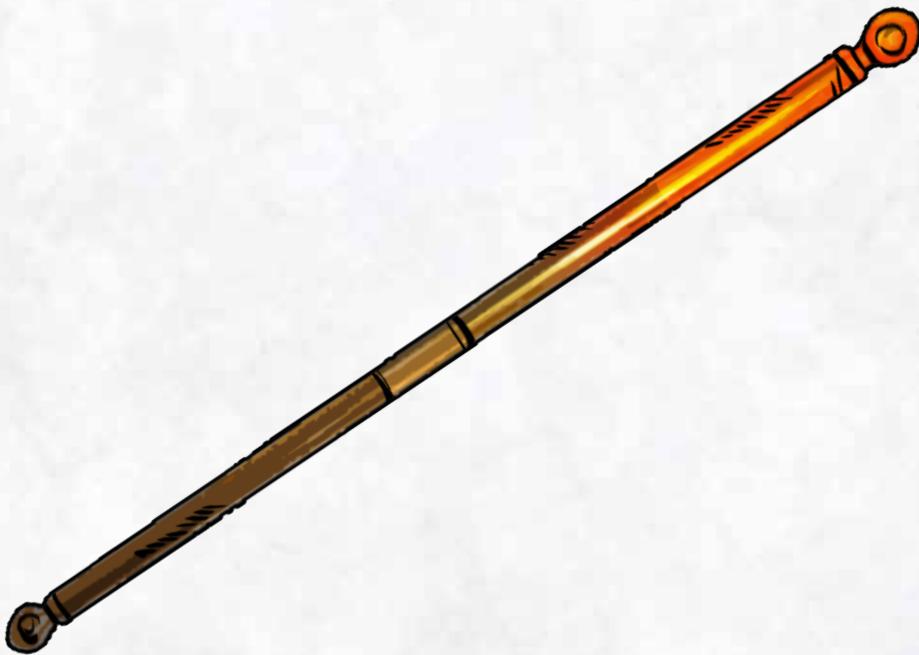




Call to Arms

TEN-FOOT POLES



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: Ten-Foot Poles** is an April Fool's release from the new freelancers to the **Call to Arms** book line. While the book started as just a silly idea, we've approached it the same as we would any other Call to Arms book to be sure to bring you a full range of mundane and magical poles, as well as cursed, intelligent, mythic, and even artifact poles. You can even find a few "extras" like a giant stick bug, and a new bard archetype, the "pole dancer".

Call to Arms TEN-FOOT POLES

Credits

Author: Ismael Alvarez, Jeff Gomez, J Gray, Garrett Guillotte, Kiel Howell, Taylor Hubler, Lucas Palosaari, Matt Roth, Jessie Staffler, Jeffrey Swank

Editor: Lucas Palosaari

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Games Team Members: Chris Bayes, Eric Hindley, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Lucas Palosaari, Nick Esposito, Rick Hershey, Troy Daniels, Tyler Beck

Line Developer: Lucas Palosaari

Publisher: Rick Hershey

Dedication

This book is dedicated to the memory of Sir Terence David John "Terry" Pratchett (1948-2015), for the laughs he brought to all of us.

Call to Arms: Ten-Foot Poles © 2015 Fat Goblin Games



Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. **All other content is considered Open Game Content.**

Reference to non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.



www.fatgoblingames.com
fatgoblingames@gmail.com

Join the Fat Goblin Games team on Facebook
www.facebook.com/FatGoblinGames
and follow us on Twitter @fatgoblingames.

“Tap, tap, tap.” The sound echoed through the hall.

Dolf slowly moved down the ten-foot wide corridor, shifting a ten-foot pole in front of him to test the floors for pressure plates and hidden tripwires. He had been told the kobolds were devious and cunning, but he was determined to get the rumored treasure.

“Tap, tap, tap... THUNK!”

The floor opened up right in front of Dolf, and he edged forward to look down and see what would have happened if he had fallen in. Nothing. The pit was empty. He scratched his chin and used his pole to help him figure out how wide it was, discovering it was about eight feet across. The ceiling was barely high enough for him to walk, so jumping across wouldn’t work. He would have to cross. He then laid on the ground near the edge and used the pole to figure out how deep the pit was. He had to stretch himself into the pit just slightly, his shoulders and head hanging over the edge to just reach the bottom with the pole.

“Tap. Click!--THUNK!” And so Dolf learned just how devious and cunning these kobolds were.

It was some time before they came by to “collect” what remained, clean up the mess on the falling ceiling, and retrieve yet another ten-foot pole. It was carefully set in the large and obvious vault at the end of the hallway, adding to an already impressive collection of poles previous adventurers had so kindly “donated” posthumously...

A Brief History of the Ten-Foot Pole

A Real World History of the Pole

Trying to discuss the concept of a “pole” or even a “ten-foot pole” from a real-world perspective is difficult. In all likelihood, the “pole” may literally have been one of the first “tools” of early humankind, be it just us grabbing a broken limb to prod an animal to see if it was really dead, knock something out of a tree, or smack one another (when does a pole become a club?).

In the long history of poles though, we’ve come up with hundreds of uses from religious poles (like the maypole, the Asherah pole, or totem pole), to practical (lamppost, utility pole, fireman’s pole, etc.), to using them in sports (fishing pole, pole bending, pole vaulting, ski poles) to just plain entertainment (dance pole, pole-sitting, etc.) and even as a weapon as pole-arms!

We’ve also widely spread around the idea of the word “pole” to use in a number of contexts. From the unit of measure known as a *pole* (equal to 16.5 feet, commonly used in surveying), we talk about the North Pole and magnetic poles, a pole in science is half a dipole, there are things like the Landau pole energy scale, and “pole” and “polar” can refer to a number of mathematical concepts and ideas.

Few of these poles have a specific role or connect specifically to the



classic ten-foot pole from gaming, which has a very long history.

Tabletop History and Role of the Ten-Foot Pole

It is unclear where the ten-foot pole started in the history of tabletop RPGs (it was at least in the original D&D booklet *Men & Magic*: “10’ Pole 1 gp”), but it is clear that they became widely used early on. This is possibly because spaces came in increments of ten-feet, making the carrying and use of these long poles viable and helpful. An adventurer could probe a ten-foot deep pit, test for traps ahead of him, brace one end of the pole against a wall and the other against a door ten feet away. The uses were only limited by imagination, no matter how silly the use of them seemed. Additionally, back in the early days of the hobby rules were much lighter and players had to rely on describing their actions to the DM. For example, there wasn’t a check to notice traps, you had to describe how you were searching for them.

Many variations of the ten-foot pole came out of their popular use. The twelve-foot pole, the collapsible pole, and the magical extending pole were all invented to extend the use and versatility of the pole. Their use continued on into future editions of fantasy roleplaying games, but with new and expanded rules on how to perform many actions they became less useful. No longer did you have to describe how to search for traps, and items like pitons and ropes began to replace the pole with some of the past uses. With many practical uses being taken away by mechanics and expanded adventuring gear, the ten-foot pole hasn’t seen as much use at today’s gaming tables, but it can still be found as purchasable gear to remind us of the wonderful and goofy history of gaming.

Things you can do with a ten-foot pole, in game:

Poking chests (to make sure they are actually chests, cause mimics don’t know any better?)

Carry game back to camp (skewered on of course, though you could do the hobo pouch too)

Tapping stick to find “secrets” (because we’re not all have good Perception checks naturally!)

