000 gp
Medusa mask ^{UE}	10,000 gp
Necromancer's mask	17,000 gp
Ritual mask	15,000 gp
Shaman's mask	64,000 gp
Spellmask	56,000 gp
Spirit caller mask	30,000 gp
Swallowing mask	56,000 gp
Temple mask	65,000 gp
Tranquility mask	20,000 gp
Witchmask	60,000 gp

^{UE} This mask came from *Pathfinder Roleplaying Game: Ultimate Equipment*

BEAST MASK

Price 15,800 gp; **Slot** head; **Aura** faint divination and transmutation; **CL** 5th; **Weight** 1 lb.

This mask, made of leather stretched over a wooden frame, bears the mien of an animal, its features exaggerated into wild ferociousness.

Each of these masks is made from and in the form of a specific animal. It conveys an aspect of that animal to its wearer, allowing her to benefit as if she had the hunter's animal focus ability^{ACG} for up to 5 minutes per day. This duration does not need to be consecutive, but must be used in 1-minute increments. The wearer gains the ability of whatever animal the mask depicts and is made from. Once per day, she may turn herself into the animal for up to 5 minutes as if she had cast *beast shape* I.

In addition, the wearer can speak with that type of animal at will, as *speak with animals*.

CONSTRUCTION REQUIREMENTS

Cost 7,900 gp

Craft Wondrous Item, *animal aspect*^{UC} or *beast shape I, speak with animals*

^{ACG} This class came from *Pathfinder Roleplaying Game: Advanced Class Guide*

^{UC} This spell came from *Pathfinder Roleplaying Game: Ultimate Combat*

EXORCIST'S MASK

Price 4,000 gp; **Slot** head; **Aura** faint abjuration; **CL** 1st; **Weight** 1 lb.

This featureless silver mask lacks even eye holes, though the wearer can see through it as if it were *invisible*. An *exorcist's mask* allows the wearer to perform a 1-minute ritual to exorcise a creature or item of an effect that controls it, such as *dominate person*, *magic jar*, and *possess object*, or possessing creatures, such as ghosts. The creature must remain within 30 feet of the mask wearer for the full ritual, at which point the possessing or dominating creature must attempt a DC 11 Will save; failure means the controlling effects ends or the entity is immediately cast out of the target, as appropriate. If the possessing entity is exorcised, it cannot attempt to dominate or possess that target again for 24 hours. The mask can exorcise the same entity out of different targets, but once the entity

possessing entity is exorcised, it cannot attempt to dominate or possess that target again for 24 hours. The mask can exorcise the same entity out of different targets, but once the entity

successfully saves against the exorcism, it cannot be affected by this ability again for 24 hours. The wearer may spend up to 1 hour on the ritual to increase the effectiveness of the exorcism; every additional 5 minutes add +1 to the DC. If the target moves more than 30 feet away at any point during the ritual, the attempt fails and the wearer must begin again.

The mask also gives the wearer a +2 morale bonus to Will saves versus attempts to control or possess it.

CONSTRUCTION REQUIREMENTS

Cost 2,000 gp

Craft Wondrous Item, *protection from evil*

GHOST MASK

Price 30,000 gp; **Slot** head; **Aura** moderate abjuration and transmutation; **CL** 5th; **Weight** 1 lb.

This mask comes in many forms, from a simple cloth hood to a silver-inlaid mask, but most often has a motif of simple whites or grays in a roughly in the shape of a humanoid face. A *ghost mask* allows the wearer to see and hear for 60 feet invisible and incorporeal undead on the Ethereal Plane, but everything looks gray and insubstantial compared to the Material. Incorporeal undead like ghosts, wights, other related creatures or effects (like haunts) that become aware of the wearer also treat them as if they were another ghost, though the wearer is not made able to interact with them just by wearing the mask. If a ghost or other creature would be violent toward fellow undead, they may still attack the wearer normally, or likely attempt to use an attack they would on a fellow undead creature.

CONSTRUCTION REQUIREMENTS

Cost 15,000 gp

Craft Wondrous Item, *blink, hide from undead*

HEALING MASK, GREATER

Price 9,000 gp; **Slot** head; **Aura** moderate conjuration; **CL** 7th; **Weight** 2 lbs.

