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ROLEPLAYING GAME COMPATIBLE

Call to Arms

TOMES OF POWER

Revised



Bennett ~ Hershey ~ Palosaari

Call to Arms

Tomes of Power Revised

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About Fat Goblin Games

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

Tomes of Power

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: *Tomes of Power (Revised)*** updates one of the original **Call to Arms** books to the current design and includes a vast expansion to rules and magical options related to books and other written material. Discover everything from why you'd want that Heritage Book, to why you shouldn't want (though perhaps you secretly do) to plumb the depths of the fabled *Necronomicon*. In addition, *Tomes of Power (Revised)* introduces new books, both magical and mundane, and new rules for gamemasters to provide greater exploratory challenges in foreign languages and ancient texts.

Contents

A Brief History of the Written Word	5
Putting Ink to Parchment	6
Lost in Translation	7
The Role of the Written Word in Fantasy	7
Mundane Tomes	8
Spellbooks	16
Using Preparation Rituals	17
Magical Tomes	18
Cursed Book	28
Intelligent Book	28
Mythic Books	29
Artifact Books	30
Spells for Tomes	34
Variant Rules About the Written Word	35
Translating Ancient Texts	35
Forbidden Knowledge	37
Corruption	38
Corruption Scores and Using Corruption Points	39
Corruption as Hero Points	40
Corruption against Sanity	40
Corruption as Mythic Power	40
Example Forbidden Tomes	40

"Reading is fundamental."

"My son does not care much for reading. Given that his father is a wizard and his mother a priest of law, I think we may dispense with some of the 'nature versus nurture' argument, but he really just doesn't care for it. For my part, I have been a voracious reader all of my life. Looking at you in your current predicament, I think I may surmise that you have neglected some of the classics of arcane history."

*"You attempted to sneak past the wards of my home by targeting my teleportation circle. You are, at present, unable to answer me, so I shall presume that you do so based on the faulty analysis in Rotham's *Ethereal Passages*. Rotham's text is interesting in its analysis of short-range teleportation and the metaphysical nature of so-called 'bolt-hole' type spells that often comprise teleportation circles; unfortunately, he, possibly like you, never read Andyr's *Mystic Fortress*, which outlines how wards may be placed on such circles and how to key them to allow in certain persons and deny others."*

*"But perhaps magical theory is not your specialty. Then you might have consulted Baron Taron-dor's *Twenty Years at Court*. The good baron was not an arcanist, but he did have a detailed description of an assassination attempt on the King using this precise method of intrusion past protective wards. He also details how the court magician had developed a paralytic trap, much like the one holding you, as it happens. I sometimes wonder if the King's pet wizard didn't drive the baron out after that story came out—he hated to have his methods publicized."*

*"So you failed to read and now here you are. I have not woken my wife or son. It seems pointless to distress them, and my wife would frankly frown on what I am about to do. I'm going to give you an opportunity for remedial education. Hopefully, you have read some portion of Volume I of *The Book of the Damned*, or even that horribly abridged translation into the Common tongue, *A Gazetteer of Hell*. I am dispatching you to the first circle of Hell, more precisely to the home of Duke Fersus. His Grace is a Pit Fiend, an itinerant scholar, and was my favorite teacher at law school. He often accused me of a lack of gumption, by which he meant I was less inclined to assassinate my classmates than they were me."*

"When you meet him, you will want to address him in Infernal, should you have the capacity. Tell him that Khorroth Nathandem sends his regards, that you are insufficiently well-read, and that Khorroth hopes that His Grace enjoys his new plaything. If you are smarter than you appear, you may actually learn something and come back someday, ready to finish what you started tonight."

"Somehow, I doubt it. Farewell."

A Brief History of the Written Word

In the Beginning, There Was the Word Picture

Without the capacity to convey information via symbol or image, there would be no such thing as “recorded history.” As a result, the history of written communication is the record of humanity. The earliest forms of visual communication only qualified as writing in part, for they were simple word pictures. Ten-thousand years ago, tradesmen began crafting images into clay in order to represent the value of their pottery and other ceramic items. Tribal hunters would draw images of forests and animals to represent where they had gone and what they were doing.

The critical difference between these early pictographs and full writing systems was the relationship of the symbols to the things they represented. An image of an eye was meant to bring to mind an eye – the image had an *iconographic* relationship to the thing it represented. Over time, however, the symbols became more than simple representations, as people realized that an image could also stand in for the sound made when you spoke a word—“eye” could also stand in for “I,” to use a modern example. The leap to this sort of rebus-like representation meant that the symbols could have a *conventional* relationship with spoken speech. If symbols represented sounds, and could be shuffled and recombined to create words that did not have an iconographic image, the capacity of these symbols to convey information increased astronomically.

A Picture is Worth a Thousand Words, or One-Third of One

The earliest complete writing systems began by using hieroglyphs, pictures that could stand in for words, but also represented sounds. These sounds could be shuffled to make words, and the conglomerations could be moved around to convey diverse thoughts. Literacy was a magical power: to those initiated in the art, images on the wall or on papyrus revealed the will of the gods or the roll of history. Ancient scribes were often part of the priesthood, their unique powers treasured and feared more than a little.

Writing, as a system of conveying information, was useful for all sorts of fields, especially in trade. Hieroglyphs, however, were a laborious process, consuming time, ink, and papyrus in large quantities. Syllabaries were scripts where the different sounds of human speech were represented in abstract symbols. These scripts could convey a great deal of information in just a little space, and were far easier to remember: since they didn’t carry any word meanings, you only needed as many symbols as there were human sounds, rather than a different symbol for each word.

With the ability to present abstract concepts in written form came the ability to write literary texts. Books became mnemonic tools, helping teachers and speakers to remember details of what they would say. Despite complete writing systems being a part of human development for 6,000 years, it is only in the last 1,500 or so that texts have been considered to be knowledge in and of themselves. In antiquity, societies considered something authoritative only if it came from a living person. Some of the fiercest critics of Confucianism actually attacked the value of books as being only a snapshot of knowledge,

bereft of experience or nuance. Regardless of the relative value of teachers versus books, books had one critical advantage – they could be copied and spread. The growth of reading as a source of knowledge transmission, however, created a new challenge.

Pause, Reflect, and Punctuation

When longer texts existed principally to aid speakers, the only marks necessary within the text were those to aid the speaker in knowing when to pause. Punctuation was little more than a handful of marks that ranged up and down the line of text. Spelling was a matter of personal preference and capitalization was unnecessary, as there were no lower-case letters. But if you were not the author, or primary user of the text, it could be practically indecipherable. Over 1,500 years ago, scribes began to break out each thought (what we would consider a sentence) on its own line, but they adapted and developed punctuation over the subsequent four centuries.

Even well into written history, spelling was largely a matter of personal preference, as the point was to create a series of letters that used all the necessary sounds to reflect the spoken word. Shakespeare's original work periodically has multiple spellings of the same word in the same play! The first dictionary of the English language was not published until 1755. Considering the wide range of pronunciation and accent just within English, it's not difficult to imagine how widely the spellings of words could differ.

Putting Ink to Parchment

The earliest writing was done on clay or wax, using a stylus. Ink usage was stymied by the expense of creating writing surfaces. Papyrus proved to be expensive, though imperial powers overcame this through their tremendous

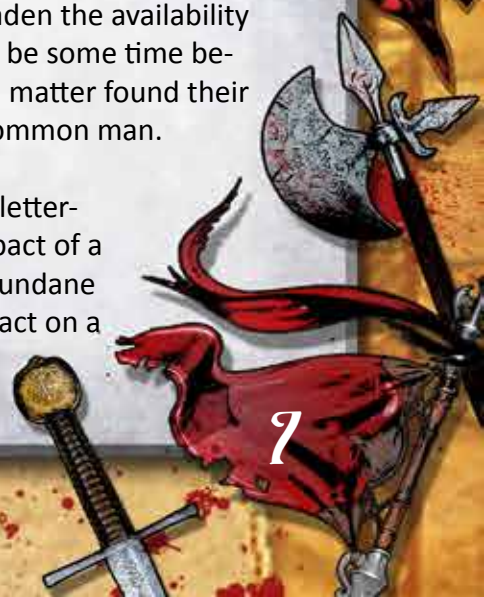
wealth. Even those empires, however, ran into difficulties, as the plant was overfarmed into near-extinction. An alternative was found in animal hides.

Parchment is the hide of calves, sheep, and goats primarily. Some finer quality calfskins would be made into a fancier writing surface, known as vellum. Hides would be flayed, the hair removed, and then the skin stretched into a proper shape. Parchment could hold ink, but could also be scraped (mostly) clean and reused.

Early texts would consist of rolls of stitched-together parchment that could go on for ages, depending on the subject material. Shorter texts were called rolls, while longer ones were called scrolls. They were easy to store and simple to update, but not always simple to reference. The codex came about as an alternative, with pages cut and sewn between stiff covers. Scrolls worked well for texts that had to be added to on a regular basis, while codices were preferable for books in their finished form.

Most texts were hand-scribed until the 15th century, although some woodblock printing was used for images or common blocks of text. Around 1450, the concept of mechanical movable type found its way into Europe. Letters were crafted individually, set next to one another in lines, inked, and then pressed to a page. Wide-spread scribing and movable type were the first real drivers of standardization in spelling and punctuation. Until that point, such things were largely the province of the individual scribe. While letterpress would broaden the availability of printed texts, it would still be some time before books and other printed matter found their way into the homes of the common man.

For more on the history of letterpress printing, the actual impact of a printing press on both the mundane world, and the potential impact on a



fantasy world, be sure to check out *Call to Arms: Notices and Broadsheets*.

Lost in Translation

As part of creating the largest libraries, such as the famous one at Alexandria, scribes wished to create translations of famous texts from other cultures. In addition to understanding spelling variations, odd punctuation, and variances in syntax or grammar, translators from Egypt to the modern day have been plagued by one simple truth: people don't use the same words to mean the same thing from language to language.

Spoken language uses a number of different tools to convey a lot of information in a few words. One of the most common of these is metaphor. Archaic Scandinavian languages used a formal sort of metaphor, called a *kenning*, both as a memory aid and to refer to things of the Gods (for which direct reference was a taboo). The metaphor exemplifies one of the biggest problems in translation – in order to be clear, you must translate ideas, rather than words, and the ideas can be obscured behind metaphor, colloquialism, and idiom. In English, we might describe a big, lumbering guy as an “ox.” In Russian, they can describe being comfortable as “being in one's own soup bowl.”

Writers have coped with this problem in two ways, historically. First, they would make literal translations – simply translating the words from one language to another. This was simpler for the translator, but often produced texts that did not make a great deal of sense. In order to make an idiomatic translation, translators would need expertise not only in the language, but also in the culture and history of the people who speak that language. Errors in translation could ruin high-level negotiations, or even start wars. Getting an accurate translation of an important text could involve sending people

to far-flung corners of the world to gain cultural literacy – people like adventurers.

The Role of the Written Word in Fantasy

The limits of written text in medieval and ancient history mean that, for many fantasy writers, ironically, writing does not play a huge role in their stories. Magic rings, magic swords, and magic staves have featured more prominently than magic books. Magical writing, however, could serve to illuminate important moments – it is the writing on the One Ring that reveals its nature to Gandalf the Grey. That moment also highlights Tolkien's own linguistic expertise: the words are in Black Speech, but are written using Tengwar, an elvish script.

Texts feature slightly more prominently in the worlds of fantasy roleplaying games. From mighty texts like Faerun's *Tablets of Fate*, which defined and circumscribed the powers of the Gods, to Krynn's *Book of Magius*, one of the most sought-after spellbooks in creation, to Golarion's *The Lost Gospels of Tabriz*, which claim (albeit controversially) to be secrets of power passed on from the higher planes.

One particular sub-genre of fantasy literature dealt with literature more frequently, though not in a particularly complementary fashion. The “Weird Tale,” most famously written by H.P. Lovecraft included references to all manner of arcane texts, most of them incredibly destructive to anyone foolish enough to open them. Clark Ashton Smith created the *Book of Eibon*, or *Liber Ivonis*, which was a massive book of dark magic and information on planes of existence that were generally baleful to mankind. Robert Bloch, author of *Psycho*, created *De Vermis Mysteriis*, or *Mysteries of the Worm*. Lovecraft himself created one of the most infamous occult texts of that genre, the *Necronomicon*. These books had several things in common: they gave access to

tremendous occult power, they were forbidden in most places and, therefore, only accessible through secret cults, and they were all quite bad for whatever poor soul decided to peruse them. Robert W. Chambers went outside the usual genre of how-to book and created *The King in Yellow*, a play that drove those who watched it mad, by connecting them to the plane of distant Carcosa and its sanity-shattering ochre monarch.

One often overlooked or taken-for-granted aspect of fantasy worlds is the immense cost of manuscript texts. Most of even the mundane books in this text cost 50 gold pieces or more, which is more than most residents of fantasy realms will earn in a year. Printed matter, to say nothing of literacy, is the province of the nobility and those persons who can afford to spend like nobles, such as adventurers or highly-successful merchants. Since the books must, for the most part, be scribed by hand, acquiring a new book or a new copy of an old book can take weeks, or even months, although magic can accelerate this process.

Whether in fantasy or in the real world, written texts represent knowledge that can be passed on. The transmission of knowledge changes us, whether that knowledge is state secrets, forbidden lore, or a pudding recipe. Those changes, and the forces that work for and against them, represent the stuff of which stories are made.



Mundane Tomes

Books are an easily shareable form of knowledge, and almost all knowledge is useful to someone. From flights of fancy to professional aids, some or all of these books can be found in any library.

Books are presented here by category and effect, rather than listing individual names. Creative gamemasters should feel free to give varying names, to even possible different versions of books that would ultimately be the same thing. “*Ethereal Passages* by Rotham” could be the name of an arcane school reference for conjuration, while “*Andyr’s Mystic Fortress*” would likely be an arcane school reference for abjuration, for instance. Look at the real-world example of the many names used for what could mechanically be treated as a chronicle, for *The Travels of Marco Polo*, variously known as *The Million*, *Description of the World*, and *Book of the Marvels of the World*,

ARCANE FAMILY WORKBOOK

These books are the treasure of any elven family that maintains them. Families with a strong tradition of arcane study will keep notes on their discoveries and insights, passing the book down through generations. Given the length of the elven lifespan, these workbooks will usually have new folios sewn in for each new wizard, and even then may span multiple volumes. A volume for sale is usually the result of a disaster within the family or a theft that is being tracked by a group of old and powerful wizards.