Prodding (almost everything could use a good prodding, just in case)

Handle on a long, long lever (need a fulcrum of course to pry against)

Ten wood pegs (but Call to Arms: Pegs could be a whole other book)

Stick down a hole to find out how deep it is (and if you’d instantly lost an arm for reaching in)

Extended reach torch (just ignite the tip)

Pole-vaulting over obstacles and pits (if you’re Acrobatic enough)

Bash fruit or nuts out of trees (just be gentle)

Flip flagstones on a path (to check for traps)

Make a ladder (three poles and a little time, you can have a ten-foot ladder that is one foot wide)

Pick up object with convenient design (its *magic hand* for non-spellcasters)

Skewer meat to cook over a fire (mmm... rump roast)

Butting against trapped floors to trigger traps (always assume it’s trapped!)

Move electrified item (in theory, wood isn't a conductor)

Knocking on, or open doors (that don't require unlatching first)

Pushing an object along the floor (typically easier when it's away from you)

Nudge objects (to check for traps or if its an illusion)

Water current checker (lightly hold in hand, let current pull it away)

Whacking pinatas at parties (candy-loot!)

Dig a small hole in soil (it ain't no shovel, but it's better than nothing)

Bracing against a door, a wall, a thing (like to hold it up, though maybe against a charge too)

Make a stretcher for a friend (or loot, likely loot -- gold is heavy)

Create a tripping hazard (some assembly may be required)

Plumb the depths of a body of water (assuming it's less than 10 feet deep)

Knock over objects (usually to trigger an expected trap, but you could just be mean too)

Reach high places (ten-foot pole adds 10' reach)

Jabbing into a person the first time you meet them (to see if they're an illusion, of course)

Provoke an animal (possibly by waking up what you thought might be dead)

Fishing! (may require line, or you could try dull-spear fishing)

Poking dead monsters to be sure they are dead (or just to move it, cuz "gross!")

Break into improvised clubs (because no one bought a club, and SKELETONS!)

Improvising a spear or other polearm (just tie a dagger on to the end)

Poling a raft or gondola (singing is optional)

Probe a pit (assuming it's less than 10 feet deep)

Creating an improvised yoke (though, I'd be careful -- how strong is that pole?)

Decoy, put a hat on the top and peek out over the rock you're hiding behind

Stilts (once you put foot pegs on it)

Makeshift grave marker (for those times when plans don't always come together)

Balance yourself on a high wire

Mundane Poles

Poles come in many shapes and sizes, but none are quite as ubiquitous, nor as versatile as the common ten-foot pole. While many adventurers may question “Why would I need anything other than my trusty ten-footer?” as they are wont to do, a variety of additional pole types are provided below.

Item	Price	Weight
Balancing pole	8 sp	12 lbs.
Butterfly net	5 gp	2 lbs.
Combat ladder	20 gp	10 lbs.
Eleven-foot pole	100 gp	9 lbs.
Elven pole	5 sp	7 lbs.
Fishing pole	5 sp	3 lbs.
Folding ladder	2 gp	16 lbs.
Folding pole, common	2 sp	10 lbs.
Folding pole, masterwork	1 pp	10 lbs.
Giant's toothpick	1 gp	8 lbs.
Measuring pole	1 sp	10 lbs.
Powered pole	25 gp	12 lbs.
Stilts, common	2 sp	10 lbs.
Stilts, masterwork	5 gp	10 lbs.
Ten-foot pole, common	5 cp	8 lbs.
Ten-foot pole, masterwork	81 gp	4 lbs.
Thirty-nine-and-a-half-foot	2 gp	30 lbs.
Vaulting pole	3 gp	6 lbs.

BALANCING POLE

Price 8 sp; **Weight** 12 lbs.

Some naysayers prefer to call this the “one-and-a-half pole”, while some will even call it a “triple pole,” depending on if its 15 to 30 feet in length. Regardless, the standard tenner just isn’t good enough, in SOME people’s minds, and thus they need to carry this significantly larger pole. When used properly, it helps you keep

your balance when crossing narrow walkways, if you’re into that kinda thing. Using a balancing pole grants you a +1 circumstance bonus on Acrobatics checks made to traverse a narrow surface and such.

BUTTERFLY NET

Price 5 gp; **Weight** 2 lbs.

While only a measly six-foot-long pole, it also supports a wide metal hoop covered by a thin mesh net. You can use this to sift objects from material capable of passing through the net, such as I don’t know... air? Water probably too. You can also use a butterfly net to capture Fine or Diminutive creatures as if it were a net (like a real weapon), though you don’t need to re-fold the butterfly net if you miss (because it has a hoop! Why don’t normal nets have hoops!), and you use the handle of the butterfly net like you would the rope of a net weapon (but like a stiff rope).

COMBAT LADDER

Perhaps inspired by the battle ladders of the gnome, the combat ladder appears at first to be a simple ten-foot tall wooden ladder. In the hands of a skilled, and drunk, combatant however, the combat ladder becomes a versatile and devastating weapon capable of a wide variety of befuddling and uncanny combat maneuvers. A Small combat ladder counts as a gnomish weapon for proficiency.

Anyone who is sober while using a combat ladder suffers a -6 penalty to attack and combat maneuver rolls.

The combat ladder can also be used as a normal ten-foot ladder.

ELEVEN-FOOT POLE

Price 100 gp; **Weight** 9 lbs.

The 11 foot pole is a marked improvement over previous models, completely justifying its increased price. It is capable of reaching all sorts of places a ten-foot pole can’t - across eleven-foot chasms, down eleven-foot pits, up eleven-foot

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Combat ladder	20 gp	1d4	1d6	x2	--	10 lbs.	B	Blocking, Brace, Disarm, Grapple, Monk, Performance, Reach, Trip

cliffs, onto eleven-foot giants, through eleven-foot blocks of jello. It is even capable of touching items 11 feet away, or overreaching a ten- and a half foot target, a staggering improvement over the ten-foot pole. In a fight, clearly the eleven-foot pole would win. While the manufacturing process is a trade secret, some postulate that the eleven-foot pole is structurally inspired by the ten-foot pole. Though the differences can be blinding, a careful eye can spot the similarities.

ELVEN POLE

Price 5 sp; **Weight** 8 lbs.

Crafted from only the finest woods, this ten-foot pole is most commonly made by the sylvan elves that live deep within forests, but their superior craftsmanship has lead to them becoming quite popular among adventures, whom loudly proclaim their superior construction.

FISHING POLE

Price 5 sp; **Weight** 3 lbs.

This kit includes a simple fishing pole and a small box that contains fishing tackle (hooks, lines, sinkers, floats, and lures). Accomplished anglers have been known to employ their fishing poles as clublike weapons (dealing 1d6 damage, x2 critical).

FOLDING LADDER

Price 2 gp; **Weight** 16 lbs.

Some clever adventurer figured that if they put a hook, pole, and rungs of a ten-foot ladder with a hinge, it would allow you to fold it into a 3-foot-by-1-foot-by-1-foot bundle. Folding or unfolding it is a standard action.

FOLDING POLE

Type	Price	Weight
Common	2 sp	10 lbs.
Masterwork	1 pp	10 lbs.