Painted red and black, this wooden mask resembles a human face with deep-set eyes and a crooked nose. Small leather pouches of sweet-smelling tobacco hang from horse-hair braids.

Whenever the wearer of this mask uses positive energy to heal living creatures (by channeling energy or a *cure* spell), the die rolled for the amount of healing is increased by one step (thus a cleric would roll d8

for her channels and d10 for *cure* spells).

In addition, the wearer may channel positive energy as part of her action when she casts *neutralize poison*, *remove curse*, or *remove disease* and add the result to her caster level check against the DC of the affliction.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp

Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*

HEALING MASK, LESSER

Price 4,500 gp; **Slot** head; **Aura** moderate conjuration; **CL** 7th; **Weight** 2 lbs.

Painted red and black, this wooden mask resembles a human face with deep-set eyes and a crooked nose. Small leather pouches of sweet-smelling tobacco hang from horse-hair braids.

Whenever the wearer of this mask uses a *cure* spell to heal living creatures, she replaces each d8 she would normally roll with 2d4 (thus a 3rd-level cleric would roll 6d4 instead of 3d8).

In addition, the wearer gains a +2 sacred bonus to Heal checks and to her caster level check when casting *neutralize poison* or *remove disease*.

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp

Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*

MASK OF GIANTS, GREATER

Price 90,000 gp; **Slot** head; **Aura** strong transmutation; **CL** 13th; **Weight** 1 lb.

A *greater mask of giants* has all the powers of a *lesser mask of giants*, plus it grants additional abilities in giant form. If the form has any of the following abilities, the wearer gains the listed ability: rend (2d6 damage), regeneration 5 (acid or fire), rock catching, rock throwing (range 60 feet, 2d6 damage). If the chosen giant form has immunity or resistance to any energy type, the wearer gains resistance 20 to that energy type when in giant form. If the giant form has vulnerability to an energy type, the wearer gains that vulnerability when in giant form. In giant form, the wearer gains a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4

natural armor bonus.

CONSTRUCTION REQUIREMENTS

Cost 45,000 gp

Craft Wondrous Item, *giant form* 1

MASK OF GIANTS, LESSER

Price 30,000 gp; **Slot** head; **Aura** moderate transmutation; **CL** 6th; **Weight** 1 lb.

This wooden mask depicts a leering humanoid with an oversized nose and ears. If the wearer has the wild shape class feature, the mask allows her to use wild shape to take the form of a humanoid with the giant subtype. The forms allowed by a *lesser mask of giants* are ogre, troll, fire giant, frost giant, and stone giant. If the form has any of the following abilities, the wearer gains the listed ability: darkvision 60 feet, low-light vision, scent. In giant form, the wearer gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +1 natural armor bonus.

CONSTRUCTION REQUIREMENTS

Cost 15,000 gp

Craft Wondrous Item, *giant form* 1

MASK OF COSMIC HORROR

Price 16,800 gp; **Slot** head; **Aura** faint illusion; **CL** 4th; **Weight** 1 lb.

This green leather mask covers the upper half of its wearer's face, a braided leather fringe hanging down over the wearer's mouth. Three times per day the wearer can command the mask to become more lifelike, drawing on the power of the Great Old Ones. Creatures within 100 feet who see this display must succeed at a DC 16 Will save to avoid briefly going mad and gaining the confused condition for 1d6 rounds. This is a mind-affecting fear effect and a glamer. Anyone who can see through illusions (such as by *true seeing*) is unaffected.

CONSTRUCTION REQUIREMENTS

Cost 8,400 gp

Craft Wondrous Item, *confusion*

MASK OF THE KRENSHAR

Price 7,200 gp; **Slot** head; **Aura** faint illusion; **CL** 3rd; **Weight** 1 lb.

This simple leather mask depicts an

earless catlike creature. When worn, it melds into its wearer's face and vanishes, leaving the wearer's face just as it looked before. Three times per day the wearer can command the mask to appear to retract the wearer's skin, revealing an illusion of the wearer's glistening skull and musculature. Creatures within 100 feet who see this display must succeed at a DC 13 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 HD) for 1d4 rounds. This is a mind-affecting fear effect and a glamer. Anyone who can see through illusions (such as by *true seeing*) is unaffected.