Price 300 gp; **Weight** 3 lbs.

When used as a reference (an action that typically takes 1d4 full rounds of searching the text), an arcane family workbook grants a +2 circumstance bonus on Spellcraft checks. This bonus increases to +4 if 1d4 hours are spent referencing the book.

Item	Cost	Weight
Arcane Family Workbook ^{ARG}	300 gp	3 lbs.
Arcane School Reference	75 gp	2 lbs.
Bestiary	100 gp	3 lbs.
Blue Book ^{UE}	5 gp	1 lb.
Book Lock, Simple	40 gp	--
Book Lock, Average	80 gp	--
Book Lock, Good	160 gp	--
Book Lock, Superior	300 gp	--
Book of Letters ^{UE}	50 gp	3 lbs.
Book of Puzzles ^{ACG}	50 gp	1 lb.
Book of War Prayers ^{ACG}	50 gp	½ lb.
Catalogue of Goods	50 gp	3 lbs.
Chronicle	50 gp	1 lb.
Cypher Books ^{UE}	150 gp	2 lbs.
Encyclopedia	200 gp	20 lbs.,
Footprints Book ^{APG}	2 gp	1 lb.
Gazetteer	50 gp	2 lbs.
Ghost Tome	5 gp	1 lb.
Guild Manual	50 gp	2 lbs.
Heritage Book ^{UE}	50 gp	2 lbs.
Homemaker's Book	50 gp	2 lbs.
Holy Text	1-100 gp	1-20 lbs.
Journal	10 gp	1 lb.
Journeyman's Guidebook	100 gp	10 lbs.
Linguist's Dictionary	50 gp	2 lbs.
Obsession Log ^{ARG}	25 gp	1 lb.
One-Time Cypher Book	250 gp	2 lbs.
Portrait Book ^{APG}	10 gp	3 lbs.
Scytale	10 gp	3 lb.
Star Charts ^{ARG}	200 gp	½ lb.
Tome of Epics ^{ACG}	50 gp	3 lbs.
Traveler's Dictionary ^{UE}	50 gp	2 lbs.

^{ACG} This item appears in *Pathfinder Roleplaying Game: Advanced Class Guide*

^{APG} This item appears in *Pathfinder Roleplaying Game: Advanced Player's Guide*

^{ARG} This item appears in *Pathfinder Roleplaying Game: Advanced Race Guide*

^{UE} This item appears in *Pathfinder Roleplaying Game: Ultimate Equipment*

ARCANE SCHOOL REFERENCE

These texts form the basis of any researching magician's library. Acquiring one is usually a simple matter of studying with specialists of the particular magical school, although extended study of certain magical schools

can carry their own dangers, sometimes obvious (such as evocation or necromancy) and sometimes subtle (such as enchantment).

Price 75 gp; **Weight** 2 lbs.

Consulting this text while researching new spells grants a+2 circumstance bonus on Knowledge

(arcana) or Spellcraft checks for spells and other magical effects from one school of magic. Each text refers to a different school of magic.

BESTIARY

Popular among real scholars as well as the common folk, we are all fascinated by the wonders of the world around us. Typically written about a single type of creature or creatures found in a region of the world, these books will include common knowledge about a monster, illustrations, and other useful comments, though as often as not, they are filled with misinformation and mere myth.

Price 100 gp; **Weight** 3 lbs.

Consulting this text grants a +2 circumstance bonus on associated Knowledge checks made to identify a creature, its weaknesses, or other information about its habits. Most bestiaries only cover a single type of creature or a single region's monsters, though they range in topic from the most common of animals to the wildest of mythical monsters.

BLUE BOOK

This book is practically never for sale in a common bookstore, and is usually crafted with inferior materials and binding. Sometimes, however, they can be found as higher-quality productions, usually disguised as some other sort of book. Just possessing the book can get the owner in trouble in some cities, but lacking it can lead to difficulties of an entirely different sort. Inside, the reader can find a tourist's guide to the criminal and disreputable establishments of a city, such as bordellos or gambling dens.

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

By consulting the book for 1 hour, you gain a +2 circumstance bonus on Knowledge (local), Bluff, and Diplomacy checks to gather or use information in that city. The bonus lasts for 24 hours. At the gamemaster's discretion, you can use it in settlements near that city for a +1 bonus.

BOOK LOCK

From a merchant's ledger to a personal diary to even a cautious wizard's spellbook, the simple book lock is a popular feature of many books. While some types of

book locks exist that can be added to any book, most book locks are built into a book at the time it is made. Keeping information private is important to everyone.

Type	Price	Weight
Simple	40 gp	--
Average	80 gp	--
Good	160 gp	--
Superior	300 gp	--

Taking the form of either a built-in lock (adding no significant weight to a book) or a metal clamp that can be wrapped around a book and locked tight (increase weight to ½ lb.), these various mechanical locks have a key and fairly intricate tumblers compared to your average padlock. The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

BOOK OF LETTERS

These texts are most often produced by governments, churches, or other large organizations, and their distribution is almost always tightly controlled. Often sold as a portfolio, rather than a bound volume, the text contains templates for official correspondence, including reference sheets on terms of address. Black market versions are used to produce more accurate forgeries of official paperwork. The discovery of such a book in unofficial hands is often enough to trigger massive spy hunts.

Price 50 gp; **Weight** 3 lb.

This book provides a +2 circumstance bonus on Diplomacy checks when dealing with city officials and +2 circumstance bonus on Linguistics checks when creating forgeries. A book of letters is only accurate for a particular region, such as a country or even a town, and only provides its bonus relating to that region.

BOOK OF PUZZLES

Prized in highly intellectual societies, these books are popular enough to have spawned competitive industry between authors, with the best writers always attempting to stump their fellows.

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

Each book contains 10 puzzles made to test the mind and stir the intellect. Solving a single puzzle requires at least an hour and a successful DC 10 Intelligence check, though every 5 points by which you exceed the check reduces the amount of time you need to solve the puzzle by 10 minutes (to a minimum of 10 minutes to solve an individual puzzle). Once you solve a puzzle, for the next 24 hours you can choose to roll twice on a single Disable Device, Knowledge, or Sense Motive skill check and take the higher result. Once all the puzzles are solved, the book is useless, though you can purchase another puzzle book with different puzzles.

BOOK OF WAR PRAYERS

These books are crafted to be small and sturdy, ideal for traveling into harm's way. They often consist of chants or exhortations that the gods and ancestors are watching. More disheartening is when they are found in criminal dens, used as propaganda tools to persuade people down on their luck to risk their lives for the profit of others.

Price 50 gp; **Weight** ½ lb.

If you have a Charisma of 13 or higher, or at least 1 rank in Perform (oratory), you can read aloud prayers from the book before battle to hearten others for the trials to come. Reading prayers for this effect takes 10 minutes. You grant those who hear your prayers a +2 morale bonus on the next saving throw against fear they attempt, as long as that saving throw is made in the next 24 hours.

CATALOGUE OF GOODS

Large trading companies produce these catalogues of the goods they sell (and sometimes even that they buy) for multiple reasons, the least of which is as a simple advertisement of what they offer. A traveling merchant on their normal rounds can show a wide range of products they are able to bring along with them on their next trip through the area without having to have one of every item in their inventory. Some are as simple as books listing items, but others will include detailed descriptions or even drawings of items available.

Price 50 gp; **Weight** 3 lbs.

Consulting this catalogue grants a +2 circumstance bonus to Appraise checks made for items featured in a specific merchant's catalogue. Many of these catalogues focus on a single type of craft, limiting them effectiveness.

CHRONICLE

These books are almost as in demand as popular literature as they are for their original purpose as reference guides. Canny and business-minded adventuring parties make sure to take copious notes in order to produce the most useful chronicles that sell to as wide an audience as possible. Of course, the forces arrayed against broad publication of the sorts of secrets adventurers dig up are diverse and dangerous. Often the publishing of such a chronicle can produce as much peril to an adventuring party as the expedition that inspired the text.

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

The number of chronicles that exist varies from place-to-place. When used as a reference (an action that typically takes 1d4 full rounds of searching the text), an chronicle grants a +2 circumstance bonus on a specific Knowledge check. Each chronicle grants this bonus to a different type of Knowledge, but regardless of which type that particular chronicle is focused on, the overall cost of the book remains the same.

CYPHER BOOKS

Many nations outlaw these texts, as they have little interest in allowing the common man to pass indecipherable messages one to another. Nevertheless, many organizations, both criminal and simply secretive, produce these books for their members, but they must take pains to tightly control their distribution, lest their code become simplicity to break.

Price 150 gp; **Weight** 2 lbs.

The books contain numbered grids on each page, which simply and easily catalog random lists of words. This allows a user to write messages that substitute letters and numbers, which reference the page, row, and column of a particular word found within the cypher book. A creature without access to the appropriate cypher book takes a -10 penalty on Linguistics checks made to decipher

each part of a coded message. Writing a message using the cypher text takes 10 times as long as writing an plain text messages, and decoding it with the cypher book takes as much time as writing the original coded message.

ENCYCLOPEDIA

Any set of texts purporting to cover "all knowledge" should probably be regarded with a grain of salt, but these sets of books are often the heart of a sage's library. Collecting a full set of some of the more famous reference texts can be a quest all its own.

Price 200 gp; **Weight** 20 lbs.

These texts come in sets of at least 10. Consulting the books for 1d4 minutes grants a +2 circumstance bonus on any Knowledge checks. The set must be complete in order to grant the bonus.

FOOTPRINTS BOOK

These books are almost always made of heavy parchment with wooden covers, making them more survivable in the wilderness. Stories of copies of these books discovered in the caves of dire animals are almost assuredly apocryphal.

Price 2 gp; **Weight** 1 lb.

The book contains hundreds of hand-drawn images of the footprints of common animals and humanoids. By consulting the book for 5 minutes while studying a set of tracks, you can attempt a DC 10 Knowledge (local) check for humanoids or a DC 10 Knowledge (nature) check for animals to identify the animal or humanoid that made the tracks.

GAZETTEER

Typically written about a single area or region, these books are excellent for getting to know the major geographic features of an area, like the names of mountains or the courses of a river, etc. It also includes other tidbits about the area and lists of the major cities, towns, and people of an area as well.

Price 50 gp; **Weight** 2 lbs.

Consulting this book grants a +2 circumstance bonus on Knowledge (geography) checks. The book generally only helps for a single area or region of a world. In areas near openings into the Underdark, and among the peoples of the Underdark,

similar books exist that aid the user in Knowledge (dungeoneering) checks. And among scholars and planes-travellers, a rare trade in books about specific planes are known to exist, aiding Knowledge (planes) checks.

GHOST TOME

Commonly called "ghost stories" or more colorful terms like "dreadfuls," a ghost tome includes a macabre story about the undead, most commonly ghosts, that also often imparts practical knowledge about facing the restless dead.

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

Consulting this book grants a +2 circumstance bonus on Knowledge (religion) checks for one specific type of undead, which is always featured in the book's story.

GUILD MANUAL

Only tomes of government secrets receive more vigorous protection than the trade secrets of Craft Guilds. Often presented to journeymen upon completion of their apprenticeship, these books are often full of both detailed instructions in a craft, as well as the ancient lore of the guildsmen who built the trade.

Price 50 gp; **Weight** 2 lbs.

These books are usually only sold to accomplished apprentice craftsmen. Consulting the book for 1d4 minutes grants a +2 circumstance bonus on an appropriate Craft skill check. Each Guild Manual grants its bonus only to a single Craft skill. Consulting the Guild Manual for 1 hour prior to attempting a Diplomacy check to gather information on a guild grants a +2 circumstance bonus to that check. Guild Manuals on certain dangerous Crafts, such as Alchemy or Traps, may be encrypted as well.

HERITAGE BOOK

Also known as Books of Peerage, the security around these books rises and falls with the degree of difficulty one encounters in attempting to enter the ranks of the nobility. Part history text, part genealogy, and part scandal sheet, the Heritage Book is the tome every baronet reaches for when

attempting to determine if the previously undiscovered cousin is a fraud. Forging or surreptitiously editing such books is usually a quick ticket to the gallows.

Price 50 gp; **Weight** 2 lbs.

Consulting this book grants a +2 circumstance bonus on Knowledge (nobility) checks.

HOLY TEXT

These books are the principal reason that scribing and printing proliferated in the world. Some faiths tightly restrict their texts, allowing only the clergy to read the divine truth, while others are positively profligate in their publishing, spending extravagantly on multiple different versions of the text for different income levels. Churches have been known to hire professionals (read: Adventurers) to seek out and collect counterfeit or heretically edited editions of books in order to maintain doctrinal purity.

Price 1-100 gp; **Weight** 1-20 lbs.

The cheap variety of holy text is a small, light book with no illustrations, which is printed on thin paper, and has a cover made of canvas or thin hide. A typical holy text for an adventuring priest is durable, with a leather cover, chapter illustrations, and quality paper; it costs 25 gp and weighs 2 pounds. The most expensive versions have detailed illustrations, gilded initials, and border decorations, covers made of fine leather, wood, or even metal, and are often oversized and difficult to carry around.

Consulting this text grants a +2 circumstance bonus to Knowledge (religion) checks related to the god, pantheon, or religion of the book.

HOMEMAKER'S BOOK

Originally the province of the wealthiest households, these books have proliferated in merchant households with novice staffs, as well as households that operate without support. Covering everything from how to parboil a haggis to how to treat a burn, these books are lifesavers for those learning how to run a house.

Price 50 gp; **Weight** 2 lbs.

Consulting this text grants a +2 circumstance bonus to Heal and Profession (cook) checks.



JOURNAL

Rarely considered an essential part of an adventurer's kit, these lightweight, blank books have been a lifesaver for those parties who have been challenged to explain the provenance of treasure they have looted.

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

They normally have 50 paper pages and an oilskin cover.

JOURNEYMAN'S GUIDEBOOK

Jokingly referred to as "footstools" by many a craftsmen, because that becomes their primary use once they've begun an apprenticeship in earnest, they are still commonly "required" for students before being accepted by a master craftsman (especially when they wrote the original text themselves). As many of these books exist as there are trades to learn, and they include helpful hints and basic tutoring on how to work in that trade.

Price 100 gp; **Weight** 10 lbs.

Consulting this book grants a +2 circumstance bonus to any related Craft, Perform, or Profession check made in a single trade, depending upon the topic covered by the book.