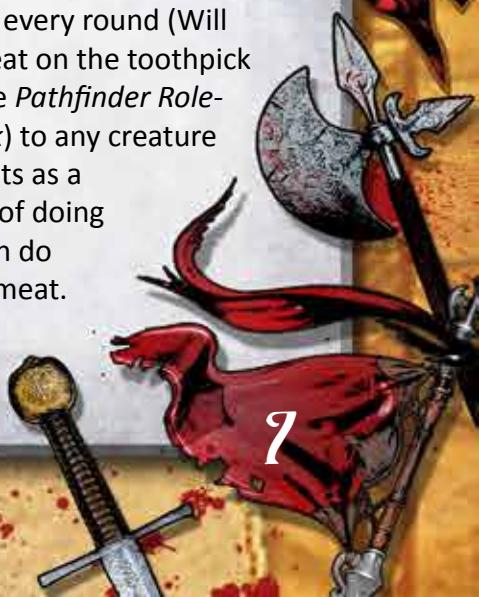
A genius of both engineering and marketing realized that by simplifying making a hinged pole, that can be unfolded and locked in place with sliding pins, creating a ten-foot pole, they could make millions of gold pieces, by charging an exorbitant price compared to the “common tensy.” When collapsed, it is only 3 feet long! Assembling or collapsing the pole is a full-round action. The hinges and pins mean it is not as strong as a one-piece pole, and is best used for probing rather than vaulting or climbing (but go ahead, tempt fate (and the GM) by trying!).

Masterwork Folding Pole: A masterwork work version of this pole, with all adamantine pins and hinges, costs a mere 1 pp, and it is guaranteed by the makers that the hinges won’t be what failed if you try pole vaulting with it!

GIANT'S TOOTHPICK

Price 1 gp; **Weight** 8 lbs.

Roughly whittled and covered with rotting slivers of meat, this reeking ten-foot-long splintered plank of wood also serves as excellent bait for vermin. Each vermin capable of sensing smells within 120 feet of an exposed giant’s toothpick is compelled to move toward it every round (Will DC 14 resists). The rotting meat on the toothpick spreads blinding sickness (see *Pathfinder Roleplaying Game: Core Rulebook*) to any creature that consumes it. It also counts as a ten-foot pole, and is capable of doing all the amazing things you can do with a pole -- that stinks like meat.



MEASURING POLE

Price 1 sp; **Weight** 10 lbs.

A measuring pole is typically used by surveyors, and measures exactly 16-and-a-half feet in length, which is 1/320th of a statute mile. Entire countries may have been measured one pole at a time.

POWERED POLE

Price 25 gp; **Weight** 12 lbs.; **Capacity** 5; **Usage** 1

charge/activation

This kissing-cousin of the powered lance (check out **Call to Arms: Fantastic Technology** for more on “powered” anything, and how to create this lovely item), the powered pole is a telescoping steel pole that collapses from ten feet to one foot in length by pressing a button on the shaft as a swift action. When activated while collapsed, the pole immediately extends; if pointed at a target within 10 feet, treat the pole extension as a ranged touch attack that deals 1d6 bludgeoning damage on a hit.

A powered pole can also be activated when pointed at level ground, immediately lifting up to 300 pounds ten feet into the air but requiring a successful DC 25 Acrobatics check each round to maintain your balance. On a failed check, both you and the pole fall ten feet in a random direction. While balancing on a powered pole, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while balancing, you must immediately succeed at another DC 25 Acrobatics check to avoid falling.

While not a weapon, a powered pole can still take the magnetic technological augmentation (again, see **Call to Arms: Fantastic Technology** for more information on how to augment items with technological innovations).

STILTS

Type	Price	Weight
Common	2 sp	10 lbs.
Masterwork	5 gp	10 lbs.

This item consists of a pair of wooden poles with a footrest halfway up. By standing on the footrests and holding the tops of the poles you can avoid certain ground-based threats to your feet. For example, you can use stilts to cross water without getting wet (as long as it's only you know, 2 feet deep), but you would still activate a trap that triggers when you walk in a certain area (because of course you would). Using stilts reduces your base speed from 30 feet to 20 feet, or from 20 feet to 15 feet. You can hop off your stilts as a move action, or as a free action with a successful DC 10 Acrobatics check.

You must use both your hands (and feet) to walk with stilts. Walking with stilts requires a DC 5 Acrobatics check for each move. Failing this check means you do not move for that move action; failing by 5 or more means you fall off the stilts, which hurts. If you want to use one hand for something else while standing on stilts, you must succeed at a DC 10 Acrobatics check or lose the action; if you want to use two hands, the DC increases to 20. While juggling and fighting on stilts may “sound” cool, it is not recommended is what we’re saying.

Stilts for a Medium creature raise you 2 feet above the ground; stilts for a Small creature raise you 1 foot from the ground -- but at that point, why bother. You can use taller stilts, but each additional foot of elevation increases the Acrobatics DCs of using stilts by +5. A stilt has hardness 5 and 10 hit points. If you only have one stilt, your speed drops to 5 feet because you can only hop rather than walk (which would be hilarious to see you try to do!).

Masterwork Stilts: These stilts strap to your feet and legs, allowing you to use your hands for other tasks without penalty (but that's kind of cheating, isn't it?). Walking on masterwork stilts requires a DC 10 Acrobatics check. Attaching or removing a masterwork stilt is a full-round action

(and we recommend you have a friend at least help you to stand up!)

TEN-FOOT POLE

Type	Price	Weight
Common	5 cp	8 lbs.
Masterwork	81 gp	4 lbs.

The one, the original -- this pole is useful for a range of things, from touching things you normally wouldn't, to slinging over your shoulder, to not being able to fit into convenient locations.

Masterwork Ten-Foot Pole: A masterwork ten-foot pole is typically made of darkwood, and grants its user a +2 to any check that you actually make using a ten-foot pole.

Is Your Pole Too Short?

Carrying twenty-foot, thirty-foot, or even fifty-foot poles would be inconvenient for most adventurers. Yet, they will occasionally stumble into situations where possession of a pole of such length might be advantageous. The solution lies in pioneering, a craft in which lengths of wood are joined together by rope in a process called *lashing* to form useful structures. Multiple poles can be joined, end-to-end, by a specific type of lashing known as *round lashing*. Begin by placing the ends of the poles to be joined side-by-side. Tie a clove hitch (Survival DC 10) around both poles and then begin wrapping the rope around the poles. Seven or eight wraps should do it. Make sure to pull them tight! Once you've finished your wrapping, tie another clove hitch around the poles to secure them. Due to space restrictions, and obvious conflicts of content, we are unable to provide detailed discussion of rope here. We highly recommend picking up a copy of **Call to Arms: Rope** from Fat Goblin Games.

THIRTY-NINE-AND-A-HALF-FOOT POLE

Price 2 gp; **Weight** 30 lbs.

Still not quite long enough to touch a grinch with. May have other uses.

VAULTING POLE

Price 3 gp; **Weight** 6 lbs.

This ten-foot-long flexible ash pole is thinner than a standard pole and weighted to be gripped at one end, with a steel tip for planting into pliable soil or a solid indentation in the ground. By holding a vaulting pole forward and taking a running start equal to at least your full movement, you can plant the pole and attempt a vertical high jump of up to 20 feet as an Acrobatics check with a DC equal to twice the height of the jump. For example, the DC of a vaulted jump of 20 feet in height is 40.

If the square where you plant the pole is not firm soil or is a solid surface that does not have a crack, hole, or shallow indentation at the plant point, increase the DC by 10. If a vaulted jump check fails by 5 or more, the leaper falls 1d10 feet and lands prone up to 1d20 feet away from the plant point in a random direction. If the check fails by 10 or more, the pole breaks and the leaper takes an additional 1d6 falling damage (DC 15 Reflex negates).