CONSTRUCTION REQUIREMENTS

Cost 3,600 gp

Craft Wondrous Item, *disguise self, scare*

MASK OF THE SKULL

Price 22,000 gp; **Slot** head; **Aura** strong necromancy and transmutation; **CL** 13th; **Weight** 3 lbs.

This fearsome-looking mask of ivory, beaten copper, or pale wood is typically fashioned into the likeness of a human skull with a missing lower jaw, allowing the bottom half of the wearer's face to remain visible when the mask is worn.

Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a successful DC 20 Fortitude save or take 130 points of damage, as if affected by a *finger of death* spell. If the target succeeds at its saving throw, it nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

CONSTRUCTION REQUIREMENTS

Cost 11,000 gp

Craft Wondrous Item, *animate objects, finger of death, fly*

MEDUSA MASK

Price 10,000 gp; **Slot** head; **Aura** moderate transmutation; **CL** 11th; **Weight** 1 lb.

This intricate mask is made of gold-plated iron. Wriggling snake tails radiate from a gemstone upon the brow, almost as if they were medusa-like hair. The mask grants a +4 bonus on all saving throws against visual effects, including gaze attacks and sight-based illusions. Once per day as a standard action, the wearer can cause the central gemstone to glow with pale green light, at which point she may target any one creature within 30 feet. The targeted creature must succeed at a DC 15 Fortitude save or be petrified for 1 minute, as if by *flesh to stone*.

CONSTRUCTION REQUIREMENTS

Cost 5,000 gp

Craft Wondrous Item, *flesh to stone, resistance*

NECROMANCER'S MASK

Price 17,000 gp; **Slot** head; **Aura** strong necromancy; **CL** 15th; **Weight** 2 lbs.

Small bone fetishes hang from the hair of this grim skull mask, which allows the wearer to cast *death knell* three times per day.

While benefiting from *death knell*, the wearer may touch an undead creature to transfer some of the power to it as a standard action. The undead gains 1d8 temporary hit points and a +2 enhancement bonus to its Strength. The power must be transferred in 10-minute periods, which are reduced from the spell's total duration.

In addition, the wearer can immediately pour the power from a *death knell* spell cast by the mask back into the subject creature as he turns it into an undead. If the wearer immediately casts *animate dead, create undead* or *create greater undead* on the subject creature after killing it, he loses all benefits of the *death knell* spell but the target permanently gains the advanced creature template.

CONSTRUCTION REQUIREMENTS

Cost 8,500 gp

Craft Wondrous Item, *animate undead, death knell*

RITUAL MASK

Price 15,000 gp; **Slot** head; **Aura** strong evocation; **CL** 17th; **Weight** 1 lb.

Spidery silver handwriting covers this slate mask, describing a lengthy spellcasting ritual.

This mask allows the wearer to add power to spells that require more ritual in their casting. Any spell that has a casting time of more than 10 minutes can be made more powerful by spending additional time on the casting while wearing the mask. By doubling the casting time, the wearer may add +1 to the caster level, the spell, or to the level of the spell for purposes of applying a metamagic feat he knows. The wearer can add up to three additional levels this way, though must double the casting time each time he does so (thus adding three levels to a spell with a casting time of 10 minutes would increase its casting time to 80 minutes).

The wearer can also add metamagic feats he does not know, though doing so again doubles the casting time for each additional level the feat would add. Thus if a caster wanted to add three levels to a spell with a casting time of 10 minutes to add *Maximize Spell*, it would take 80 minutes. If he did not possess *Maximize Spell*, it would take him 640 minutes to cast. This time cannot be reduced in any way.

If the wearer is interrupted during the ritual, the spell is lost as if it had been cast to no effect.

CONSTRUCTION REQUIREMENTS

Cost 7,500 gp

Craft Wondrous Item, Heighten Spell

SHAMAN'S MASK

Price 64,000 gp; **Slot** head; **Aura** faint conjuration and divination; **CL** 5th; **Weight** 1 lb.