LINGUIST'S DICTIONARY

For a professional translator, alphabetical grouping is not always the best way to organize words. These dictionaries are often grouped by theme, allowing a translator to examine texts for metaphors or colloquial phrasing. Writers of such dictionaries have to spend long periods with the speakers of their subject language in order to understand the various nuances.

Price 50 gp; **Weight** 2 lbs.

Using a linguist's dictionary while translating a text grants a +2 circumstance bonus on the Linguistics check.

OBSESSION LOG

Whoever sold the first group of gnomes on the need for them to chronicle their obsessions in books of particular make and style is no doubt living the life of a king even now. That such books seem to empower a gnome's peculiar genius when it comes to their obsessions is a phenomenon that no one outside of the gnome community seems to understand. The gnomes, for their own part, never bother to explain, which makes the logs of gnomes that have passed on a prize for craft guilds and scholars alike.

Price 25 gp; **Weight** 1 lb.

When a gnome consults her obsession log (taking 1 minute), she gains a +2 circumstance bonus on the next Craft or Profession check she makes, as long as that skill was the one chose for her obsessive racial trait.

ONE-TIME CYPHER BOOK

If the cypher book is a controversial text, the existence of the one-time book is the sort of thing that keeps spymasters awake at night. They may only be produced in pairs and will only work as intended for two people. The book is nothing but a series of random numbers. A person wishing to encipher a text uses a pre-agreed system to change his own words into numbers (often-times using a traditional cypher book), then adds the numbers from the one-time book, in the sequence they were printed, to the number created for his words. This system scrambles the text so thoroughly, that it is utterly impossible to decode the text in the absence of the one-time book. Once a number from the book is used, it is never used again (hence the name).

Price 250 gp; **Weight** 2 lbs

One-time books usually contain enough numbers to encrypt 10 messages before they are used up. If the book is reused, then the code loses some of its impenetrability, and functions as a traditional cypher book..

PORTRAIT BOOK

These books have encountered some level of controversy in multi-ethnic communities, where the book's wielders tend to get a reputation as people who think the races all look alike. While it is true that the book follows certain physical conventions, the 100 pages cover a diverse array of dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans of all genders. In any but the smallest communities, the book must be paired with some manner of magical reproduction, as the artist can only produce a single portrait from the book, leading to many a hunt for the book, or even the artist, to try and prevent widespread distribution of a wanted poster.

Price 10 gp; **Weight** 3 lbs.

By selecting an appropriate drawing and adding hair, beard, or other small features, such as moles or scars, even a poor artist can quickly create a reasonable likeness of a specific person.

SCYTALE

Used for passing encoded messages in the field, this printing system consists of two sticks of equal diameter and sheets of parchment. The parchment is wrapped around the stick, and the message is written. The parchment with the message is then cut in a strip, severing the message into strings of unrelated letters. This strip can then be worn as a belt and taken to the message's intended recipient, who has the second stick, which is used to decode the message.

Price 10 gp; **Weight** 3 lbs.

Deciphering an intercepted scytale requires a DC 15 Craft (leatherworking) check.

STAR CHARTS

Many races, like half-elves, live in large cities or communities where they find it difficult to commune with nature. While some will

go on long sojourns to the wilderness, others spend their evenings on high, lonely rooftops, gazing at the stars. These lonely souls use star charts to track the movement of the stars and other celestial bodies.

Price 200 gp; **Weight** ½ lb.

Anyone referencing one of these charts on a clear night can attempt a DC 20 Knowledge (geography) check to determine her approximate location and the month. In addition, these charts grant a +2 circumstance bonus on Survival checks made to avoid getting lost at night with a clear sky.

TOME OF EPICS

Part history text and part propaganda, these books tell the stories of heroes as they would hope they were told – as tales of glory, with the conquering hero throwing down the evil monsters and diabolical tyrants. Accompanied with brightly colored illustrations and soaring rhetoric, these books can be used to inspire groups to achievements both great and base.

Price 50 gp; **Weight** 3 lbs.

After consulting the book for 1 hour, for the next 24 hours, you gain a +2 bonus on Perform (oratory) and Perform (vocal) checks, and a +2 circumstance bonus on Knowledge (nobility) checks pertaining to heroic lineages.

TRAVELER'S DICTIONARY

These books can either be a boon to surviving in a new environment, or a trap for the unwary traveler. Each book is designed for Common and one other language. It usually consists of two sections. The first is a phrase book, with common questions for the traveler and a list of answers beneath, allowing the traveler and another speaker to communicate primarily by pointing. The second section is an alphabetical listing of words and phrases in the second language, with an approximate translation into Common.

Price 50 gp; **Weight** 2 lbs.

Using this book does not grant a bonus on rolls to communicate, but, at the gamemaster's discretion, it can negate or reduce a penalty, if the other creature is patient enough to wait for the translation.

Spellbooks

Straddling the line between mundane and magical texts, spellbooks are usually highly reflective of the spellcaster who scribes them.

Type of Spellbook	Price ¹	Weight
Book Lariat ^{ACG}	3 sp	½ lb.
Common Spellbook	15 gp	3 lbs.
Compact Spellbook ^{ARG}	50 gp	1 lb.
Tome of Spells	250 gp	20 lbs.
Traveling Spellbook	100 gp	3 lb.

¹ This price assumes a blank spellbook. Spellbooks with spells already transcribed into them go for significantly more.

^{ACG} This item appears in *Pathfinder Roleplaying Game: Advanced Class Guide*

^{ARG} This item appears in *Pathfinder Roleplaying Game: Advanced Race Guide*

BOOK LARIAT

Wizards, in all their supposed wisdom, often joke among themselves that the merchant who first thought of marketing these items is a very rich man.

Price 3 sp; **Weight** ½ lb.

This braided metal cord comes with a clasp that affixes to the lock of a standard spellbook. The other end of the cord attaches to a belt or belt loop. The cord is 10 feet long and retractable. If you drop your spellbook while it's attached to the lariat, you can recover the spellbook as a standard action. While attached to you, the book can never be farther than 10 feet from you. Unclasp the book requires a move action, or the cord can be cut to free the book (hardness 5, hp 10).

COMMON SPELLBOOK

This entry represents the standard spellbook most arcane spellcasters that prepare spells gain automatically.

Price 15 gp; **Weight** 3 lbs.

Common spellbooks have 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells). The price of the

common spellbook includes a Simple book lock built into the book.

COMPACT SPELLBOOK

The traveling wizard or magus finds lugging around all of their spellbooks to become dangerous and laborious in many cases. A simple solution for this are these much smaller spellbooks which are occasionally mistaken for journals.

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

Compact spellbooks hold only 70 pages of spells, but they weigh significantly less than an ordinary spellbook. The price of a compact spellbook includes a Simple book lock built into the book.

TOME OF SPELLS

As a spellcaster ages, their collection of spellbooks can become a small library. Other spellcasters choose to condense all these books into one thick tome, often with double-sized (or even larger) pages, gilded on the edges, and bound in rare and exotic materials.

Price 250 gp; **Weight** 20 lbs.

The price and weight should count as starting points for a tome of spells, representing 100 double-sized pages (count each page as two when calculating the number of pages needed for a spell by level), bound in fine leather with a Good book lock. These books are rarely moved around, instead sitting on special stands and daises in the studies and libraries of a spellcaster's home. The price of a tome of spells includes an Average book lock built into the book.

TRAVELING SPELLBOOK

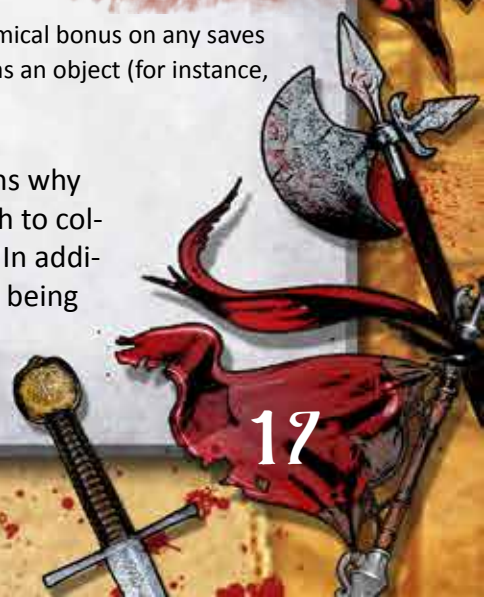
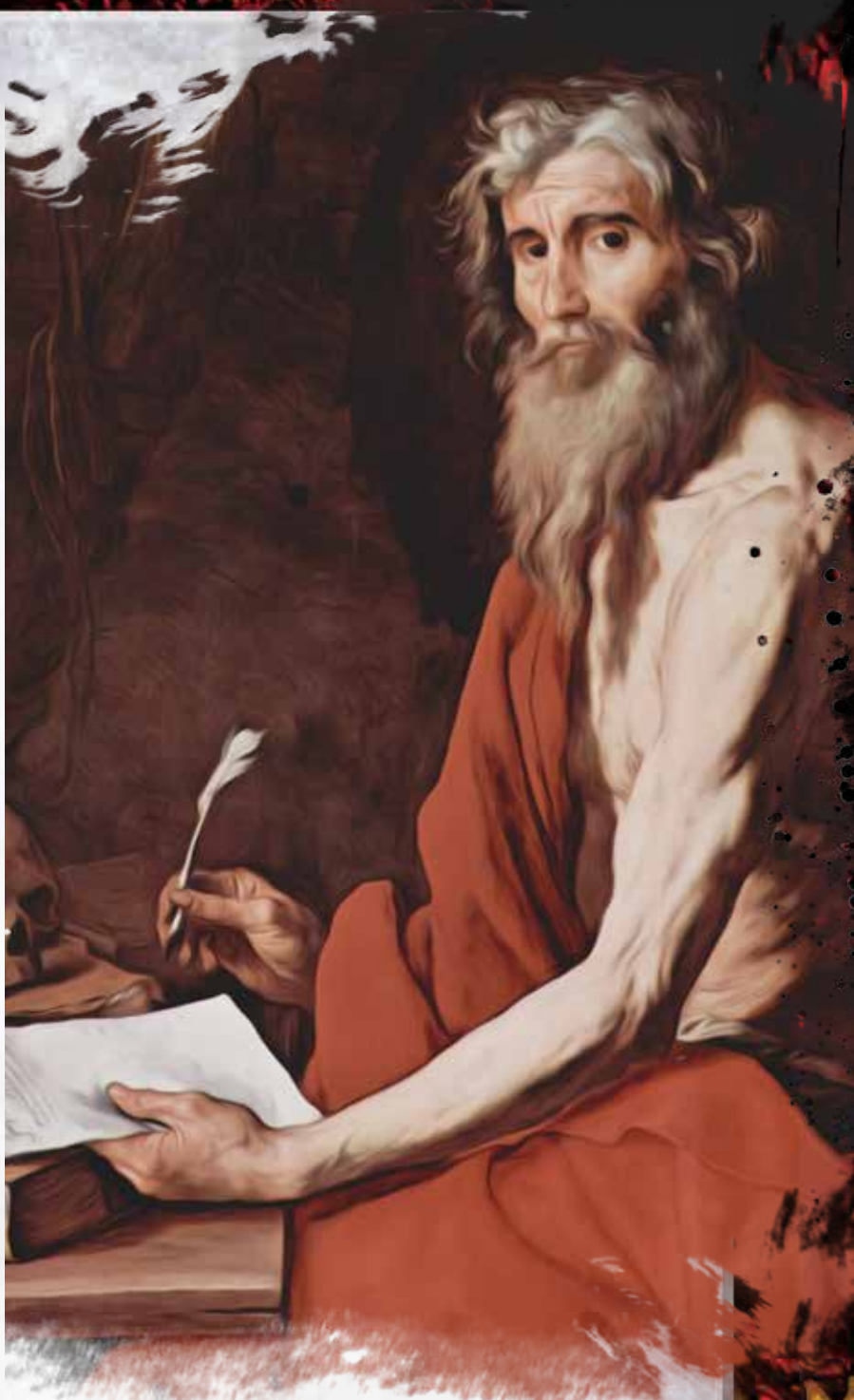
While many spellcasters rely on magical means to protect their spellbooks from harm, the cautious know that even the best magics can fail and thus prefer to rely on a heartier book design to protect the spells they want to carry along with them.

Price 100 gp; **Weight** 3 lb.

A traveling spellbook typically only includes 50 pages, but uses up much of the space saved to protect the book more thoroughly. Casual exposure to wind, dirt, and water rarely harms a traveling spellbook, and when applicable, travel-

ing spellbooks gain a +2 alchemical bonus on any saves against effects if might suffer as an object (for instance, against catching on fire).

There are number of reasons why arcane spellcasters might wish to collect the spellbooks of others. In addition to the obvious benefit of being



able to prepare spells from a different spellbook, or to learn and transfer spells into their own book, most spellcasters obsessively add notes, comments, and other hints and tricks they have learned in connection to their chosen specialty. Consulting the spellbook of an arcane spellcaster at least two levels higher than you can grant you a +2 circumstance bonus to Knowledge (arcana) or Spellcraft checks made in connection with spells found in that spellbook. In addition, having access to a spellcaster's spellbook can impart a +2 circumstance bonus to Knowledge (local) or Knowledge (history) checks made about that spellcaster, their habits, capabilities, etc. A spellcaster can't help but put some of their personality and attitudes into their spellbooks.

Using Preparation Rituals

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when he prepares spells, no matter how many spells with preparation rituals he uses to prepare spells.

Many additional pre-made spellbooks and preparation rituals can be found in *Pathfinder Roleplaying Game: Ultimate Magic*. Also, you can find a number of such books as example Forbidden Tomes listed at the end of this book from the **Shadows over Vathak** campaign setting published by **Fat Goblin Games**.

Order of the Arcane Militant Manual 2-0 (Level 4 Magus)

One of the few spellbooks produced on a printing press, these texts are given to members of an order of military magic-users, usually upon graduation from advanced training.

Protection Average Lock (DC 25)

Value 305 gp (600 gp with the preparation ritual)

SPELLS

2nd – fog cloud, tactical acumen^{UC}

1st – burning hands, chill touch, enlarge person, magic missile, shield, shocking grasp, thunderstomp^{ACG}, vanish^{APG}

0 – standard plus jolt^{UM}

PREPARATION RITUAL

Power in Numbers (Su): Your spells work best in tandem with your comrades-in-arms. Spend this boon's effect as a free action to gain a +1 to the DC of an evocation spell cast as a spellstrike, so long as you are within 10 ft. of another user of this spellbook.