Landing from a vaulted jump is the same as a deliberate fall (prone on landing; DC 15 Acrobatics negates the first 10 feet of falling damage), but still hurts, your pride if nothing else.

Magical Poles

Some see the ten-foot pole, for what it is (disposable, easy to find, cheap to replace) but still others look at the humble pole and they decided "You know what would make this better? Magic, that's what!"

Magic Pole Item	Price
<i>Bandoleer of Ten-Foot Toothpicks</i>	100 gp
<i>Decoy pole</i>	750 gp
<i>Hand pole</i>	2,500 gp
<i>Lightpole</i>	750 gp
<i>Orientation pole</i>	2,000 gp
<i>Pole Arm</i>	1,000 gp
<i>Polecat</i>	12,025 gp
<i>Pole of Opening</i>	2,000 gp
<i>Pole of Vaulting</i>	5,000 gp
<i>Resistant pole</i>	1,000 gp
<i>Robe of useful poles</i>	1,000 gp
<i>Rope pole</i>	4,000 gp
<i>Secret-Finding Pole</i>	5,000 gp
<i>Trapfinding pole</i>	5,000 gp
<i>Useful pole</i>	1,000 gp

BANDOLIER OF TEN-FOOT TOOTHPICKS

Price 100 gp; **Slot** body; **Aura** moderate transmutation; **CL** 9th; **Weight** 1 lb.

This leather bandolier is filled from end to end with one inch toothpicks. One toothpick can be retrieved each round as a move action. Detaching a toothpick causes it to become a ten-foot pole. A newly created bandolier of ten-foot poles always contains 100 toothpicks. Roll 1d100, the number rolled is the number of cursed poles included in the mix.

CONSTRUCTION REQUIREMENTS

Cost 50 gp

Craft Wondrous Item, *fabricate*

DECoy POLE

Price 750 gp; **Slot** none; **Aura** faint abjuration; **CL** 3rd; **Weight** 5 lbs.

This pole is ten-feet long and 2-½ inches thick, made of wood, and blends in with the background. One end of the pole has a hat or wig on it. When a creature activates the *decoy pole* while behind cover, the hat or wig transforms to match the top of the creature's head. The creature is considered to be under the effects of the *protection from arrows* spell.

CONSTRUCTION REQUIREMENTS

Cost 325 gp

Craft Wondrous Item, *protection from arrows*

HAND POLE

Price 2,500 gp; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, with a handle on one end. When held in the hand, a ghostly version of the wielder's hand appears at the far end. This hand is able to do anything the wielder could normally do with their hand, except that it occurs 10 feet distant and is at a -5 penalty due to being so far back. Two poles can be employed at the same time, and may be required for intricate work (like picking a lock).

CONSTRUCTION REQUIREMENTS

Cost 1,250 gp

Craft Wondrous Item, *mage hand*

LIGHTPOLE

Price 750 gp; **Slot** none; **Aura** light evocation; **CL** 3rd; **Weight** 5 lbs.

This pole is ten-feet long and 2-½ inches thick, made of wood, and is very sturdy. Capped upon the end of the pole is a small gemstone enchanted with a *continual flame* spell. Especially useful in very tall dungeons or when trying to apprehend giant (or even normal sized) moths. Also functions as a ten-foot pole.

CONSTRUCTION REQUIREMENTS

Cost 325 gp

Craft Wondrous Item, *continual flame*

ORIENTATION POLE

Price 2,000 gp; **Slot** none; **Aura** faint divination; **CL**

1st; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made out of ironwood, painted half red and half white. This pole naturally wants to point North-South, and a wielder can spend a full-round action to allow the pole to orient itself, learning which directions are North and South.

CONSTRUCTION REQUIREMENTS

Cost 1,000 gp

Craft Wondrous Item, *know direction*

POLE ARM

Price 1,000 gp; **Slot** none; **Aura** faint necromancy; **CL**

5th; **Weight** 9 lbs.

This pole is 10 feet long and 2-½ inches thick, made of wood, and is very sturdy. The twitching, bloodied stump of a humanoid's lower arm and hand is affixed to one end. When the pole is held, the hand obeys simple commands to interact with objects or creatures. The hand has an effective Strength score of 7. It is particularly useful for picking things up from a distance, putting things down from a distance, petting rabid dogs without endangering yourself, or playing practical jokes upon friends. Additionally, once per day, the *pole arm* may be used to deliver a touch spell.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *spectral hand*

POLECAT

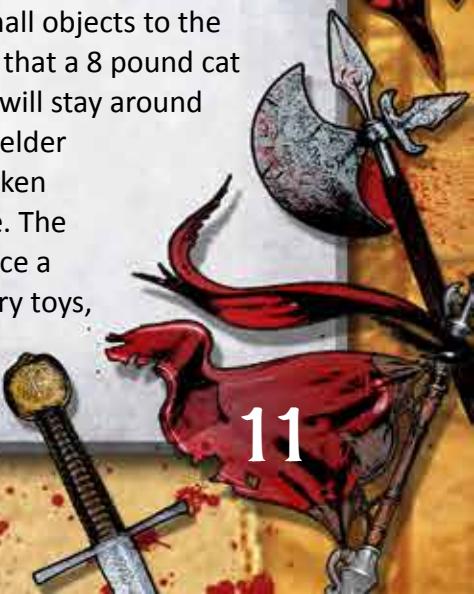
Price 12,025 gp; **Slot** ---; **Aura** light conjuration; **CL**

3rd; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made of stout wood, and is quite sturdy. Carved



along the side of the pole you can see pictures of various felines, from great tigers to small alley cats. The pole can be used for any of the thousands of uses that a normal ten-foot pole can be used for, but its true value shows itself when its command word is spoken. Upon command the pole will silently change into the form of a small, tabby cat. This cat is under the control of the wielder of the pole and will walk anywhere within a 30-foot area around where it was summoned. The cat can be used as a scout, to check the integrity of floors, as a trapfinder on doors and door handles, to bring small objects to the wielder or any other function that a 8 pound cat could accomplish. The tabby will stay around and be friendly toward the wielder for 5 minutes or until it has taken or dealt 1 hit point of damage. The polecat can be summoned once a day and likes catnip, small furry toys,



lightpoles, will-o-the-wisps, and tearing up the clothing of its master.

CONSTRUCTION REQUIREMENTS

Cost 6,012 gp.

Craft Wondrous Item, *summon monster I*, bag of catnip, fuzzy mouse toy or ball of yarn

POLE OF OPENING

Price 2,000 gp; **Slot** none; **Aura** faint transmutation; **CL** 1st; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made out of oak. When held against a wood door, window, lid, or similar closure, that may have a latch but no lock, the wielder may give a command word (as a standard action) to open the closure. Closing such a device typically can be accomplished just by tapping it closed, but a second command word technically exists to close a door or window as well.

CONSTRUCTION REQUIREMENTS

Cost 1,000 gp

Craft Wondrous Item, *open/close*

POLE OF VAULTING

Price 5,000 gp; **Slot** none; **Aura** faint transmutation; **CL** 1st; **Weight** 10 lbs

This pole is 15 feet long and 2-½ inches thick, made out of solid hardwoods. When this pole is used for balancing or pole-vaulting, the wielder gain a +10 competence bonus to any Acrobatics checks. The wielder does not gain this bonus simply holding or possessing the pole, it must be used as either a balancing pole or for a pole-vaulting attempt.