A mouth and eyes are carved out of this semi-cylindrical tiki-style bark mask. Bright paints define human-like features.

This mask attracts a randomly determined wandering spirit, as the shaman^{ACG} ability, at the start of each day. The wearer gains the spirit ability associated with the spirit, and benefits from *font of spirit magic*^{ACG} and *sense spirit magic*^{ACG} for that spirit's spells. If the wearer can cast spells, she adds the spirit's spells to her list of spells known or to the list of those she can prepare (as if she had Spell Mastery).

If the wearer is a shaman and the mask attracts a spirit she is already bonded with, the mask increases the caster level for any abilities granted by that spirit by 2, though it does not allow access to greater spirit ability or true spirit ability earlier than normal.

The wandering spirit leaves at the end of the day or if the mask is removed. Whenever the mask attracts a new spirit, the wearer may try to discourage specific types of spirit with a Diplomacy check. The DC is equal to $20 + 5$ for each type of spirit the wearer discourages from being attracted for the day. If the wearer succeeds, those spirits are excluded from the random determination of which spirit is attracted. If the wearer fails her check, no spirit is attracted to the mask for the day.

CONSTRUCTION REQUIREMENTS

Cost 32,000 gp

Craft Wondrous Item, *font of spirit magic*^{ACG}, *sense spirit magic*^{ACG}

^{ACG} This class and spells came from *Pathfinder Roleplaying Game: Advanced Class Guide*

SPELMASK

Price 56,000 gp; **Slot** head; **Aura** moderate evocation; **CL** 7th; **Weight** 1 lb.

This alabaster mask possesses delicate features that hint at the face of an elf of indeterminate gender, with bright feathers as hair. Swirls and dots painted in bright colors adorn the white face, lending more definition to the abstract features.

The wearer may, as a standard action, transfer the effects of a single non-instantaneous spell or magic item affecting him to a target within 30 feet. The mask wearer must be the target of the effect; for example, he could transfer the effects of *shield of faith* but not *magic vestment*.

This transfer lasts as long as the user concentrates, even if the target moves farther than 30 feet away, though it ends immediately if the target becomes ineligible (if it dies, for example). The target may make a DC 16 Will save to resist the transfer.

CONSTRUCTION REQUIREMENTS

Cost 28,000 gp

Craft Wondrous Item, *imbue with spell ability*

SPIRIT CALLER MASK

Price 30,000 gp; **Slot** head; **Aura** faint abjuration and illusion; **CL** 5th; **Weight** 1 lb.

This round sandstone mask is featureless other than small eye and mouth holes.

A *spirit caller mask* hides the wearer from summoned outsiders. He is *invisible* to any senses of summoned outsiders except for touch and is treated as if under a *nondetection* spell for any of its spells or spell-like abilities, including *see invisibility*, *true seeing* or similar effects. If the wearer attacks a summoned outsider, the *invisibility* is broken; it can be restored as a standard action. If the mask's protection is restored, the summoned outsider cannot recall any specifics about the wearer that could later let it identify him.

CONSTRUCTION REQUIREMENTS

Cost 15,000 gp

Craft Wondrous Item, *invisibility*, *nondetection*

SWALLOWING MASK

Price 60,000 gp; **Slot** none; **Aura** faint abjuration and enchantment; **CL** 5th; **Weight** 5 lbs.

This mask's visage mimics a powerful monster's, such as an imperial dragon^{B3} or foo dog^{B3}, with a fearsome expression and jaws open wide. Designed to be hung on a door or wall rather than worn, this mask swallows impending disaster.

While properly affixed to a wall or surface, the mask "swallows" any area of effect spell that includes it in its area. The mask must succeed at a caster level check with a DC equal to 15 + double the spell level being countered. If it succeeds, the spell is countered and the mask gives the person who hung it a number of luck points equal to the countered spell's level. Each luck point, which can be used as a free action, provides a +1 luck bonus to a single check or to AC against a single attack. As long as a character has any luck points, the mask will not swallow any further spells. The hanger must be within 60 feet of the mask to receive the luck points, which are lost if the mask is taken off the wall.