Inner Mysteries (Level 8 Investigator)

This slim volume started out as a high-quality text, with a rich leather on the wooden binding boards, but the vellum is stained in various places. The entire book smells of odd chemicals and patchouli.

Value 1,835 gp (2,635 gp with the preparation ritual)

FORMULA

3rd – arcane sight, cure serious wounds

2nd – acute senses^{UM}, investigative mind^{ACG}, philosopher's brew

1st – altered consciousness, comprehend languages, crafter's fortune^{APG}, heightened awareness^{ACG}, identify, keen senses^{APG}

PREPARATION RITUAL

Studied Insight (Su): You may use this boon as a free action in order to make a single use of inspiration on any non-combat problem solving challenge. This use of inspiration does not cost one of the investigator's daily uses.

Magical Tomes

Magical texts are the province of the learned, and the source of much of their power. Whether a large and powerful church or a secretive cabal of wizards, their books serve as power both held and passed on from generation to generation.

Item	Cost
Adamantine golem manual ^{B2}	125,000 gp
Alchemical golem manual ^{B2}	9,000 gp
Blessed book	12,500 gp
Blood golem manual ^{B4}	6,600 gp
Bone golem manual ^{B3}	16,000 gp
Book of extended summoning, lesser ^{UE}	750 gp
Book of extended summoning, standard ^{UE}	2,750 gp
Book of extended summoning, greater ^{UE}	6,126 gp
Book of the loremaster ^{UE}	15,000 gp
Book of marvelous recipes ^{ARG}	28,000 gp
Bookmark of deception ^{UE}	1,500 gp
Bookplate of recall ^{UE}	1,000 gp
Brass golem manual ^{B3}	40,000 gp
Carrion golem manual ^{B2}	4,000 gp
Cannon golem manual ^{B3}	52,500 gp
Clay golem manual ^{B1}	12,000 gp
Clockwork golem manual ^{B2}	27,500 gp
Coral golem manual ^{B4}	16,200 gp
Flesh golem manual ^{B1}	8,000 gp
Fossil golem manual ^{B3}	30,000 gp
Glass golem manual ^{B2}	9,600 gp
Ice golem manual ^{B1}	5,400 gp
Iron golem manual ^{B1}	35,000 gp
Junk golem manual ^{B4}	4,000 gp
Manual of bodily health +1	27,500 gp
Manual of bodily health +2	55,000 gp
Manual of bodily health +3	82,500 gp
Manual of bodily health +4	110,000 gp
Manual of bodily health +5	137,500 gp
Manual of gainful exercise +1	27,500 gp
Manual of gainful exercise +2	55,000 gp
Manual of gainful exercise +3	82,500 gp

Manual of gainful exercise +4	110,000 gp
Manual of gainful exercise +5	137,500 gp
Manual of quickness of action +1	27,500 gp
Manual of quickness of action +2	55,000 gp
Manual of quickness of action +3	82,500 gp
Manual of quickness of action +4	110,000 gp
Manual of quickness of action +5	137,500 gp
Manual of war ^{UE}	7,500 gp
Mithral golem manual ^{B2}	50,000 gp
Page of spell knowledge ^{UE}	Varies, See Entry
Roll of years	26,400 gp
Stained glass golem manual ^{B2}	11,520 gp
Stone golem manual	22,000 gp
Tome of clear thought +1	27,500 gp
Tome of clear thought +2	55,000 gp
Tome of clear thought +3	82,500 gp
Tome of clear thought +4	110,000 gp
Tome of clear thought +5	137,500 gp
Tome of leadership and influence +1	27,500 gp
Tome of leadership and influence +2	55,000 gp
Tome of leadership and influence +3	82,500 gp
Tome of leadership and influence +4	110,000 gp
Tome of leadership and influence +5	137,500 gp
Tome of understanding +1	27,500 gp
Tome of understanding +2	55,000 gp
Tome of understanding +3	82,500 gp
Tome of understanding +4	110,000 gp
Tome of understanding +5	137,500 gp
Vellum of Replication	25 gp
Wax golem manual ^{B4}	5,600 gp
Wood golem manual ^{B1}	5,100 gp
Word bottle ^{UE}	1,500 gp
Writ of the hard road	5,500 gp

^{UE} This item appears in *Pathfinder Roleplaying Game: Ultimate Equipment*

^{ARG} This item appears in *Pathfinder Roleplaying Game: Advanced Race Guide*

^{B1} This golem appears in *Pathfinder Roleplaying Game Bestiary*

^{B2} This golem appears in *Pathfinder Roleplaying Game: Bestiary 2*

^{B3} This golem appears in *Pathfinder Roleplaying Game: Bestiary 3*

^{B4} This golem appears in *Pathfinder Roleplaying Game: Bestiary 4*

BLESSED BOOK

Viewed as one of the signs that a wizard has truly come into his own, the blessed book is a boon to the widely-read arcane researcher. One of the oddest features of the book is its tendency to self-erase if its owner is disconnected from it (usually by death). Necromancers and spell thieves constantly search for a method to maintain the connection between a wizard and his book, even after the wizard's death.

Price 12,500 gp; **Slot** none; **Aura** moderate transmutation; **CL** 7th; **Weight** 1 lb.

This well-made tome is always of small size, usually no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked (most spellcasters will purchase a superior (DC 40) lock to secure their books).

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

CONSTRUCTION REQUIREMENTS

Cost 6,250 gp

Craft Wondrous Item, *secret page*

BOOK OF EXTENDED SUMMONING

Ever since these books were first crafted, they have been the bane of magical academies and a plague on highly magical communities everywhere. Only the fact that their construction is limited to the most powerful of spellcasters has prevented many governments from outlawing them (at least in their evil variants) altogether.

Price 750 gp (lesser), 2,750 gp (standard), 6,126 gp (greater); **Slot** none; **Aura** strong conjuration; **CL** 17th; **Weight** 1 lb.

This leather-bound book is inscribed with runes relating to outsiders and conjuration magic. It enhances spells that summon monsters. The user may apply the Extend Spell feat to these

spells as they are cast. This does not change the spell slot of the altered spell. The book counts as a metamagic rod for the purpose of combining multiple metamagic effects on a spell. A standard book of extended summoning can be used with spells of 6th level or lower, while a lesser book can be used with spells of 3rd level or lower, and a greater book can be used with spells of 9th level or lower. Each book is keyed to a particular alignment (equal chances of chaotic, evil, good, or lawful). Once the book is used it crumbles into cold ash and is destroyed.

CONSTRUCTION REQUIREMENTS

Cost 375 gp (lesser), 1,375 (standard), 3,063 (greater)

Craft Wondrous Item, Extend Spell, *summon monster I*

BOOK OF THE LOREMASTER

One of the oldest written magic items, these books are occasionally still found in papyrus editions. Although the title sometimes triggers hunts by those wishing to discover forgotten secrets or forbidden lore, this book is best used (and highly prized) by the already well-educated, who need the occasional jog to their memory.

Price 15,000 gp; **Slot** none; **Aura** moderate divination; **CL** 7th; **Weight** 2 lbs.

This digest-sized book contains a seemingly random collection of words, phrases, and strange mnemonic aids. Three times each day, a bard can consult it while using the lore master class feature in order to gain a +5 competence bonus when taking 10 or 20 on a Knowledge check.

CONSTRUCTION REQUIREMENTS

Cost 7,500 gp

Craft Wondrous Item, *clairaudience/clairvoyance*

BOOK OF MARVELOUS RECIPES

Among the ranks of well-heeled nobility, or status-conscious nouveau riche, these books are coveted beyond measure, leading to quiet feuds that sometimes amount to covert wars. The chef armed with such a tome can sauté and parboil their way to a small fortune in even a short career.

Price 28,000 gp; **Slot** none; **Aura** moderate conjuration; **CL** 11th; **Weight** 3 lbs.

The pages of this book visibly rewrite themselves as a reader flips through them, creating a number of delicious recipes that seem to anticipate the reader's current craving or culinary desires. The recipes can then aid in creating such dishes, allowing the reader to use the Profession (cook) skill untrained, or graining a +4 competence bonus on such checks if the reader is trained in that skill. Furthermore, once per day, this book can be used to enhance a meal the reader is cooking. When used in this way, it grants the meal being cooked the benefits of a *heroes' feast* spell (caster level 11th).

CONSTRUCTION REQUIREMENTS

Cost 14,400 gp

Craft Wondrous Item, *heroes' feast*, the creator must have at least 4 ranks in Profession (cook)

BOOKMARK OF DECEPTION

Embodying the principle of "hide in plain sight," these relatively simple magical bookmarks allow the crafty spellcaster to hide their most potent tomes in a common library, perhaps even creating a heavily trapped bookshelf as a red herring. On the other hand, one must take care not to use these bookmarks on books that have other traps lying within, lest an unassuming reader get assailed while they think they're perusing a dictionary.

Price 1,500 gp; **Slot** none; **Aura** faint illusion; **CL** 5th; **Weight** -

This bookmark alters that book that holds it, so that it appears to be another book entirely, even upon a thorough reading. The apparent book is determined when the bookmark is crafted, and is usually an especially boring or commonplace book, such as a legal or religious text. The bookmark also protects itself and the book with *nondetection*.

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, *nondetection*, *secret page*

BOOKPLATE OF RECALL

Originally developed in order to provide an alternative to maintaining an extradimensional space for needed texts, these bookplates have found all manner of alternate uses in the years since their invention, from allowing surreptitious book theft at

a convenient time (such as when the plate's owner is in a distant country), to recovering texts from theft. Such recovery is always fraught, since the thief knows where her ill-gotten loot has gone – the name on the plate gives it away.

Price 1,000 gp; **Slot** none; **Aura** strong conjuration; **CL** 13th; **Weight** -

This metal bookplate is inscribed with mystical words in Draconic, leaving space for a single written name. When the bookplate is glued to the inside cover of a book, the named individual may speak the title of the book to summon it as if using *instant summons*. This ability functions once per day.

CONSTRUCTION REQUIREMENTS

Cost 500 gp

Craft Wondrous Item, *instant summons*

GOLEM MANUAL

The creation of a golem is considered by many spellcasters to be the pinnacle of the arcane artificer's art. As a result, the creation of this series of books meets with a great deal of controversy in magical circles. On the one hand, they allow spellcasters not fully versed in the artificer's art to create all manner of golems. On the other...they allow spellcasters not fully versed in the artificer's art to create all manner of golems. In more egalitarian magical societies, they might be viewed as a mystical expeditor. In more restrictive or class-conscious societies, they may be hunted out ruthlessly to protect trade secrets.

Price Varies; **Slot** none; **Aura** varies; **CL** varies; **Weight** 5 lbs.

A golem manual contains information, incantations, and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem (although these spells can only be used to create a golem and cannot be copied), effectively granting the builder use of the Craft Construct feat during the construction of the golem, and increase to her caster level for the purpose of crafting a golem.

The spells included in a golem manual require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Additionally, any *golem manual* may be constructed to create a Shield Guardian variant of the Golem. Doing so adds the spells *imbue spell-like ability*, *discern location*, and *shield other*. Additionally, the cost of the manual is doubled, but this includes the cost of the control amulet.

ADAMANTINE GOLEM MANUAL

Price 125,000 gp

This book contains *geas/quest*, *heal*, *stoneskin*, and *wish*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting an adamantine golem. **Aura** strong conjuration, enchantment, and transmutation; **CL** 20th; **Requirements** Craft Construct, creator must be caster level 20th, *geas/quest*, *heal*, *stoneskin*, *wish* **Cost** 62,500 gp

ALCHEMICAL GOLEM MANUAL

Price 9,000 gp

This book contains *geas/quest*, *gentle repose*, *major creation*, *resist energy*, and *telekinesis*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting an alchemical golem. **Aura** moderate enchantment, necromancy, and transmutation; **CL** 10th; **Requirements** Craft Construct, creator must be caster level 10th, *geas/quest*, *gentle repose*, *major creation*, *resist energy*, *telekinesis*. **Cost** 4,500 gp

BLOOD GOLEM MANUAL

Price 6,600 gp

The book contains *animate dead*, *bleed*, *cure critical wounds*, and *geas/quest*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a blood golem. **Aura** strong conjuration, enchantment, and necromancy [evil];

CL 12th; **Requirements** Craft Construct, creator must be caster level 12th, *animate dead*, *bleed*, *cure critical wounds*, *geas/quest*. **Cost** 3,300 gp

BONE GOLEM MANUAL

Price 16,000 gp

This book contains either *animate dead* or *animate objects*, *geas/quest*, *limited wish*, and *telekinesis*. The reader may treat her caster level as one level higher than normal for the purpose of crafting an bone golem. **Aura** moderate enchantment and necromancy [evil] (if *animate dead* is used) or transmutation (if *animate objects* is used); **CL** 9th; **Requirements** Craft Construct, creator must be caster level 9th; either *animate dead* or *animate objects*, *geas/quest*, *limited wish*, *telekinesis*. **Cost** 8,000 gp

BRASS GOLEM MANUAL

Price 40,000 gp

This book contains *geas/quest*, *incendiary cloud*, *limited wish*, and *see invisibility*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting an brass golem. **Aura** strong conjuration, divination, and enchantment; **CL** 17th; **Requirements** Craft Construct, creator must be caster level 17th, *geas/quest*, *incendiary cloud*, *limited wish*, and *see invisibility*. **Cost** 20,000 gp

CANNON GOLEM MANUAL

Price 52,500 gp

This book contains *geas/quest*, *limited wish*, and *plane shift* or *secret chest*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting an cannon golem. **Aura** strong conjuration, divination, and enchantment; **CL** 17th; **Requirements** Craft Construct, creator must be caster level 17th, *geas/quest*, *limited wish*, *plane shift* or *secret chest*. **Cost** 26,250 gp

CARRION GOLEM MANUAL

Price 4,000 gp

This book contains *animate dead*, *contagion*, *false life*, *gentle repose*, and *lesser geas*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a carrion golem. **Aura** moderate enchantment and necromancy [evil]; **CL** 7th; **Requirements** Craft Construct, creator must be caster level 7th; *animate dead*, *contagion*, *false life*, *gentle repose*, and *lesser geas*. **Cost** 2,000 gp