CONSTRUCTION REQUIREMENTS

Cost 2,500 gp

Craft Wondrous Item, *jumping*

RESISTANT POLE

Price 1,000 gp; **Slot** none; **Aura** faint xxx; **CL** 5th;

Weight 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made out of any type of wood or material, but always appears to have a waxy sheen to it. This pole has a energy resistance of 5 against acid, electricity, and fire, making it more resistant to harm from these types of energies when used to plumb the depth of lava or acid.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *resist energy*

ROBE OF USEFUL POLES

Price 1,000 gp; **Slot** body; **Aura** moderate transmutation; **CL** 9th; **Weight** 1 lb.

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful poles always has two each of the following patches:

- Dagger (for cutting rope and whittling poles!)
- Hempen rope (fifty-foot coil)
- Masterwork Folding Pole
- Silk rope (fifty-foot coil)
- Ten-Foot Pole

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature. For any pole patch taken from this robe, there is a 25% chance that it is a random magical pole. If the die roll for this chance was an even number, choose one of the magical poles, if it was an odd number, it is instead a random cursed pole. When a patch with more than one pole is gained, each pole has a 25% chance of being magical.

d%	Result
01–08	Ten-Foot Pole!
09–15	Hempen rope (fifty-foot coil)
16–22	Balancing Pole (30-foot)
23–30	Ten-Foot Pole x 2!!
31–44	Ladder (ten-foot long)
45–51	Common Folding Pole
52–59	Silk Rope (fifty-foot coil)
60–68	Ten-Foot Pole x 5!!!!
69–75	Two oars for a boat (treat as funny-shaped ten-foot poles)
76–83	Combat Ladder
84–90	Masterwork Folding Pole
91–96	Ten-foot Pole x 10!!!!!!!!!!
97–100	Powered pole

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *fabricate*

ROPE POLE

Price 4,000 gp; **Slot** none; **Aura** faint transmutation; **CL** 3rd; **Weight** 8 lbs

This ten-foot long stretch of rope can be hardened with a command word, treating as a ten-foot pole. A different command word slackens the rope back to its standard form. The shape of the rope at the time the command word is given decides the shape of the rope when it hardens.

CONSTRUCTION REQUIREMENTS

Cost 2,000 gp

Craft Wondrous Item, *animate rope*

SECRET-FINDING POLE

Price 5,000 gp; **Slot** none; **Aura** faint divination; **CL** 5th; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made out of a light, soft wood. When used to knock against walls, floors, or ceilings to reveal secret doors, the wielder gains a +5 competence bonus to any related skill checks. Wielders

checking for traps do not gain the benefit to their checks to find traps.

CONSTRUCTION REQUIREMENTS

Cost 2,500 gp

Craft Wondrous Item, *detect secret doors*

TRAPFINDING POLE

Price 5,000 gp; **Slot** none; **Aura** faint divination; **CL** Xth; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made out of solid hardwood. When this ten-foot pole is used to check for traps, you gain a +5 competence bonus on any related skill check.

CONSTRUCTION REQUIREMENTS

Cost 2,500 gp

Craft Wondrous Item, *detect snares and pits*

USEFUL POLE

Price 1,000 gp; **Slot** none; **Aura** faint universal; **CL** 1st; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, and always feels slightly warm in the hand. With a command word while holding one end of this pole to any surface, object, or creature, you can perform any simple action you could with your hand, as if you were there. You can not grab, lift, press, or otherwise manipulate more than 1 pound of material in this way, though you can exert additional force just by pushing on the pole itself harder. This control is very difficult, and anything would require a skill check to complete is impossible.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *prestidigitation*

Cursed Pole(s)

For more information on cursed items, like these poles, or removing curses from cursed items, check out **Call to Arms: Cursed Items** from Fat Goblin Games.

FISHERMAN'S TEN FOOT POLE

Slot none; **Aura** moderate transmutation; **CL** 9th;

Weight varies

This pole appears to be 10 feet long and 2-½ inches thick, made from a flexible wood, and has fine line running through eyelets along its length. While possessing the *fisherman's ten foot pole*, any bluff check to lie made by a creature imparts a +4 morale bonus to any creatures making an opposed Sense Motive check. A *fisherman's ten-foot pole* cannot be removed from a creature possessing it until the curse is removed.

INTENDED MAGIC ITEM

any magical ten-foot pole

MAGNETIC POLE

Slot none; **Aura** moderate transmutation; **CL** 9th;

Weight 8 lbs.

This pole appears to be 10 feet long and 2-½ inches thick, made of iron, and always tugs slightly to North. Various miscellaneous metallic objects litter the pole's length. When the wielder activates the power, the pole magnetically attaches itself to the nearest metallic object, and requires a Strength check with a DC of 25 to remove it. If a *magnetic pole* attaches itself to a metallic object a creature is wearing that would impede the creature, the pole imparts a -2 penalty to ability score, movement, or skill as appropriate. For instance, if the pole is wielded by a creature wearing metallic armor, the pole will fly out of that creature's appendages like a *lodestone*, attaching itself magnetically, and impede that creature's movement by imparting a -2 penalty to attack rolls.

Those discerning enough can activate the magnetic powers in opportune places, such as when wearing metallic gloves or standing on two *magnetic poles* with iron shod boots. Circum-

stances such as this should impart a +2 bonus to an appropriate place such as to CMD versus disarm attempts.

INTENDED MAGIC ITEM

any magical ten-foot pole

PETULANT POLE

Slot none; **Aura** moderate transmutation; **CL** 9th;

Weight 5 lbs.

This pole appears to be 10 feet long and 2-½ inches thick, made of darkwood, and especially sturdy. Runes carved along its length hint at the powers to extend or compress at the wielder's command. When the wielder attempts to activate this power, the pole instead performs an entirely unhelpful variation of the command. For instance, if the pole is commanded to extend, it may instead grow thicker or extend the held end into the wielder. If commanded to shrink, it may instead shrink by only a quarter of an inch or compress a foot further than desired. Despite the annoyance, the pole may still perform any task a pole of its (new) size may be capable of.

Once the curse has been triggered, the wielder automatically draws the *petulant pole* when attempting to draw a ten-foot pole or similar-sized hafted weapon. The wielder cannot discard the *petulant pole* until the curse has been removed.

INTENDED MAGIC ITEM

any magical ten-foot pole

POLE-KA

Slot none; **Aura** moderate transmutation; **CL** 9th;

Weight 4 lbs.

This pole appears to be 10 feet long and 2-½ inches thick, hollow, and has curious etchings along the middle that resemble a paper fan. Runes carved along its length are reminiscent of piano and typewriter keys mixed together. When the wielder attempts to play any sort of music or perform a speech, obnoxiously bright sounding music springs forth from the *pole-ka*. Anyone able to hear the strange, accordion-like music within 30 ft. (including the wielder) must succeed at a Will save with a DC equal to 19 or feel compelled to drink an amber lager.

A *pole-ka* cannot be removed from a person without the curse being removed, and once the

music starts it only ends with the creatures death or a breaking of the curse.