The mask adheres on its own to a wall and can be hung or removed as a standard action. It can be secured to the wall by casting *arcane lock* on it, in which case only the person who cast the spell or hung the mask can remove it. Doing so ends the *arcane lock* spell. It can also be attached to a freestanding pole, in which case it radiate its power in a 20-foot radius.

CONSTRUCTION REQUIREMENTS

Cost 30,000 gp

Craft Wondrous Item, *dispel magic*, *prayer*

^{B3} These creatures can be found in the *Pathfinder Roleplaying Game: Bestiary 3*

TEMPLE MASK

Price 65,000 gp; **Slot** none; **Aura** faint abjuration; **CL** 5th; **Weight** 10 lbs.

Painted red, this mask the size of a human torso has prominent eyes, protruding fangs, serrated teeth, and a dark red wig.

Meant to be hung on a wall or door rather than worn, a *temple mask* radiates a 30-foot cone of power that leaves certain foes vulnerable to attack. Any attacks targeting the designated foe in the area of the mask's power are treated as if they had the *bane* weapon special ability. If a weapon already has the *bane* quality against the designated foe, the amount of bonus damage dealt by the weapon increases by 2d6. In addition, the saving throw's DC increases by +2 for any spells targeting a designated foe in the area.

The masks are typically used by temples, which place them on outer walls so their areas of effect overlap, to combat divs^{B3} or other outsiders, but may be created to target any type of creature. To randomly determine the mask's designated foe, use the table for the *bane* weapon special ability.

The mask adheres on its own to a wall and can be hung or removed as a standard action. It can be secured to the wall by casting *arcane lock* on it, in which case only the person who cast the spell or hung the mask can remove it. Doing so ends the *arcane lock* spell. It can also be attached to a freestanding pole, in which case it radiate its power in a 20-foot radius.

CONSTRUCTION REQUIREMENTS

Cost 32,500 gp

Craft Wondrous Item, *Spell Bane*, *magic circle against evil*

^{B3} These creatures can be found in the *Pathfinder Roleplaying Game: Bestiary 3*

TRANQUILITY MASK

Price 20,000 gp; **Slot** none; **Aura** faint necromancy; **CL** 5th; **Weight** 2 lbs.

Typically made from a human-like skull and painted in festive colors, a *tranquility mask* is designed to soothe the restless dead. It is meant to be hung on a wall or door rather than worn.

The mask, if hung anywhere within the area of a haunt, slows the haunt, making it take longer to manifest. At initiative rank 10 in a surprise round, the haunt begins to manifest, reducing the DC of the check needed to notice it by 10. At initiative rank 10 in the following round, the haunt manifests fully, activating as normal if not countered (by positive energy). If the haunt already has the slow feature, it manifests at initiative rank 0 in the following round.

Casting *speak with dead* or *magic mouth* on the mask while it is hanging in a haunt allows anyone to use it to ask questions of the haunt, as if they had cast *speak with haunt*^{ACG}.

The mask adheres on its own to a wall and can be hung or removed as a standard action. It can be secured to the wall by casting *arcane lock* on it, in which case only the person who cast the spell or hung the mask can remove it. Doing so ends the *arcane lock* spell.

CONSTRUCTION REQUIREMENTS

Cost 10,000 gp

Craft Wondrous Item, *halt undead* or *Turn Undead*

^{ACG} This spell came from *Pathfinder Roleplaying Game: Advanced Class Guide*

^{ACG} This spell came from *Pathfinder Roleplaying Game: Advanced Player's Guide*

WITCHMASK

Price 60,000 gp; **Slot** head; **Aura** moderate illusion; **CL** 7th; **Weight** 2 lbs.

Exaggerated humanoid and animal features — a bulging chin below a fang-filled snout topped with wide, almond-shaped eyes — adorn this oversized wooden mask.

Three times per day, the wearer can create an illusory coven, manifesting two duplicates for up to seven minutes, as the spell *mirror image*.