CLOCKWORK GOLEM MANUAL

Price 27,500 gp

This book contains *animate objects*, *blade barrier*, *geas/quest*, *grease*, and *telekinesis*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a clockwork golem. **Aura** strong conjuration, enchantment, evocation, and transmutation; **CL** 15th; **Requirements** Craft Construct, creator must be caster level 15th; *animate object*, *blade barrier*, *geas/quest*, *grease*, *telekinesis*. **Cost** 13,750 gp

CLAY GOLEM MANUAL

Price 12,000 gp

The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem. **Aura** moderate conjuration, divination, enchantment, and transmutation; **CL** 11th; **Requirements** Craft Construct, creator must be caster level 11th, *animate object*, *commune*, *prayer*, *resurrection*. **Cost** 6,000 gp

CORAL GOLEM MANUAL

Price 16,200 gp

This book contains *animate objects*, *geas/quest*, *keen edge*, *limited wish*, and *water breathing*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a coral golem. **Aura** moderate enchantment and transmutation; **CL** 11th; **Requirements** Craft Construct, creator must be caster level 11th; *animate objects*, *geas/quest*, *keen edge*, *limited wish*, *water breathing*. **Cost** 8,100 gp

FLESH GOLEM MANUAL

Price 8,000 gp

The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem. **Aura** moderate enchantment, necromancy [evil], and transmutation; **CL** 8th; **Requirements** Craft Construct, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*. **Cost** 4,000 gp

FOSSIL GOLEM MANUAL

Price 30,000 gp

The book contains *flesh to stone*, *geas/quest*, *limited wish*, and *stone shape*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a fossil golem. **Aura** strong enchantment and transmutation; **CL** 15th; **Requirements** Craft Construct, creator must be caster level 15th, *flesh to stone*, *geas/quest*, *limited wish*, *stone shape*. **Cost** 15,000 gp

GLASS GOLEM MANUAL

Price 9,600 gp (normal glass); 11,520 (stained glass)

The book contains *animate objects*, *flame strike*, *geas/quest*, and *spell turning*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a glass golem. **Aura** moderate abjuration, enchantment, evocation, and transmutation; **CL** 10th; **Requirements** Craft Construct, creator must be caster level 10th, *animate objects*, *flame strike*, *geas/quest*, and *spell turning*. **Cost** 4,800 gp (normal glass); 5,760 (stained glass)

ICE GOLEM MANUAL

Price 5,400 gp

The book contains *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, and *resist energy*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting an ice golem. **Aura** moderate enchantment, evocation, and necromancy; **CL** 12th; **Requirements** Craft

Construct, creator must be caster level 12th, *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, *resist energy*. **Cost** 2,700 gp

IRON GOLEM MANUAL

Price 35,000 gp

The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat her caster level as three level higher than normal for the purpose of crafting an iron golem. **Aura** strong conjuration, enchantment, and transmutation; **CL** 16th; **Requirements** Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*. **Cost** 17,500 gp

JUNK GOLEM MANUAL

Price 4,000 gp

The book contains *false life*, *lesser geas*, *minor creation*, and *rusting grasp*. The reader may treat her caster level as three level higher than normal for the purpose of crafting an junk golem. **Aura** moderate conjuration, enchantment, necromancy, and transmutation; **CL** 7th; **Requirements** Craft Construct, creator must be caster level 7th, *false life*, *lesser geas*, *minor creation*, *rusting grasp*. **Cost** 2,000 gp

MITHRAL GOLEM MANUAL

Price 50,000 gp

The book contains *animate objects*, *geas/quest*, *haste*, *polymorph any object*, and *wish*. The reader may treat her caster level as three level higher than normal for the purpose of crafting an mithral golem. **Aura** strong enchantment and transmutation; **CL** 18th; **Requirements** Craft Construct, creator must be caster level 18th, *animate objects*, *geas/quest*, *haste*, *polymorph any object*, *wish*. **Cost** 25,000 gp

STONE GOLEM MANUAL

Price 22,000 gp

The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three level higher than normal for the

purpose of crafting a stone golem. **Aura** strong abjuration and enchantment; **CL** 14th; **Requirements** Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *limited wish*, *symbol of stunning*. **Cost** 11,000 gp

WAX GOLEM MANUAL

Price 5,600 gp

The book contains *animate object*, *geas/quest*, *limited wish*, and *silent image*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a wax golem. **Aura** moderate enchantment, illusion, and transmutation; **CL** 9th; **Requirements** Craft Construct, creator must be caster level 9th, *animate object*, *geas/quest*, *limited wish*, and *silent image*. **Cost** 2,800 gp

WOOD GOLEM MANUAL

Price 5,100 gp

The book contains *alarm*, *animate object*, *cat's grace*, *geas/quest*, and *limited wish*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a wood golem. **Aura** strong abjuration and enchantment; **CL** 12th; **Requirements** Craft Construct, creator must be caster level 12th, *alarm*, *animate object*, *cat's grace*, *geas/quest*, and *limited wish*. **Cost** 2,550 gp

MANUAL OF BODILY HEALTH

One of the few magical books actively sought by barbarian tribes, this volume is found more frequently than any of its literary cousins, save perhaps the tome of clear thought. Several unscrupulous spellcasters have taken to enchanting used editions with magic aura as a scam against the unwary.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th; **Weight** 5 lbs.

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Constitution score.

Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 (+5)

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF GAINFUL EXERCISE

Spellcasters are actually loathe to craft these magic items very often, for they are most actively sought by mercenary and military organizations, many of whom are not famous for paying their bills. Given the miniscule profit margins on the sale of these items in the open market, such pressures mean these books are usually only prepared on order.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th; **Weight** 5 lbs.

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 (+5)

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF QUICKNESS IN ACTION

The mere rumor of one of these books is enough, usually, to send thieves' guilds into a flurry of activity. Guildmasters have been known, especially as they near retirement, to commission the creation of one to serve as a prize at the end of a contest to determine a successor.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th; **Weight** 5 lbs.

This thick tome contains exercise tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 (+5)

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF WAR

This magical book is unique, in that it comes from a sliver of magical tradition that wizards tend to disdain and soldiers do not always readily understand: the eldritch knights. Even magi do not blend martial and arcane traditions in such a way, so as to produce a book like this. Despite its name, the manual of war is most often found in the hands of famous solo combatants, who find the flexibility it grants to be a boon in duels and single combat.

Price 7,500 gp; **Slot** none; **Aura** moderate enchantment; **CL** 10th; **Weight** 2 lbs.

Bound in bloodstained leather, this heavy tome is scarred like the flesh of a seasoned warrior and contains many generations of martial knowledge. Once per day, after studying the manual for one hour, a fighter may exchange one of her fighter bonus feats for another combat feat. She must meet the prerequisite for this new feat and she cannot alter a feat she is using as a prerequisite for another feat, prestige class, or other ability. This change persists for 24 hours, after which time the fighter's feats return to normal. The fighter may spend 10 minutes studying the manual to end its effects early.

CONSTRUCTION REQUIREMENTS

Cost 3,750 gp

Craft Wondrous Item, *modify memory*, creator must have levels in the fighter class

PAGE OF SPELL KNOWLEDGE

Sorcerers are forever struggling against their greatest limitation – the limited number of spells their blood awakens within them. In addition to scrolls, sorcerers developed these arcane pages in order to expand their repertoire.

Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th);
Slot none; **Aura** strong transmutation; **CL** 17th;
Weight –

This page is covered in densely-worded arcane or divine magical runes. It contains the knowledge of a single arcane or divine spell (chosen by the creator when the item is crafted). If the bearer is a spontaneous caster, and has that spell on her class list, she may use her spell slots to cast that spell as if it were one of her spells known. A page of spell knowledge is priced based on the spell's cleric or sorcerer/wizard spell level, unless the spell doesn't appear on either of those spell lists, in which case it is based on the highest spell level as it appears on any other spell list. For example, a spell that is on the 4th-level inquisitor list and the 2nd-level paladin list is priced as a 4th-level spell.

CONSTRUCTION REQUIREMENTS

Cost 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th), 24,000 gp (7th), 32,000 gp (8th), 40,500 gp (9th);

Craft Wondrous Item, creator must be able to cast the spell contained in the page

ROLL OF YEARS

These scrolls are prized, and often commissioned, by churches that revere knowledge and history. They are one of the most potent tools against the revision of historical fact by would-be propagandists, which makes them politically perilous, from time to time.

Price 26,400 gp; **Slot** none; **Aura** moderate divination
CL 11th; **Weight** 3 lbs.

This text is kept on a scroll, attached to a pair of ivory rollers, measuring about 1 ½ feet high. The scroll is a series of parchment pages, each page about 2 feet in length. Once per day, the wielder of the *roll of years* must meditate upon a subject and then begin

searching through the scroll, a process that takes 1d4 minutes. After this, it takes 1d4 x 10 minutes to read and comprehend the dense, allegory-rich text. Once read, the text gives the reader legends about the topic they meditated upon, as per the spell, *legend lore*.

CONSTRUCTION REQUIREMENTS

Cost 13,650 gp

Craft Wondrous Item, *legend lore*

TOME OF CLEAR THOUGHT

Although this book might seem to be the most common of this particular line of magical texts, it is fact relatively rare – the spellcaster capable of crafting such a book can achieve the same effect simply with the wish or miracle spell that the crafting requires. Usually, these books are crafted by powerful wizards as a graduation gift for their higher-ranking apprentices. That such a gift, should it be widely known, makes graduation a perilous time for such apprentices, is simply considered a final lesson.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th;
Weight 5 lbs.

This thick tome contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 gp (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 gp (+5)

Craft Wondrous Item, *wish* or *miracle*

TOME OF LEADERSHIP AND INFLUENCE

This enchanted text is generally fought over by two classes of people. First are those spellcasters who derive their magical power from their force of personality. The other is made up of those nobles who rely on charm to get their way. The conflicts between

these two groups can swing back and forth between comical and deadly at a moment's notice.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th; **Weight** 5 lbs.

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 (+5)

Craft Wondrous Item, *wish* or *miracle*

TOME OF UNDERSTANDING

The discovery of one of these books on the open market is a mixed blessing for the city that hosts such a sale. On the one hand, the massive price of the book draws the wealthy and powerful. On the other hand, every church in town wants it, leading to all manner of religious political machinations.

Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Slot** none; **Aura** strong evocation (if *miracle* is used); **CL** 17th; **Weight** 5 lbs.

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION REQUIREMENTS

Cost 26,250 gp (+1), 52,500 (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 (+5)

Craft Wondrous Item, *wish* or *miracle*

VELLUM OF REPLICATION

This magic item is so simple to produce that it gives security-minded officials fits. Only the amount of time required for copying keeps it from being an ideal espionage tool, though it still finds regular use.

Price 50 gp; **Slot** none; **Aura** faint divination and transmutation; **CL** 5th; **Weight** 0.1 lbs

This appears to be nothing more than a sheet of fine vellum; however, when applied to a page of written text, it makes a perfect copy of the text written on that page. Making a copy of a full page of text takes 1 minute. The *vellum of replication* can also copy magical writings, such as scrolls, but does not transfer the magic along with the language. Using *read magic* allows a spellcaster to read a copied scroll to discern its contents.

CONSTRUCTION REQUIREMENTS

Cost 25 gp

Craft Wondrous Item, *read magic*, *scrivener's chant*

WORD BOTTLE

This odd item came about as a result of changes in the way written language worked. As writing became less pictograms and more symbolic representations of words, early spellcasters realized that this new system could be used to capture magic. Originally trapping the text in clay jars, the system evolved into the modern glass construction, producing the concept of the magical scroll as a beneficial side effect. In modern times, the word bottle has become the tool of choice for spellcasters who wish to attack their enemies without exposing themselves to danger.

Price 1,500; **Slot** none; **Aura** moderate evocation **CL** 7th; **Weight** 1 lb.

This fragile glass flask encloses a single scrap of worn parchment held in place by a taut metal wire threaded through its cork stopper. As a full-round action, a spellcaster can cast a targeted language-dependent spell of 3rd level or lower into the flask. This covers the parchment with magical writing and charges the flask with power. The flask cannot be used with spells that have a casting time longer than 1 full round. Any of the spell's variables that are determined by its caster (such as commands given to the spell's target) are

decided when the spell is cast into the bottle.

The charged flask can be thrown as a splash weapon with a range increment of 10 feet. The flask shatters and is destroyed upon impact, releasing the stored spell. A creature struck by the flask is subject to the effects of the spell contained within, just as if it had been the target of the spell. Creatures within 5 feet of the flask when it breaks hear whispery echoes of the spell's words and are also subject to its effects, though they receive a +5 bonus on their saves to resist the spell. If the spell does not ordinarily allow a save, creatures caught in the splash radius may still make a Will save to negate it (with the +5 bonus).

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, *imbue with spell ability*

WRIT OF THE HARD ROAD

When a life is spent in service to a difficult cause, the zealous can often be called to serve in far-flung locations, far away from the support of mother church. In these cases, the servant may need a means to atone before their church and their god for transgressions, without access to senior clergy members. First developed by churches dedicated to wandering and exploration, The Writ of the Hard Road aides the solitary traveler in redeeming themselves before their faith.

Price 5,500; **Slot** none; **Aura** moderate abjuration and enchantment CL 11th; **Weight** 1 lb.

The Writ of the Hard Road is a slim, leather-bound text of only 30 pages, with a lock on the cover. If a paladin has lost their class, or a cleric has lost their spellcasting abilities, due to a violation of their code of conduct, they may open *The Writ of the Hard Road*, unlocking it and opening to the first page. The book immediately provides the benefits of an *atonement* spell, restoring class abilities and/or spells. However, the penitent must spend one hour reading the prayers on the page and meditating upon their lessons. They must repeat this

process every night for 30 nights, once for each page in the book. If the process is broken before its completion, the petitioner is afflicted with a *geas* spell (no saving throw), to travel to the nearest

cleric capable of casting *atonement* and confess both their failure and the actions that caused the loss of abilities in the first place. Each spell functions only once.

CONSTRUCTION REQUIREMENTS

Cost 2,750 gp

Craft Wondrous Item, *atonement*, *geas/quest*

Cursed Book

VACUOUS GRIMOIRE

Even among cursed magic items, this book has a decidedly mixed history. Each one the result of a crafting gone wrong, they have led to the superstitious avoidance by many spellcasters of different kinds of inks and writing surfaces. They are also sought out by unscrupulous organizations, who may attempt to leave them as traps for spies and other sorts who would try and make off with the organization's hard-won knowledge. The book's capacity to conceal itself always makes such efforts a dicey proposition.