INTENDED MAGIC ITEM

any magical ten-foot pole

POLE-AR OPPOSITE

Slot none; **Aura** Moderate conjuration **CL** 9th **Weight**

20 lbs

This pole is 10 feet long and 2-½ inches thick, made out of solid steel, and slightly cool to the touch. When employed in any manner a ten-foot pole would normally be used, an exact duplicate of the person holding the pole will appear on the opposite side of it and attempt to wrest it free from them. Both the wielder and their double will have the exact same Strength scores, and will automatically get the same die roll on any Strength check as the wielder, resulting in a stalemate. and the double immediately gains any bonuses or penalties to their Strength score the wielder gets. If multiple people try to wrest the pole free, then more duplicates of them will appear as well. The duplicate is immune to any form of attack and does not communicate, its only interest being to wrest the pole away from the wielder. If the wielder lets go of the pole, the duplicate immediately vanishes.

INTENDED MAGIC ITEM

any magical ten-foot pole

TRAPMAKING POLE

Slot none; **Aura** strong evocation, faint necromancy; **CL** 7th; **Weight** 8 lbs.

This pole is 10 feet long and 2-½ inches thick, made of wood, and very sturdy. Though magical, the pole appears as completely mundane, but is often touted as being especially good at disarming traps from afar

When employed by industrious adventurers to attempt to trigger traps, the pole will either create a trap that affects or is centered on the pole wielder (GMs choice of trap and location), likely convincing those nearby that a trap was there all along. The pole also confers an continuous aura



of unluck, giving all within 10 f.t a -2 on saves against traps, as well as a -10 on any skill checks made to disarm traps. This aura can sometimes attract monsters that can *detect magic*.

Though some rueful magic shops may attempt to sell the failed item without regard to the safety of their shoppers, *trapmaking poles* are far more likely to be found as loot from the corpses of its unfortunate victims.

INTENDED MAGIC ITEM

any magical ten-foot pole

TOO SHORT POLE

Slot none; **Aura** moderate evocation; **CL** 10th; **Weight** 8 lbs.

This pole is 10 feet long and 2-1/2 inches thick, made of wood, and very sturdy. This nice pole gives a sense of utility once grasped in hand, and only then is its dastardly curse revealed. This ten-foot pole cannot be used to touch anything or anyone. The wielder is unable to put the pole down unless a successful DC 15 Will save is made, and even then, the wielder must keep the pole on his person and cannot freely drop the pole unless a *remove curse* spell is cast upon him. The wielder may not ask for this curse to be lifted, and if confronted about his inability to use his pole, he will always answer with the same phrase: "I wouldn't touch that with a ten-foot pole."

INTENDED MAGIC ITEM

any magical ten-foot pole

Intelligent Pole

LIMBO POLE

Price 211,581 gp; **Slot** none; **Aura** strong conjuration; **CL** 15th; **Weight** lbs.

Alignment Chaotic Neutral; **Senses** 30 feet, Blindsight; **Intelligence** 10; **Wisdom** 10; **Charisma** 10; **Ego** 16

Language Speech (Common)

A *limbo pole* seems like a standard ten-foot pole but it is anything but. When placed lengthwise against a wall, the *limbo pole* opens a one-way portal through to the other side of the wall and begins singing, loudly, a catchy song. The catch is, the *limbo pole* will not allow anyone through the portal unless they limbo through (as the dance move). Those passing through the portal must walk forward under it while bending backwards. If the limboer touches the pole or if any part of their body but their feet comes in contact with the floor, the *limbo pole* closes the portal on them, dealing 20d12 damage.

age. Limboing under the *limbo pole* requires an Acrobatics skill check. The DC of the Acrobatics check depends on how high above the ground the pole is while the height of the pole is determined by how thick the wall is. The thicker the wall, the closer the pole must be to the ground to create a portal. Once the portal closes, either because someone has failed at limboing or because all members of the party have gone through it, the *limbo pole* falls to the ground on the same side of the wall as its owner.

Wall Thickness	Limbo Pole Height	Acrobatics DC
< 6 inches	Eye level	5
6 - 12 inches	Chest level	10
12-24 inches	Waist level	20
24+ inches	Knee level	30

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item; *phase door*

Mythic Pole

STALWART TEN-FOOT POLE

Price 26,000 gp; **Slot** —; **Aura** moderate transmutation; **CL** 6th; **Weight** 8 lbs.

A *stalwart ten-foot pole* looks like a well-crafted but otherwise unremarkable *ironwood* pole. However, it has a hardness of 20, 40 hp, and can bear up to 400 pounds without taking damage.

By expending one use of mythic power as a swift action, the *stalwart ten-foot pole*'s wielder can make the pole indestructible and capable of bearing any weight for a number of turns equal to his mythic tier. No amount of force will cause an infused *stalwart ten-foot pole* to bend or break.

CONSTRUCTION REQUIREMENTS

Cost 13,000 gp

Craft Wondrous Item, Mythic Crafter, *ironwood*



Artifact Pole

EXTENDED FLESHHOOK OF MYTHIC SUSTENANCE

Slot none; **Aura** strong transmutation **CL** 20th;

Weight 12 lbs.

The fleshhook is an ancient ceremonial artifact used by high priests to serve the sacred feast-meat from their cooking pots. This 10-foot-long wooden pole is wrapped with three metal bands etched with elaborate cygnets and ravens—one band at the base, one in the center, and one shaped into a headpiece that forks into four sharpened tines. When recreating the ancient feasting ritual, which takes 10 minutes, a mythic creature can use the fleshhook to imbue the meat served upon its tines with his own mythic power. With each piece of meat served, the bearer can transfer one use of mythic power to the creature that eats the meat.

If eaten by a mythic creature, the meat replenishes one use of mythic power. If eaten by a non-mythic creature, it grants a single use of

mythic power for 24 hours. For as long as that non-mythic creature holds this use of mythic power, it's considered a mythic creature for the purposes of spells and effects, and gains both the hard to kill and surge base mythic abilities. Once that use of mythic power is spent, the creature loses these abilities and is no longer considered mythic.

DESTRUCTION

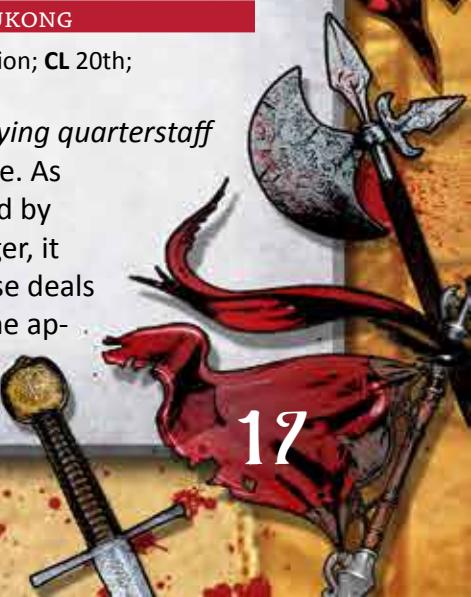
An *extended fleshhook of mythic sustenance* snaps and become useless if used to serve the rotten flesh of a mythic creature to a powerful outsider.

JINGU BANG, STAFF OF SUN WUKONG

Slot none; **Aura** strong transmutation; **CL** 20th;

Weight Special (see text)

Jingu Bang is a *+6 ki intensifying quarterstaff* that can change shape and size. As long as it is sized to be wielded by a creature of Large size or larger, it deals 4d6 damage. It otherwise deals damage as a quarterstaff of the ap-





ropriate size. It appears as a rod of black iron, ringed with gold, capped with a simple gold ring at either end, engraved to read "The Complaint Golden Hooped Rod" in the language of its most recent wielder.