The duplicates cast spells along with the wearer, making her spells treated as they were cast at +2 caster level. Each image destroyed reduces this bonus by 1 for any further spells the wearer casts, though it does not affect already-cast spells; if an image is

destroyed during the casting of a spell, it is cast at the reduced level. The duplicates are also treated as adjacent allies for the purpose of any of the wearer's magic-related teamwork feats (such as *Allied Spellcaster* or *Shielded Caster*).

In addition, the wearer can vocalize incantations for arcane casters or prayers for divine casters as a move action, extending the duration of spells she has cast by 1 round. Only spells with a duration measured in rounds are affected by the mask and the target or area of effect must be within 30 feet. A character who vocalizes while wearing the mask is treated as if she had also used the *cackle* or *chant* hex even if she doesn't know that hex.

CONSTRUCTION REQUIREMENTS

Cost 30,000 gp

Craft Wondrous Item, Extend Spell, Heighten Spell, *mirror image*, *cackle*^{APG} or *chant*^{ACG} hex

^{ACG} This spell came from *Pathfinder Roleplaying Game: Advanced Class Guide*

^{APG} This spell came from *Pathfinder Roleplaying Game: Advanced Player's Guide*



Cursed Ceremonial Masks

MASK OF UGLINESS^{UE}

Slot head; **Aura** moderate transmutation; **CL** 8th;

Weight 1 lb.

This strange, featureless mask seems to have the powers of a headband of alluring charisma +4, but instead of granting a bonus to Charisma, the mask melds to the wearer's face, making him seem uglier and his words come off as crude and insulting. The wearer takes a -4 penalty to Bluff and Diplomacy checks but gains a +2 bonus to Intimidate checks.

INTENDED MAGIC ITEM

Any magical mask or a headband of alluring charisma

^{UE} This mask came from *Pathfinder Roleplaying Game: Ultimate Equipment*

MASK OF ANTAGONISM

Slot head; **Aura** strong abjuration; **CL** 16th; **Weight** 1 lb.

When donned, this mask transforms, with new, ugly features including squinting eyes, a bulbous nose, and a patchy fur moustache over the wearer's uncovered mouth.

The off-putting visage angers spirits and other grantors of divine magic, making it hard for the wearer and his companions to call on their help. The wearer and any allies within 30 feet must succeed at a caster level check to cast a divine spell or use a spell-like ability or supernatural ability granted by a divine source (such as channel energy or a power from a domain, mystery or spirit). The DC for spells is 15 + twice the level of the spell being cast, while spell-like and supernatural abilities have a DC of 25.

Once it's activated, the mask can be removed only by means of a *remove curse* spell.

INTENDED MAGIC ITEM

beast mask, mask of the skull, shaman's mask, spirit caller mask, witchmask

CALLOW MASK

Slot head; **Aura** moderate transmutation; **CL** 9th;

Weight 1 lb.

This simple wooden mask hints at a smiling mouth and wide eyes, with minimal painted decoration. A tuff of

gold thread represents hair.

Whenever the wearer willingly transforms himself, with a spell such as *alter form* or a druid's wild shape ability, he is instead transformed into a younger version of his intent, applying the young creature template.

The wearer cannot end the transformation early, though returns to normal when the spell or ability's duration ends. A second use of the ability or spell that initially transformed the wearer will also end the mask's effect early.

Once it's activated, the mask can be removed only by means of a *remove curse* spell.

INTENDED MAGIC ITEM

beast mask, mask of giants, mask of the krenshar, medusa mask, spirit caller mask



Intelligent Ceremonial Mask

MASK OF THE NECROMANCER

Price 54,500 gp; **Slot** head; **Aura** moderate necromancy; **CL** 15th; **Weight** 2 lbs.

Alignment Lawful Evil; **Senses** 30 ft.

Intelligence 17; **Wisdom** 12; **Charisma** 12; **Ego** 18

Language speech and telepathy (Abyssal, Common, Draconic, Infernal)

Inlaid gems form feminine facial features in the beaten gold of this death mask, which bears an elaborate lapis lazuli headdress. Born of powerful necromancer Sabelest Anahm's failed attempt to transform herself into a lich, this mask now houses the wizard's soul, which wants nothing more than to complete the process of becoming a lich. It urges the wearer to delve into necromancy, initially touting the possibilities of undead servants before eventually moving on to encourage the wearer to seek immortality via lichdom (which it knows the secrets of and will share with its wearer). Should the wearer prove resistant to Sabelest's coaxing, the mask will do whatever it can to move on to another host who may be more willing to serve its aims.