Slot none; **Aura** strong enchantment; **CL** 20th; **Weight** 2 lbs.

A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence and Charisma drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, it must be burned while *remove curse* is being cast. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

INTENDED MAGIC ITEM

Blessed book, manual of bodily health, manual of gainful exercise, manual of quickness of action, tome of clear thoughts, tome of leadership and influence, tome of understanding

Intelligent Book

A YOUNG PERSON'S PHANTASMAGORICAL PRIMER

The origins of this book are obscured by time, but it was apparently purposed to teach a young person how to survive the dangers of a fantastic world. The book has a nameplate on the inside front cover, where a name may be engraved or erased with any manner of stylus. Once a name has been engraved, the book addresses its identified owner.

Price 95,600 gp; **Slot** none; **Aura** strong illusion; **CL** 16th; **Weight** 2 lbs.

Alignment Neutral; **Senses** 120 ft.

Intelligence 14; **Wisdom** 10; **Charisma** 16; **Ego** 12

Languages Common, Elven, Gnome, Goblin, Sylvan

Once per day, the book can be commanded to tell a story. Using a combination of *mirage arcana* and *programmed image*, the book tells one of a set of about two dozen "fairy tales," which also impart practical knowledge and skills. The book does its best to tell entertaining stories, using its 10 ranks in Perform (oratory) and imbuing the illusory characters with 5 ranks in Perform (acting). The stories are interactive, with the user taking the role of the protagonist. Since each user reacts to the story's prompts differently, no two stories end up alike. The characters are invariably humanoids of a race corresponding to one of the book's five known languages.

Someone with only levels in NPC classes can use one of the book's stories as training to acquire a first level in any standard class. The experience points and any physical class requirements (a spellbook, holy symbol, etc.) must be acquired separately by the user.

A user with levels in a standard class may request a longer story, which requires interacting with the book for 1d4 days for 8 hours each day. Because the experience is still illusory, any insights gained come at the expense of knowledge previously won. At the conclusion of the story, the character may do one of the following:

- Replace any one feat with any other feat. The character may not remove a feat that is a prerequisite for another feat they possess.
- Reassign up to four skill points. Skill totals may not be lowered below the prerequisite for any feats or other class features they possess.
- If the character is a spontaneous spellcaster, they may replace any two spells that they know with other spells of equal level. At least one of the replaced spells must be at least one level lower than the highest-level spell the PC can cast.

CONSTRUCTION REQUIREMENTS

Cost 47,800 gp

Craft Wondrous Item, *mirage arcana*, *programmed image*

Mythic Books

BOOK OF BANISHING

If the book of extended summoning is one of the banes of magical academies, the book of banishing is its antidote. Spellcasters the world over seek out these tomes, many of which are actually found on the outer and elemental planes, where they are used to keep the riff-raff out.

Price 50,000 gp; **Slot** none; **Aura** strong abjuration; **CL** 18th; **Weight** 2 lbs.

This immense tome contains dozens of banishing rituals, each written in an ever-changing mix of languages. It can be read only by way of *comprehend languages* or a similar translating effect. As a full-round action, a mythic creature can flip to and read an appropriate ritual of *banishment* for a particular category of extraplanar creature, such as angels or devils. Creatures not of that category are unaffected. The reader's caster level for this ritual is double its mythic tier.

Once the ritual is read, the book counts as an object that the chosen creatures hate and fear, granting it a +2 bonus on the reader's caster level to overcome the chosen creature's spell resistance. If other object and substances that can affect the caster level check to overcome spell resistance are available, the book's user can apply those objects and substances when using the *banish-*

ment ritual, further increasing her bonus.

A book of *banishing* can be safely read once per day. If read additional times during that period (regardless of who reads it), the reader must succeed at a DC 20 Will save or suffer the effects of a *feeblemind* spell. This save DC increases by 5 each additional time the book is read that day.

CONSTRUCTION REQUIREMENTS

Cost 25,000 gp

Craft Wondrous Item, Mythic Creator, *banishment*, any one of *cloak of chaos*, *holy aura*, *shield of law*, or *unholy aura*

BOOK OF PERFECT JOKES

This magical text is the delight of less serious audiences and an object of hatred and fear to the dour and serious. They are one of the most popular magical texts of organized rebellions, who use them to create allies, shame enemies, and bolster spirits. The morphic nature of the humor means that such books are a delight to children, but a nightmare in the hands of demons or devils.

Price 27,000 gp; **Slot** none; **Aura** moderate enchantment; **CL** 8th; **Weight** 1 lb.

This small, weathered journal contains 10,000 jokes that change to be perfectly suited for particular audiences. The book grants its owner a +5 bonus on any Diplomacy check to influence the attitude of a certain creature. Additionally, up to three times per day the book can be used to cast *hideous laughter* (Will DC 13 negates).

By expending one use of mythic power as a standard action, the book's reader can make a brutal verbal tirade mocking a creature. The target creature is enraged per the *rage* spell, and all other enemies within 30 feet of the target begin laughing uncontrollably, as *hideous laughter* (Will DC 14 negates either effect). The book contains only one perfect joke for any given creature, so attempting to use the book on a creature a second time yields no effect.

CONSTRUCTION REQUIREMENTS

Cost 13,500 gp

Craft Wondrous Item, Mythic Creator, *hideous laughter*, *rage*

THE FOLIO OF MANY LIVES

Druids, as members of one of the oldest religions in existence, have a unique perspective on the intrinsic brotherhood of the humanoid races. These books are most often deployed by druidic orders in times of racial conflict. They help to ameliorate the worst of the damage, as well as to deliver some pointed object lessons, by making the worst offenders see the world through their enemies' eyes.

Price 7,500 gp; **Slot** none; **Aura** moderate transmutation; **CL** 7th; **Weight** 2 lbs.

This book is constructed of sheets of heavy parchment, roughly cut. It is bound with thick wooden plates, wrapped in uncured leather. By reading the text for 10 minutes and expending one use of mythic power, the wielder can *reincarnate* a dead humanoid, as per the spell. By expending two uses of mythic power, the wielder can choose the type of humanoid into which the subject is reincarnated.

CONSTRUCTION REQUIREMENTS

Cost 4,750gp

Craft Wondrous Item, Mythic Creator, *reincarnate*

Artifact Books

BOOK OF INFINITE SPELLS

*How this tome is treated by scholars of magic is very dependent on their attitude towards magic in the hands of the untutored. For those who favor such things, the book of infinite spells may get loaned out to adventurers going on quests on behalf of the magical academy or church of magic. For those who oppose non-spellcasters having access to magic, those organizations may turn out special squads of magicians to track down the book, seize it from whomever currently possesses it, and hide it in a secure location, trying desperately to find and cast the *erase* spell before the book vanishes again.*

Slot none; **Aura** strong (all schools); **CL** 18th; **Weight** 3 lbs.

This tome bestows the ability to use the spells within its pages upon any bearer of any class. However, a bearer not already able to use spells gains one negative level for as long as the book is in her possession or while she makes use of its

powers. A *book of infinite spells* contains 1d8+22 pages.

The nature of each page is determined by a d% roll:
01-50, arcane spell;
51-100, divine spell.

Determine the exact spell randomly.

Once a page is turned, it can never be flipped back – paging through the book is a one-way trip. If the book is closed, it always opens again to the page it was one before the book was closed. When the last page is turned, the book vanishes.

Once per day, the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as if from scroll, nor can they be copied into a spellbook – their magic is bound permanently within the book itself.

The owner of the book need not have the book in her possession in order to use its power. The book can be stored elsewhere and still allow its owner to cast spells by means of its power, so long as no other creature attempts to make use of the book, in so doing becoming its owner.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.



Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

DESTRUCTION

The *book of infinite spells* can be destroyed when the current page contains the *erase* spell, by casting the spell on the book itself.

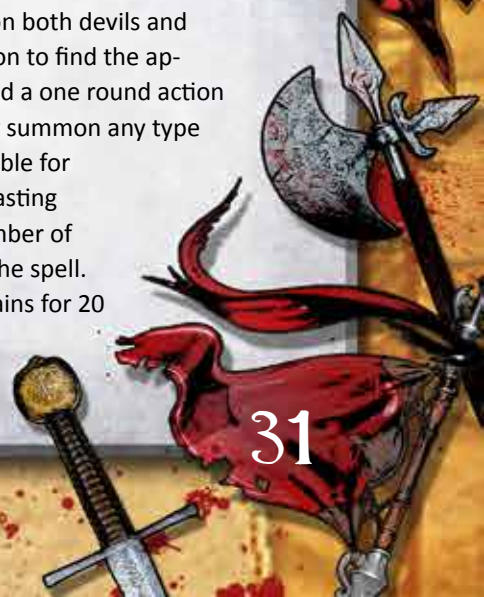
CODEx OF THE LOWER PLANES

Rumored to have been crafted by Daemons in order to show the ultimate triumph of Evil beyond such ethical considerations as Law or Chaos, the Codex of the Lower Planes has the dubious distinction of being despised by both Demons and Devils. The Ruler of Hell hates the book so much that possession of the tome within his domain is punishable by instant transmutation into a lemure. The punishments devised by the forces of Chaotic Evil are usually more visceral. Unscrupulous spellcasters have discovered that the book does not impart perfect control over those summoned, usually to their painful detriment.

Slot none; **Aura** overwhelming conjuration; **CL** 20th; **Weight** 5 lbs.

This heavy tome is wrapped in the stitched hides of both demons and devils. It can hold 50 charges.

The book can be used to summon both devils and demons. It is a full-round action to find the appropriate summoning spell and a one round action to cast it, but the wielder may summon any type of evil outsider listed as available for any *summon monster* spell. Casting such a summoning uses a number of charges equal to the level of the spell. The summoned outsider remains for 20



rounds; however, the outsider is under the control of the book's wielder for only 3d6 rounds, after which time, it turns on its summoner. At the end of the 20 rounds, the outsider is destroyed and its essence is absorbed by the book, furthering its power. Absorbed outsiders return a number of charges to the book equal to those used to summon it. If the outsider is destroyed before the 20 rounds are complete, the book is not recharged.

The book may also be used to cast *gate*, using 10 charges, and only for the purpose of calling an evil outsider. Any outsider called in this fashion is aware of the nature of the book and immediately counts as uncontrolled. In 20 rounds, the book will consume it.

The book can also be recharged like a staff, by casting any version of *summon monster* into it. Each casting restores a number of charges equal to the level of the spell.

DESTRUCTION

The Codex must be emptied of charges, buried in the ground of the upper planes and pinned there by the sword of a Solar for 100 years.

NECRONOMICON

The Necronomicon is evil in paginated form. Its true provenance is unknown, for any attempt to study the history of the book leads the scholar to blame whatever they hate, often revealing (if not exacerbating) deeply-seated racism. The most famous couplet from the text, "That is not dead which can eternal lie/ And with strange aeons even death may die," tease the phenomenal power of the book. The text offers incredible power to those willing to wield it, but such power is fleeting, and almost always comes at the cost of the wielder's life, as well as the lives of those close to him.

Slot none; **Aura** overwhelming conjuration, divination, and necromancy; **CL** 20th; **Weight** 4 lbs.

Alignment Neutral Evil; **Senses** 120 ft.

Intelligence 18; **Wisdom** 14; **Charisma** 16; **Ego** 37

Languages empathy (truespeech)

Only slightly larger than the standard wizard's spellbook, this awful tome is almost unassuming in appearance: several folios of parchment pages,

bound by wooden boards and covered with a dark leather. The first sign that something is amiss is the leather: it is of no identifiable animal and what first appears as black is, in fact, a crimson so dark that the hide must have been stained with blood again and again since time immemorial.

The *Necronomicon* is no mere text, but arguably the most potent source of Forbidden Knowledge. Even a casual survey of the text can lead to a corrupting influence beyond the concerns explained here (see Forbidden Knowledge and Corruption in the Variant Rules below, treat the book as being 250 pages long and in a completely foreign language for those rules.) The *Necronomicon* is a NE intelligent artifact. Its special purpose is to prepare the way for the coming of the Great Old Ones. It has an Ego of 37, though it prefers to deceive its wielder, rather than dominate it – it will reserve this power largely for self-preservation, though it does afflict any wielder of a different alignment with three negative levels. It can only communicate empathically, but has blindsense out to 120 feet. It can understand any language and *read magic*. It does its best to mask the negative side effects of its powers: anyone using magic to determine the book's abilities must make a Sense Motive roll against the book's Bluff skill of +26. If the book is successful, the examiner finds all of the book's powers, but none of the drawbacks, including the curse.

Some of the forbidden knowledge of the book takes the form of mystical ravings that, when taken together, can provide immense magical insight. Every arcane Conjuration and Necromancy spell can be found in the book and is useable by any arcane caster that prepares spells. You can only use the *Necronomicon* as a spellbook, including its Preparation Ritual, once you have fully studied the text (using the Forbidden Knowledge rules below), assuming you have survived with your mind intact enough to still prepare spells. The following abilities do not require having studied the text to access them.

The *Necronomicon* may be used as a divinatory device: several pages appear to be blank. By opening to a blank page and meditating upon a question for a full hour in uninterrupted meditation, words will appear on the page, written in a dark red ink.. During this period, your hands produce mysterious writing that pertains to the future. Using your char-

acter level; at 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness; at 5th level, the writing takes the form of a *divination* with 90% effectiveness; at 8th level, the writing manifests as a casting of *commune* with no material component required. Using the *Necronomicon* in this fashion immediately inflicts Wisdom damage on the wielder, depending on the spell cast: 1 point of Wisdom damage for *augury*, 1d3 points for *divination*, and 1d6 points for *commune*.

Finally, the book can be used to resurrect a dead person, as per the spell *true resurrection*. Doing so, however, automatically invokes the book's curse.

Preparation Ritual

Channeled Insight – You may spend this boon as a free action to add your otherworldly insight bonus to your Caster Level for any one spell you have prepared. Doing so requires an additional corruption save immediately after the spell is cast against the *Necronomicon's* normal DC (see Corruption below).

DESTRUCTION

It is rumored, among those few scholars sane enough to claim it, that The *Necronomicon* can be destroyed by feeding half of the text to Yog-Sototh, and the other half to Nyarlathotep. Since both of these entities were instrumental in the book's creation, it is unlikely they will ingest the book willingly, if you can find them to "ask" if its true in the first place.