To describe its shape and size is difficult, as the staff has impressive shape changing qualities, taking a shape and form at the will of its wielder. Regardless of the size or shape of the rod, it weighs nearly 18,000 pounds, and is not typically fit for wielding, unless the weapon deems a prospective owner worthy of wielding it, in which case it weighs as much as a quarterstaff would for the size to which it conforms.

To impress Jingu Bang, a prospective owner must impress the staff, usually by performing a monumental feat of strength. Such a feat is likely to require a Strength check DC 35 or more. Though it would take a Strength score of 48 or more to lift this staff normally, the staff may decide to allow a prospective owner to lift it with a lower but still impressive strength score.

Though intelligent, Jingu Bang seems merely to approve of owners and comply with their will, shrinking and growing as needed; it does not otherwise communicate (and thus is not treated as a normal intelligent item).

Jingu Bang is virtually unbreakable. The power to change shape is very versatile and impressive, allowing amazing feats to be performed. In the right hands, it is said that the staff can change the currents of the ocean. Such a multitude of possibilities could not be contained here, but some guidelines are as follows:

Willing Jingu Bang to change shape is a free action unless it grows or shrinks in excess of 50 ft long or 5 ft wide, in which case it takes a move action to do so (or longer as per its limitations)

Jingu Bang extends at a rate of 100 ft of length per round and can also grow in width at a rate of 5 ft per round. Changes remain until the staff is willed into a new shape. Re-shrinking Jingu Bang takes as long as it did to extend or grow it.

Jingu Bang may attempt to break an

object such as a door or wall, if properly braced, by growing against the object. As a full round action, Jingu Bang may apply a Strength Check of 30 to break the object. Apply this Strength check equally to the object to which it is braced. Only objects of large size or larger may be broken in such a way without an attack roll.

The wielder may will Jingu Bang to grow and propel, granting an impressive ability to leap, travel, or connect two points as long as it can be placed on hard ground. As a full round action, Jingu Bang may grant a +30 bonus to acrobatics checks to long or high jumps.

The wielder may similarly make a climb check of DC 20 to "climb" with the staff as it extends, traveling at a rate of 100 ft per round, making additional checks in each following round at a DC 30 to maintain the movement. This incurs attacks of opportunity. Any sunder attempts that strike the staff also stop this mode of travel.

Jingu Bang may also be used as a ranged touch attack, held by the wielder and extended into a target. This attack deals damage as a normal strike, and also initiates a bull rush using the wielder's CMB, granting a +30 bonus on the attempt, and can bull rush opponents that are no more than two sizes larger than the wielder. The staff may attempt to extend further than the target moves once the bullrush is resolved, but simply pushes past the target.

As a full round action, Jingu Bang grow upwards, long and thick, and be brought smashing down by its wielder to deal $8d6$ bludgeoning damage, affecting all creatures and objects in a line out to 100 ft. This attack ignores half of an object's hardness, but allows a reflex save for half damage (DC 20). Any attempts to drop Jingu Bang in any of its size configurations deal damage and allow a save for half damage as noted above.

Any additional feats attempted with the extending staff can grant a +30 on appropriate skill checks, and Jingu Bang's Strength score when growing is equivalent to 50. Feats associated with using Jingu Bang as a thrown projectile fail due to its weight when not wielded.

DESTRUCTION

Jingu Bang can be destroyed if its wielder were to will it to shrink down into nothing.

Additional Material

And there's even more things related to poles!

GIANT STICK BUG

When still, this enormous insect looks uncannily like a ten foot tree limb. Some adventurers kill giant stick bugs, strip off the limbs and use them as poles in an emergency.

GIANT STICK BUG CR 1

XP 400

N Large vermin

Init +1; Senses darkvision 60 ft; Perception +4

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 natural, -1 size)

HP 18 (2d8+9)

Fort +8, Ref +0, Will +0

Immune mind-altering effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bash +3 (1d6+3)

STATISTICS

Str 15, Dex 10, Con 17, Int --, Wis 13, Cha 11

Base Attack +1; CMB +3; CMD 13 (21 vs. trip)

Feats Toughness

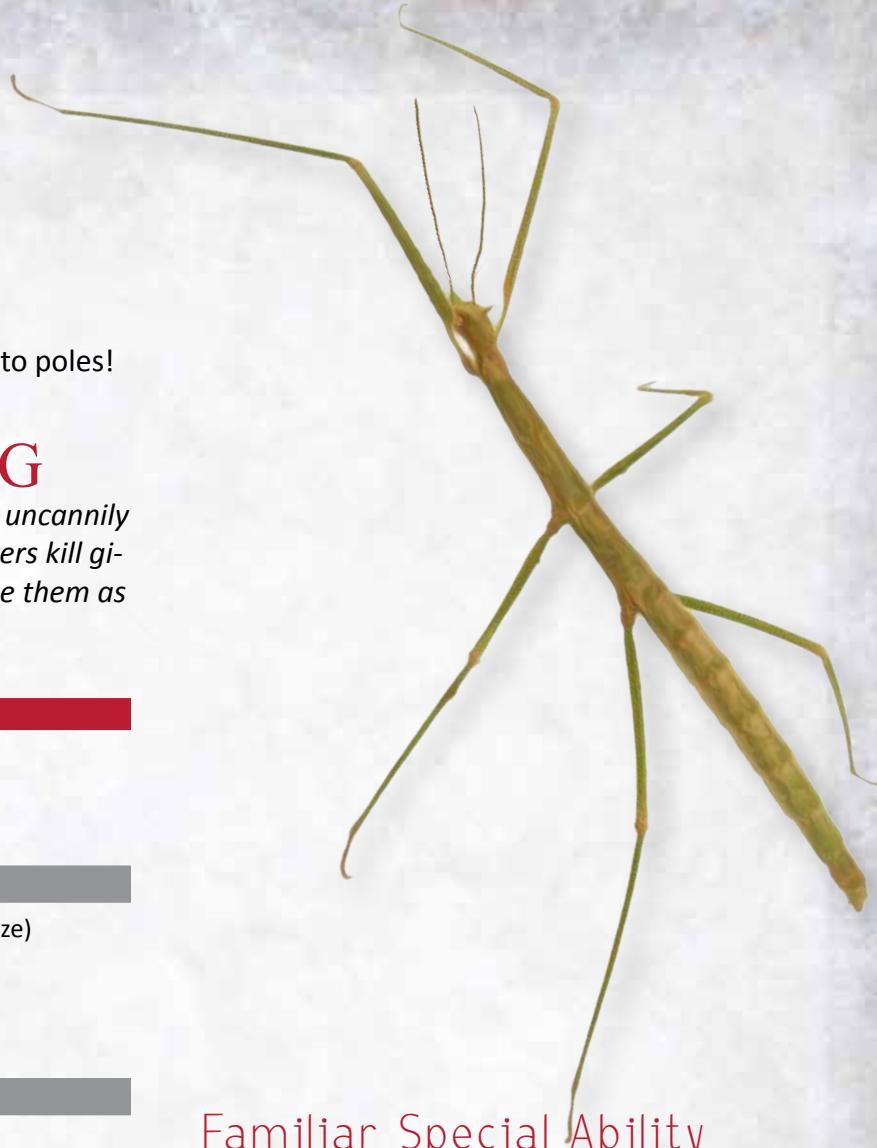
Skills Disguise +2 (+10 when disguised as stick), Climb +10, Perception +4, Survival +5; **Racial Modifiers** +8 Disguise (when disguised as stick), +4 Survival

ECOLOGY

Environment forest

Organization solitary

Treasure none



Familiar Special Ability

Master gains a +4 bonus on Constitution checks to remain perfectly still

The giant stick bug is common in almost any large forest, but few people ever realize the creature even exists. It is mostly a terribly lazy creature, hiding away when anything is near, but some half-crazed druids and rangers are said to have trained a stick bug to "go stiff", at which point they can be used as ten-foot poles.