The mask allows the user to transform herself into an undead, as the spell *undead anatomy I*^{UM}, for up to 15 minutes each day. These minutes do not need to be used consecutively, but must be used in one-minute increments. She may also transform into more powerful undead, though this reduces the amount of time she can stay in that form. Every minute she uses *undead anatomy II*^{UM} counts as two minutes against the time limit, while *undead anatomy III*^{UM} counts as three minutes and *undead anatomy IV*^{UM} counts as four minutes.

In addition, once per day, the mask can cast *animate dead*, though the wearer must provide the required onyx. The mask can control up to 60 HD of created undead, though typically hides that fact, letting the wearer assume she is in command. The mask may start giving incomplete commands in an effort to spur its wearer to delve further into necromancy. Should it decide the wearer will never attempt to transform herself into a lich, the mask may have its created undead instead turn on the wearer in an effort to move on to a new owner.

Sabelest hopes to capitalize on a wearer's attempt to perform the necessary rituals to become a lich

and insert her own soul in the phylactery, leaving the wearer to die and the phylactery to instead rebuild a new body for Sabelest. As in life, Sabelest in mask form does not suffer fools lightly. However, her spirit realizes it cannot achieve her goal on her own and does her best to tolerate the wearer and hide her contempt.

CONSTRUCTION REQUIREMENTS

Cost 27,250 gp

Craft Wondrous Item, *animate dead*, *undead anatomy IV*^{UM}

^{UM} This spell came from *Pathfinder Roleplaying Game: Ultimate Magic*



Mythic Ceremonial Mask

The following item uses rules found in *Pathfinder Roleplaying Game: Mythic Adventures*.

ANUBIS MASK

Price 55,800 gp; **Slot** head; **Aura** moderate necromancy and transmutation; **CL** 11th; **Weight** 3 lbs.

This gnoll-shaped monster mask appears to be intended for a Large creature, but holes in the neck reveal it is intended to fully cover the head of a human or similar sized creature.

The mask, made in the shape of an ancient death god, transforms any person who dons it, instantly growing them one size category larger, as the spell *enlarge person*. In addition, he can cast *undeath to death* once per day, using his character level as his caster level.

If the wearer is mythic, however, he gains even greater powers over death. Whenever she channels positive energy to harm undead, she may spend one use of mythic power to add a number of d6 equal to her mythic tier as a bonus to the damage dealt. If she channels positive energy to heal, she may spend one use of mythic power to have any corpses in the area treated as if they were under *gentle repose* and *sanctify corpse*^{UM} spells for a number of days equal to her mythic tier. Any living creatures affected by the positive energy gain that benefit should they die within that time. With a second use of mythic power on a corpse already affected by the *gentle repose* and *sanctify corpse* effects, the spells are treated as permanent (using the rules for the *permanency* spell, but requiring no other cost).

CONSTRUCTION REQUIREMENTS

Cost 27,900 gp

Craft Wondrous Item, Mythic Creator, *sanctify corpse*^{UM}, *enlarge person*, *undeath to death*

^{UM} This spell came from *Pathfinder Roleplaying Game: Ultimate Magic*

Artifact Ceremonial Mask

MASK OF THE OUTSIDERS

Slot head; **Aura** strong conjuration and enchantment; **CL** 20th; **Weight** 2 lbs.

This bronze mask combines the appearance of a beautiful angel and horrible demon, a halo resting between the horns that top the striking countenance.

The *mask of the outsiders* allows the wearer to take control of summoned creature(s), as *control summoned creature*^{UM}, as a standard action. The effect targets all the creatures, including a swarm, summoned by a single spell or effect, with each having to succeed at a DC 22 Will save to negate the effect.

In addition, the mask can be used to house a non-native outsider, as the spell *trap the soul*. This always functions as the spell completion version of the spell, though the mask is unharmed if the creature's spell resistance and/or DC 26 Will save are successful. The outsider can be released at will and required to perform a service for the wearer, who may attempt to trap it again at the end of the service. Only a single outsider may be trapped in the mask at a time.