Necronomicon's Curse

Any time the book is used there is a cumulative 10% chance of invoking the book's curse (though this becomes automatic if the books is used to resurrect the dead). If the curse is invoked, it affects people around them depending on where the curse is invoked.

Location	Effects
Building	All sentient beings present in the building at the time
Community	All sentient beings present in the community at the time
Wilderness	All sentient beings within a 20-mile radius at the time

The book summons its soul devourer to itself, and it seeks out each person afflicted by the curse, from lowest number of Hit Dice to highest. If the soul devourer is destroyed, it is automatically re-summoned after one hour. If it is destroyed three times, the curse is broken for the moment.

Soul Devourer

A long tendril of black smoke extends a pair of shadowy arms, long black claws grasping for you.

SOUL DEVOURER (ADVANCED SOUL EATER^{B2}) CR 15

XP 51,200

NE Unique Medium outsider

Init +12; **Senses** all-around vision, darkvision 60 ft.; Perception +23

DEFENSE

AC 25, touch 19, flat-footed 16 (+8 Dex, +1 dodge, +6 natural)

hp 167 (11d10+72)

Fort +10, **Ref** +19, **Will** +13

DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stunning;

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +27 1d6+4/19-20 plus 1d6 Wisdom Drain

Space 5 ft.; **Reach** 5 ft.

Special Attacks find accursed, soul drain, and wisdom damage

STATISTICS

Str 18, **Dex** 26, **Con** 18, **Int** 16, **Wis** 15, **Cha** 15

Base Atk +18; **CMB** +22 **CMD** 41 (can't be tripped)

Feats Ability Focus (ability damage – wis), Ability Focus (soul drain), Combat Reflexes, Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +29 (+17 to jump), Escape Artist +29, Fly +37, Intimidate +23, Knowledge (planes) +24, Perception +23, Sense Motive +23, Spellcraft +21, Stealth +29 (+37 darkness or smoke); **Racial Modifiers** +8 to Stealth in darkness or smoke

Languages Abyssal, Daemonic, Infernal

ECOLOGY

Environment Special (The Soul Devourer only comes into existence when summoned by the *Necronomicon's* curse)

Organization solitary

Treasure none

SPECIAL ABILITIES

Find Accursed (Su) When the Soul Devourer is conjured, it gains a preternatural awareness of every being affected by the curse. It can track those beings unerringly, as though guided by a *locate creature* spell that has no maximum range and is not blocked by running water.

Soul Drain (Su) If the Wisdom damage from the soul devourer's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul devourer can then devour that creature's soul as a standard action. This attack kills the victim. The dead victim can resist having her soul devoured by making a (DC 25) Fortitude save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the soul devourer. A victim slain in this manner cannot be returned to life with *clone*, *raise dead*, or *reincarnation*. She can be restored to life via *resurrection*, *true resurrection*, *miracle*, or *wish*, but only if the caster can succeed on a DC 34 caster level check. If the soul devourer is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at -1 hit point. This is a death effect. The save DC is Constitution-based.

Wisdom Damage (Su) A creature hit by a soul devourer's claw must succeed on a DC 25 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

The Soul Devourer is a horrific manifestation of the *Necronomicon's* antipathy to all living things. It hunts intelligently, never attacking in daylight unless it absolutely must, and sometimes waiting days to strike. If it has a large group of accursed to hunt, it will play with them, instilling panic and paranoia that eventually drive its victims to fight one another, with some seeking solitude to get away

from the anguish – solitude that almost always ends in tragedy.

^{B2} This creature is from *Pathfinder Roleplaying Game: Bestiary 2*



Spells for Tomes

Grammatical Perfection

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

Casting Time 1 action

Components V, M (A few drops of ink, mixed with iron filings)

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

Target 1 written document of 1 page/level (maximum 25 pages)

Duration Instantaneous

Saving Throw Fort (object); **Spell Resistance** yes

This spell was originally developed by a dwarven wizard, who had grown weary of correcting his apprentices' penmanship, syntax, and spelling. In its original time, it was simply a nuisance spell. 1,000 years later, it has become the bane of an arcanist's existence.

The spell translates the target text into a grammatically correct, idiomatic dialect of ancient dwarven, with rhetorical markings, rather than punctuation. If the reader is literate in modern Dwarven, it is a DC 25 Linguistics check, and a full-round action, to decipher the archaic language. If the reader has had some practice and is literate in the archaic dialect (gamemaster's discretion), the DC drops to 15. Even *comprehend languages* will only bring the DC to 15, as the syntax and allegorical structure of the language make deciphering it a chore.

Scrivener's Chant

School transmutation; **Level** bard 0, cleric/oracle 0, sorcerer/wizard 0

Casting Time 1 action

Components V,S,M (fine sand and a vial of ink)

Range 5 ft.

Target one or more written objects

Duration concentration, up to 1 minute/level

Saving Throw Will (harmless, object); **Spell Resistance** Yes

One of the first tasks of a young arcanist can be to copy out famous books of magic, in order to absorb the magical principles, as well as begin to familiarize themselves with common lexical conventions. This simple spell was probably developed to accelerate the process, but has found myriad other uses since then.

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

Variant Rules About the Written Word

The rules for speaking, reading, and learning different languages in *Pathfinder Roleplaying Game: Core Rulebook* are quite generous. For gamemasters who wish to impose a greater language barrier, or use languages and ancient texts as part of their adventure, these variant rules can make reading and translation into a more challenging part of the game.

Translating Ancient Texts

From discerning the equivalence of ancient Hieroglyphs with a Greek syllabary to understanding the meaning of a text in the Black Speech, but written with Elvish script, translation is an art and science that has served as the launching point for a thousand stories. Language is a tricky concept, because it is a function of thought, and thought rarely proceeds along a logical track, passing through folklore and colloquialism on its way to becoming a written or spoken product.

Deciphering archaic texts can be a significant challenge. Rules of spelling, grammar, syntax, and punctuation evolve over time, and whole words can come and go from a language's vocabulary. All the grammatical facility in the world will not help the translator who discovers that the wise king used his sacred *fnord* to stop the draconic invasion, if the translator has no idea what a "fnord" is. Add to this the challenge of manuscripts, where the quality of the handwriting can vary dramatically, and the tendency of texts with important knowledge to cloak that information in allegory or metaphor, and the translation the party needs to head towards adventure can become an adventure all its own.

Magic can aid in translation, but only certain spells provide sure assistance. *Comprehend languages* allows a caster to read a text with a word-for-word translation, which is helpful, but can still leaves gaps in understanding if the reader is unfamiliar with how certain concepts or things are referred to in the target language (i.e. identifying that a "bird-of-flame" is, in actuality, a phoenix). *Tongues* is a more potent spell that confers understanding along with fluency, so it can produce better translations. It still, however, does not supply cultural awareness embedded in Knowledge skills, such as history, local, or geography.

Linguistics

(Int; Trained Only)

You are skilled at working with language, in both its spoken and written forms. You can speak multiple languages, and can decipher nearly any tongue given enough time. Your skill in writing allows you to create and detect forgeries as well (see the full rules for forgeries and learning new languages in the *Pathfinder Roleplaying Game Core Rulebook*).

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for

standard texts, and 30 or higher for intricate or exotic writing. If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text (Success means that you do not draw a false conclusion; failure means that you do).

Both the Linguistics check and (if necessary) the Wisdom check are made secretly by the gamemaster, so that you can't tell whether the conclusion you draw is true or false.

CONDITION	Linguistics Check Modifier
Applicable Knowledge ¹	+2
Document contradicts orders or knowledge	+2
Every 50 years of text age	+2
Extensive illustrations	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Heavy use of allegory	-4
Regional dialect	-2
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2

¹ 5 Ranks in an applicable Knowledge skill (gamemaster's discretion)

Beyond just deciphering a general meaning of a text, you may instead create an actual translation. The Linguistics check may then be modified based on how extensive a translation you are attempting. These modifiers are in addition to those above. If the translation check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. This check is likewise modified, depending on the nature of the translation you are making.

TRANSLATION TYPE	CHECK MODIFIER
Transliteration	+10
Standard	+0
Perfect	-10

Transliteration - This is a word-for-word translation that conveys little to no understanding of the meaning of the words in context. Words may be out of order in the translated language and may make no sense in the context of the sentence (If the word for “mountain” in the target language is “giant’s toe,” the translation reads “giant’s toe”). Such translations will often require extensive consultation with a native speaker and multiple Knowledge checks to decipher. *Comprehend languages* grants this sort of translation.

Standard - A standard translation makes some effort to translate thoughts, rather than just words. This is, ironically, somewhat more perilous than a transliteration, as the effort to interpret sometimes leads to mistranslation. Nuance can be lost in translation, and equivalencies for allegories or cultural colloquialisms can be hard to define perfectly. Knowledge checks to fill in gaps are not as frequent as in a transliteration, but are still present.

Perfect - These translations are usually the purview of sages or scholars who speak the target language as a native tongue. Colloquial and idiomatic language is often explain in margin or footnotes. Multiple possible translations for

vague terms are listed. Any Knowledge checks to add information are only required in the absence of cultural awareness: identifying historical persons or famous locations, for instance. They are not a function of linguistic deficiency. *Tongues* provides this level of translation, but only for as long as the spell is active.

Action: Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Translating a page of text depends on the level of translation: transliteration takes 1 minute per page. Standard translation takes 10 minutes per page. Perfect translation takes 1 hour per page.

Try Again: Yes.

Special: You must be trained to use this skill, but you can always attempt to read archaic and strange forms of your own racial bonus languages.

Forbidden Knowledge

There exist Things-Man-Was-Not-Meant-to-Know. Secular scholars might argue that knowledge, in and of itself, is neutral, but those who have delved the darker mysteries know better. Certain manuscripts contain knowledge so corrosive, that it is toxic to the humanoid mind. From implications of cosmic insignificance to knowledge that such insignificance may be the only thing saving us from eldritch malevolence that simply hasn’t noticed us, the further one delves into such grimly esoteric lore, the more such knowledge weighs on the mind. It frays the reader’s capacity to interact with their neighbors and slowly transforms them, drawing them inexorably into madness, damnation, or both.

Whenever a reader encounters a book of forbidden lore, the player must declare how detailed an interaction the PC will undertake with the book. Each level of interaction takes a different amount of time, grants a different amount of

information, and carries with it a different risk of corruption. A Will save against corruption must be made each time the book is interacted with, regardless of the level of interaction.

Survey (15 minutes) – This level of interaction involves reading the title, any chapter or heading names, and making note of any illustrations or magical script. Surveying a forbidden tome allows an Appraise check to determine its value, identifies any Knowledge checks it may be applicable to (but not the bonus to those checks), and the presence or absence of magic spells within the text, as well as the general themes of the text.

Corruption saves when surveying a forbidden tome are made with a +5 bonus to the save.

Examine (1 hour per 100 pages) – This level of interaction involves spending time examining the text, as well as possibly making some minor notes about significant themes, references to other texts, and subject matter. Reading a forbidden tome grants all of the information gained in a survey, but also reveals the level of bonus the book grants to any skill checks as well as the actual themes of the text. If the reader has access to *read magic*, they may also identify any spells available in the book.

Corruption saves are made with no bonus or penalty to the save when examining a forbidden tome.

Read (8 hours per 50 pages) – This level of interaction involves spending time exploring the text. Referenced persons, places, and things may be researched in other available tomes; extensive notes may be made about the subject matter; and full translations of passages in foreign languages may be produced. Studying a forbidden tome grants all of the information gained from reading, but also grants any circumstance bonus to any Knowledge or similar skill to the reader for 24 hours after completing study. Additionally, any spells discovered in the forbidden

tome may be copied into other spellbooks (using the standard rules for copying a spell from one spellbook to another). If the book is a spellbook in its own right, with a preparation ritual, the book must be studied before the preparation ritual may be accessed. In addition, after the first time reading any forbidden tome, you gain the otherworldly insight ability (see below).

Corruption saves when reading a forbidden tome are made with a -5 penalty.

Study (24 hours per 25 pages) – This level of interaction involves spending as much time as needed with a book to fully absorb its knowledge. The reader cross-references when needed, translates the text fully, and adds their own annotations (either in the original text or separately, reader's choice). In addition to the benefits of studying a text, the reader can also consult the book and their notes at any time in the future to gain any circumstance bonuses granted by the text to Knowledge or similar skills. After studying a forbidden tome for the first time, increase your otherworldly insight bonus by the amount set by the book.

Corruption saves when studying a forbidden tome are made with a -10 penalty.

Time per page counts for books requiring deciphering or translation should use the Translating Ancient Texts rules above to adjust the amount of time needed or if Linguistics checks are required.

Corruption

It is important to understand that, in metaphysical terms, concepts like Good, Evil, Law, and Chaos are not just ideas - they have presence. They exist in the same way as animals, minerals, and vegetables. In most people, places, and things, they are so diffuse (or mingled together) that their presence is barely noted. In other cases, beings can be composed of the stuff of pure Good, pure Evil, pure Law, and pure Chaos,

FORBIDDEN TOME	CORRUPTION DC	INSIGHT BONUS
<i>A Look Beneath</i>	20	+1
<i>Book of the Harvest</i>	25	+2
<i>Flight from the Filth Reaches</i>	25	+2
<i>Necronomicon</i>	40	+5
<i>The King in Yellow</i>	30	+3
<i>Unaussprechliche Kulte</i>	35	+4

forming the outsiders like angels, demons, devils, and the like.

For the otherworldly, cosmic horrors of reality, their Evil can act like a cancer in a living being or a toxic miasma in a location. The resulting effect becomes hazardous for those who come into contact with it.

Certain actions, events, or even places can trigger a corruption save. A Corruption Save is a Will save against a DC determined by the game-masters, based on the extant circumstances. In the case of forbidden lore and the tomes that contain it, each book has its own save DC, determined by the amount of forbidden lore and the power of that lore. Creative gamemasters can feel free to use similar Corruption Saves for everything from having haunted dreams fueled by slumbering gods, to the mere presence of the Great Old Ones and their scions. Studying a tome fully increases your otherworldly insight bonus by the listed amount, regardless of if you succeed or fail the save for studying it. Example tomes of cosmic horror are included below, as are three fully-detailed grimoires from the ***Shadows of Vathak*** campaign setting published by **Fat Goblin Games**.

If a character passes their Corruption Save, there is no effect. If a character fails a Corruption Save, they gain one additional Corruption Point and increase their Corruption Score by one. Corruption Points can be treated several ways, based around the idea that the dark forces the character has permitted into their soul are now actively

working to increase the character's corruption and, eventually, transform them into a minion of the cosmic horrors.