Classes able to take vermin as a familiar or animal companion can choose the giant stick bug, in which case the creature automatically learns the "go stiff" trick.

Bard Archetype: Pole Dancer

Bards that hear a call to adventure normally find their unique niche on the dangerous roads, dungeons and battlefields of the vast world, but there are those who take performance art to the next level. Many bards hone their skills with dance and pole to become pole dancers.

The use of a pole for dance and exercise has been traced back at least eight hundred years to traditional sports, which utilizes principles of endurance and strength using a wooden pole. In the some exotic lands, traveling circuses and sideshows utilize pole dancing with a pole in the middle of a tent. Eventually the pole dancing moved from tents to adventuring taverns, and combined with burlesque dance has become somewhat of a martial art.

A pole dancer has the following class features.

Weapon and Armor Proficiency: Pole dancers gain weapon proficiency with the ten-foot pole. This ability replaces their proficiency with the rapier, but their other proficiencies remain the same.

Battle Dance (Ex) A pole dancer is trained in the use of the Perform (dance) skill, to create magical effects on herself. This works like bardic performance, except the pole dancer only affects herself, and does not need to be able to see or hear her own performance. Battle dancing is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance, except that battle dancing does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. Battle dancing benefits apply only when

the bard is wearing light or no armor and using a ten-foot pole. Like bardic performance, it cannot be maintained at the same time as other performance abilities.

Starting a battle dance is a move action, but it can be maintained each round as a free action. Changing a battle dance from one effect to another requires the pole dancer to stop the previous performance and start the new one as a move action. Like a bard, a pole dancer's performance ends immediately if she is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A pole dancer cannot perform more than one battle dance at a time.

At 10th level, a pole dancer can start a battle dance as a swift action instead of a move action.

Pole dancers gain the inspire courage, inspire greatness, and inspire heroics bardic performance types as battle dances, but these only provide benefit to the pole dancer herself.

Ten-Foot Pole Familiarity (Ex) When wielding a ten-foot pole, a pole dancer can use her Dexterity modifier instead of her Strength modifier on melee attack and damage rolls. She may treat the ten-foot pole as a one-handed piercing weapon for all feats and class abilities that require such a weapon (such as a duelist's precise strike ability). The ten-foot pole must be for a creature of your size. You cannot use this feat if you are carrying a weapon or shield in your off-hand.

This ability replaces bardic knowledge.

Alluring Performance (Ex) At 2nd level, a pole dancer gains the ability to execute an alluring performance in addition to her bardic performance ability. An alluring performance is exactly like a bardic performance with the following exceptions.

A pole dancer can use an alluring performance to recreate the effects of any of her known bardic performances, but she focuses the performance on only a single target within range. While other creatures see and hear a pole dancer's alluring performance, only the target of this ability is affected by it. A pole dancer cannot have a bardic performance and an alluring performance in effect at the same time. Every round spent engaged in an alluring performance counts against the total number of rounds per day she can use her bardic performance, and she cannot use this ability if she does not have any more rounds of bardic performance left for that day.

Starting an alluring performance is a standard action; at 7th level, it becomes a move action, and at 13th level, it becomes a swift action.

A pole dancer adds a +2 bonus to the DC of Will saves made to resist the effects of her fascinate, frightening tune, and suggestion alluring performances. When a pole dancer uses her alluring performance ability to emulate inspire competence, inspire courage, inspire greatness, or inspire heroics, any bonuses to AC or on ability checks, attack rolls, damage rolls, saving throws, and skill checks increase by +1. For example, a pole dancer using inspire heroics as an alluring performance would grant her target a +5 morale bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4 bonuses.

This ability replaces well-versed.

Acrobatic Dance (Ex) At 2nd level, a pole dancer gains a bonus equal to half her level on Perform (dance) checks. He can use his bonus for his Perform (dance) skill in place of her bonus for Acrobatics.

This ability replaces versatile performance.

Twirling Caster (Ex) At 5th level, a pole dancer gains a +4 bonus on concentration checks to cast spells defensively while holding her pole.

This ability replaces lore master.

Swinging Pole (Su) At 6th level, a pole dancer can use her battle dance to speed up her attacks. When making a full attack action, she may make one extra attack with any pole that she is holding, as though under the effects of a *haste* spell. She also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves. At 9th level, and every three bard levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses do not stack with the *haste* spell.

This ability replaces suggestion and mass suggestion.

Spinning Fury (Su) At 8th level, when using battle dance, the pole dancer can slam her pole onto the ground or stable surface, and have it bind to the floor, allowing her to increase her spinning motion. By spending a move action focusing on her spinning, the pole dancer can apply the Quicken Spell feat to any spell she is about to cast (effectively spending a move action and swift action to cast the spell). This does not alter the level of the spell or the casting time. The pole dancer can use this ability once per day at 8th level and one additional time per day for every two pole dancer levels she has beyond 8th.

This ability replaces the dirge of doom bardic performance.





Flinging Impact (Su) At 8th level, a pole dancer can use her battle dance to improve her pole's critical range. All attacks she makes with her ten-foot pole are treated as though she had the Improved Critical feat.

This ability replaces dirge of doom.

Swinging Pole (Su) At 12th level, a pole dancer can attack more than once as she moves while performing a battle dance. She can combine a full-attack action with a single move, taking the attacks at any point during his movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal.

This ability replaces soothing performance.

Phoenix Dance (Su) At 14th level, a pole dancer can use her battle dance to evade attacks with acrobatic grace and to shake off the effects of her wounds. Unlike other battle dances, Phoenix dance requires a standard action each round to start or maintain the performance. Each round it is maintained, including the first, the pole dancer gains a +6 dodge bonus to Armor Class and on Reflex saves. If wounded, she heals 1 hit point of damage per bard level.

This ability replaces frightening tune.

Flying Tigerlilly (Su) At 20th level, the pole dancer can unleash a whirlwind of blows while performing a battle dance. As a full-round action, she can take a single move action to plant her pole on the ground and unleash a single attack at his highest bonus against each target within her reach during any point of his move, up to a maximum number of attacks equal to the der- vish dancer's character level. This movement provokes attacks of opportunity as normal.

This ability replaces deadly performance.

For even more versatile class arche- types that rely on a "pole" weapon, check out **Call to Arms: Javelins and Throwing Spears** from Fat Goblin Games.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Campaign Setting Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; based on original content from TSR.

Call to Arms: Ten-Foot Poles © 2015, Fat Goblin Games; Authors: Ismael Alvarez, Jeff Gomez, J Gray, Garrett Guillotte, Kiel Howell, Taylor Hubler, Lucas Palosaari, Matt Roth, Jessie Staffler, Jeffrey Swank

Shadows over Vathak

A Campaign Setting of Lovecraftian Survival Horror



"Author John Bennett finally manages to provide a distinct, concise voice for Vathak, one that gets what makes the respective modes of horror tick and work. Even if you are not using Vathak, this supplement can be considered an inspiring and fun read for DMs."

- Endzeitgeist



(0)

PATHFINDER
ROLEPLAYING GAME COMPATIBLE