While an outsider is housed in the mask, the wearer may take on the traits of that outsider's subtype for a number of minutes equal to the outsider's HD minus any negative levels it has. Activating this ability requires a swift action and applies a temporary negative level to the outsider. These negative levels cannot be removed by any means while the outsider is in the mask or being forced to perform a service for the wearer. If the outsider gains a number of negative levels equal to its hit dice, it is permanently destroyed. If the wearer removes the mask, he loses the benefit of the traits; he does not regain them if he dons the mask again.

Certain good-aligned outsiders may agree to be housed in the mask for a higher purpose, but this is rarely and done only for the most important of causes. Such outsiders may even be willing to be destroyed to accomplish the wearer's goal.

DESTRUCTION

Should an outsider successfully escape an attempt to trap it in the mask while on the outsider's native plane, it can destroy the mask by gaining control of it and using it to successfully trap the previous wearer's soul. Doing so destroys the mask and kills the previous wearer, destroying its body as *disintegrate*.

^{UM} This spell came from *Pathfinder Roleplaying Game: Ultimate Magic*

New Archetype

MASKED SHAMAN (SHAMAN)

Some shamans don't rely on a spirit animal to guide them, but rather commune more directly with their spirit via a mask in the spirit's likeness.

Mask (Sp): At first level, the shaman gains a mask, of masterwork quality, at no cost. The mask is similar to a wizard's arcane bond bonded item, and follows all of the rules of such an item with the following exceptions.

The mask provides a conduit for the masked shaman's communication with her spirit. She must wear the mask while communing with the spirit each day to prepare her spells. If the mask is lost or destroyed, she cannot prepare new spells or use her spirit magic class feature until it is replaced, which can be done after 24 hours through a special ritual that consumes material components worth 500 gp per shaman level. The ritual takes 8 hours to complete.

Starting at 2nd level, the mask can be used once per day to cast a spell. The spell is treated like any other spell cast by the masked shaman, including its casting time, duration, and other effects dependent of the masked shaman's level. This spell cannot be further modified by metamagic feats or any other ability. As the masked shaman gains levels, the mask gains new spells that the masked shaman can cast in this way. She can cast any one of these spells once per day using her mask, but gains greater flexibility in what spells she can cast, and gains more powerful spells as she gains new levels. The spells she can cast are:

- 2nd—*disguise self*;
- 4th—*animal aspect*^{UC};
- 6th—*monstrous physique I*^{UM};
- 8th—*spell immunity*;
- 10th—*elemental body II*;
- 12th—*swarm skin*^{APG};
- 14th—*phantasmal revenge*^{APG};
- 16th—*divine vessel*^{APG};
- 20th—*wall of suppression*^{APG}

In addition, while wearing the mask, the shaman can assume the power her spirit normally grants to a spirit animal as a swift action. She can access that ability for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. If the masked shaman has access to more than one spirit, she may choose which spirit animal ability to assume. She can also assume multiple abilities, though the time used counts as 1 minute per ability (thus if she assumes the spirit animal power of two spirits for 1 minute, it counts as 2 minutes of her daily use). If a shaman has a familiar from another class, it does not gain any spirit animal abilities.

This ability replaces the shaman's spirit animal.



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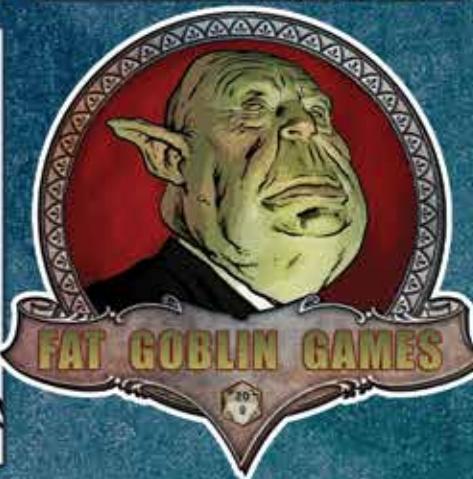
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