Corruption Scores and Using Corruption Points

A number of game mechanic systems exist that can be integrated with Corruption with three examples explained below. Regardless of which system is used, the following rules always apply. When a creature's total Corruption Score is equal to or greater than their character level + Wisdom modifier, they have been "corrupted". In-game changes in mechanics will vary from gamemaster to gamemaster, but player characters should be turned over into NPCs and many creatures should change their type to native outsider (evil) or aberration, etc. Creatures so corrupted can rarely survive in our reality and take on one negative level every 24 hours until they are either killed or find a Great Old One to bolster their corrupted essence.

A creature's Corruption Score is never reduced by spending a Corruption Point. The only way to gain more Corruption Points is an increase to the Corruption Score. Additionally, every time a creature taps into their corrupted power, regardless of system used, they must make a Will save DC 20 + their current Corruption Score. If the save is successful, their score remains the same. If they fail the save, increase their Corruption Score by one point.

Otherworldly Insight (Ex): You have been exposed to the cosmic horrors of reality, and while it erodes your sanity, it informs all of your thinking as you reinterpret the truth. You gain this ability by either having read a tome of forbidden knowledge, or by having first-hand experience of cosmic horrors like the Great Old Ones and their lesser scions.

You gain a +1 insight bonus to any Knowledge skill check made in relation to the Great Old Ones or other true horrors of the cosmos. At the gamemaster's discretion, this insight bonus can be added to other skill checks, like a character's Sense Motive check to understand a creature's intentions or Craft (alchemy) to attempt to identify an otherworldly being's ichor.

This insight bonus can increase by two means. Any time you are suffering from some form of insanity or madness, you may attempt a single Will save (DC = 10 + total of your current insight bonus) to gain added insights into the true nature of the cosmos and the Great Old Ones. A successful save increases your otherworldly insight bonus by +1. In addition, studying various tomes increases your insight bonus, typically by a set amount depending upon the nature of the tome of forbidden knowledge read.

Unlocking the truth about reality has an unsettling effect on your psyche. Your otherworldly insight bonus acts as a penalty on all Will saves to resist fear-effects or other mind-affecting abilities from an otherworldly source (especially those based on insanity and madness, gamemaster's discretion as to what counts as "otherworldly"). If your game uses optional Sanity rules, reduce your maximum Sanity score by your otherworldly insight bonus. Any magical spells or effects that would reduce or remove this penalty concurrently reduce or remove your insight bonus, effectively removing the forbidden knowledge gained from your mind. You may always voluntarily retain your otherworldly insights if subject to magic that could normally cure it, choosing to revel in your own madness.

Paranoia - Optional Rule: If a creature's otherworldly insight bonus is equal to their overall Will save bonus, they are treated as possessing the shaken fear condition, even if possessing magic items or class features that would negate such a condition. If their otherworldly insight bonus is greater than their Will save bonus, they need to succeed at a Will save (DC 10) or become frightened when faced with any creature of cosmic horror or similar challenge. Note that this means fear causing sources will produce heightened effects on those already subject to lower grade conditions.

It is left to gamemaster's discretion to determine if any methods exist to remove or reduce a creatures' overall Corruption Score.

Corruption as Hero Points

The simplest way to treat corruption points for a minor benefit to the corrupted creature is to use them as alternate hero points using that system from the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Corruption against Sanity

In games that use some form of Sanity rules, creatures that have been corrupted have both had their own sanity eroded and are able to destroy the sanity of those they encounter. Reduce the maximum sanity points of any corrupted creature by their Corruption Score, in addition to other penalties from sources like any oth-

erworldly insight bonus they possess. Additionally, as a standard action, a corrupted creature can spend up to half their level in Corruption Points to alter their appearance or otherwise warp reality for one round, inflicting on all witnesses to the action a Sanity check (base DC 10 + 2 per point of corruption used). Creatures that fail their sanity checks lose one point of sanity per point expended by the corrupted creature.

Corruption as Mythic Power

A more powerful means of treating corruption is as a twisted form and source of mythic power, using the rules found in the *Pathfinder Roleplaying Game: Mythic Adventures*. In this case, treat corrupted creatures as 1st tier mythic creatures, with their Corruption Points as their well of mythic power.

Example Forbidden Tomes

The following example tomes are taken from *Madame Mombi's Forbidden Tomes*, written by D.E. Lilly and published by **Fat Goblin Games** for the *Shadows over Vathak* campaign world. Spells marked with an asterisk (*) may be found in the *Shadows over Vathak: Player's Guide to Vathak*. These are updates to the original *Mombi's Forbidden Tomes* text.

A Look Beneath, a Treatise on the Necessity and Merits of Vivisection

Author: Eron Weiss (necromancer 17)

Descriptor: This voluminous tome's unadorned brown leather cover is covered in cracks and dents from use, and a tooled band of heavy steel wraps around its center. The contents live up to the book's title, detailing the anatomy and physiological workings of many natural creatures, unnatural creatures, and humanoids, deriving useful scientific knowledge from the dissections. Weiss goes further, to describe using vivisection as a means of torture and magical study: using necromancy to revivify or halt specific interior workings of the body (mostly using *romni* and *bhriota* in his examples), he presents a process called "Augmenting with Undeath." The results he details from his experiments are mixed, though the text claims to show promise.

Possession of the treatise imparts a +2 bonus to Heal checks and Knowledge (nature) checks, when anatomical or biological knowledge would assist.

History: A highly controversial book, Weiss' masterpiece has been helpful in making many veterinary and medical breakthroughs, though the cost of these advances has been highly debated. The tome continues to be passed several careers (and lives).

Protection: This book carries faint traces of the disease *Death's Touch*. Handling the book or giving it a casual read won't trigger a check, but if it is fully examined the character must make a Fortitude check or begin suffering from the disease's effects.

Value: 16,140 gp

SPELLS

- 9th—*soul bind, stop time*
- 8th—*binding, clone, horrid wilting, temporal stasis*
- 7th—*control undead, forcecage, temporary resurrection, waves of ecstasy*
- 6th—*circle of death, create undead, flesh to ooze*, undeath ward**
- 5th—*fabricate, suffocation, symbol of pain, undead anatomy*
- 4th—*animate dead, arcane eye, phantasmal killer, traveling dream**
- 3rd—*gentle repose, hold person, sands of time, vampiric touch*
- 2nd—*blood transcription, cat's grace, ghoul touch, spectral hand*
- 1st—*chill touch, enlarge person, face of the devourer*, ray of enfeeblement*

PREPARATION RITUAL

Transient Organs (Su): Spend this boon and a prepared spell as an immediate action when successfully hit by a sneak attack or critical hit (before damage is rolled). Treat the attack as if you were wearing armor with *moderate fortification*. This effect lasts for a number of rounds equal to the spell that was spent. Healing effects you receive that heal dice of damage heal only half the total rolled plus the normal bonuses (this effect ends after you have had 8 hours of rest).

Flight from the Filth Reaches

Author: Gunnvör Östberg (universalist 12)

Descriptor: This ratty tome is bound in charcoal gray leather and marred by bite marks. The pages within appear blank at first glance, but closer inspection reveals that the words are lightly indented into the page. The book is written in a strange dialect of gnome and follows the first-hand account of a family of *svirfneblin* as they escaped the Filth Reaches and the Spawn of the Old Ones that pursued them. Several of the *svirfneblin* apparently reached the surface, but the book does not give the location of their arrival or the details of what occurred there.

History: When first circulated,

it was taken as a work of fiction, and sloppily written at that. Once the Spawn of the Old Ones began appearing, however, a group of researchers understood that this was the first account of those horrors, many of which have yet to be seen.

Protection: Average lock (DC 25)

Value: 4,555 gp

SPELLS

6th—contingency, move earth, repulsion, shadow walk
5th—corrosive consumption, polymorph, sequester thoughts*, wall of stone
4th—arcane eye, charm monster, greater invisibility, mass enlarge person
3rd—domination link*, major image, spiked pit, tiny hut
2nd—blur, hidden knowledge*, secret speech*, spider climb
1st—cause fear, crafter's fortune, magic missile, ray of enfeeblement, true strike

PREPARATION RITUAL

Harried Escape (Su): The character may expend this boon as a free action to double his movement speed for one round. During that round, any square that the caster entered is considered difficult terrain until the beginning of his next turn. Activating the boon consumes a great deal of the character's energy, however, and he suffers two points of constitution damage.

Untitled (or, Book of the Harvest)

Author: N'yeahla the Harvester (transmuter 14)

Descriptor: This grisly tome is a collection of bhriota tattoos, taken from generations of master and apprentice wizards. The skins have been dried and cured, but they still smell of musky sweat. The cover is crafted from interlocking animal bones fastened with twine. The spells within are ordered by their original possessor, a short history of whom is presented on elk skin sheets between each section.

History: Bhriota aren't known for writing or keeping books, and their wizards tend to keep their spells somewhere easily accessible: tattooed onto their flesh (or the skin of an apprentice). The legend of the Harvester is

passed through bhriota families and tribes during times of relative peace. It is said that he hunts down those few bhriota who choose the wizard's path in the guise of a young mage, pretends to apprentice with the wizard for weeks or months, and eventually slays the master for the victim's spells. Several of these books have been found, and the story of the Harvester has been told for generations beyond counting. Many bhriota consider the legend to be an allegory to warn against wizardry. It can be assumed that, if real, the Harvester is

either several hundred years old, or there have been multiple bhriota acting as the Harvester.

Protection: The interlocking bones that form the cover of this book form a harmless (but annoying) trap: if the character fails to loosen the bones in a specific manner (Disable Device DC 16) the book falls apart, and he must make a Reflex save (DC 14) or spill its contents. This adds

1d4 days to studying the tome, as the character must figure out the proper order of the pages.

Value: 7,635 gp

SPELLS

7th—caustic eruption, greater age resistance, greater polymorph, instant summons
6th—disintegrate, reading the entrails*, transformation, unwilling shield
5th—contact other plane, monstrous physique III, polymorph, possession trap*
4th—greater darkvision, greater false life, mnemonic enhancer, traveling dream*
3rd—fly, gentle repose, haste, monstrous extremities*, tongues
2nd—alter self, bear's endurance, ghoul hunger*, hidden knowledge*
1st—enlarge person, mage armor, restore corpse, vocal alteration, youthful appearance

PREPARATION RITUAL

Resistance to Transformation (Su): Spend this boon as an immediate action when afflicted with any polymorph or petrification effects that force the character into a fixed shape. The character returns to his normal form at the beginning of his next turn.

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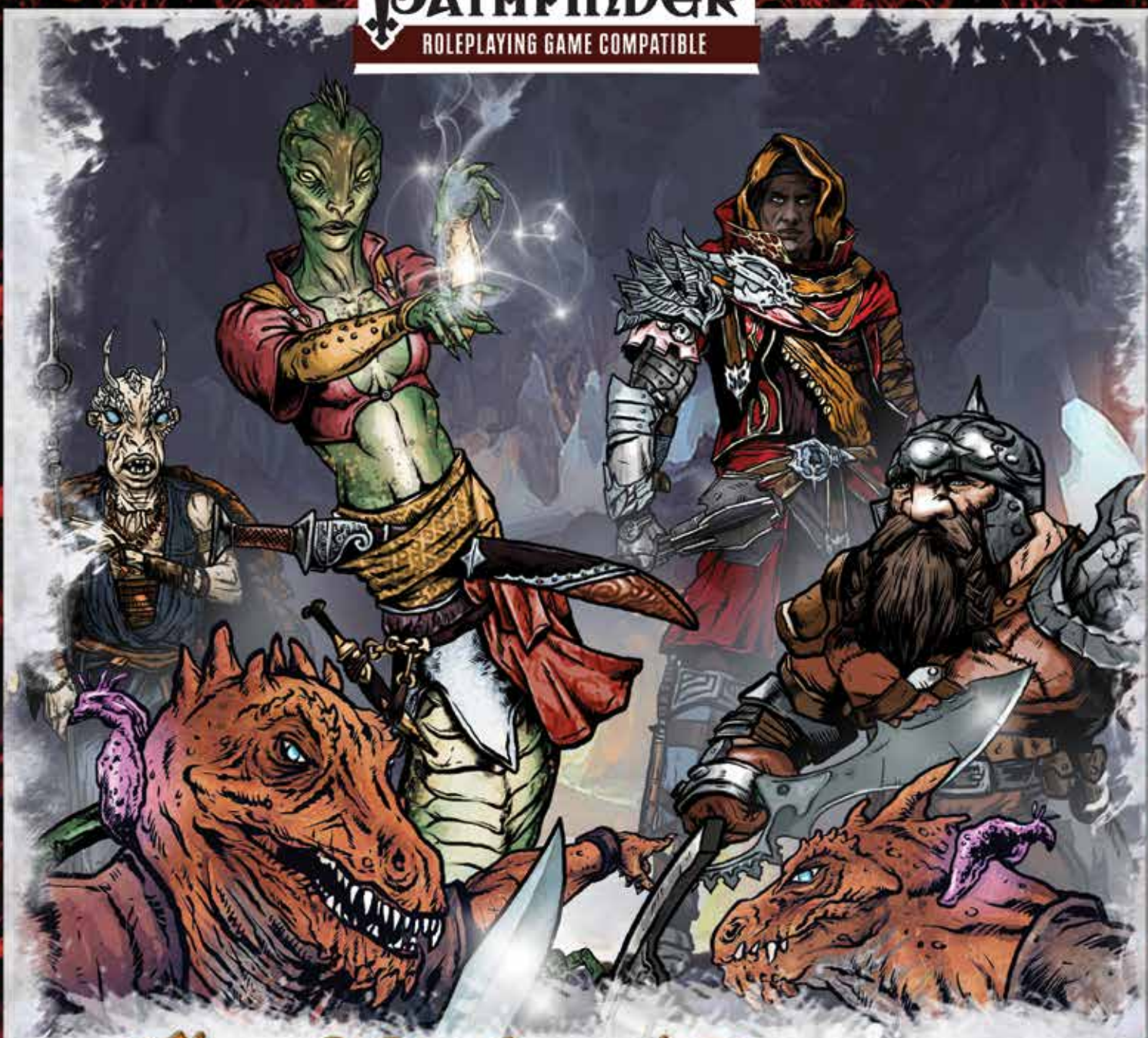
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