

# *-The Abridged-* **P6 CODEX**

*P6 Codex* is an implementation of Ryan Stoughton's *E6: The Game Inside the World's Most Popular Roleplaying Game* for Paizo's *Pathfinder Roleplaying Game*. The *Abridged P6 Codex* is a minimalist version designed for players who want to use material from the *Pathfinder Roleplaying Game Core Rulebook* with as few changes as possible. It provides rules to supplement the *Core Rulebook* and assumes each player has access to a copy.

This game supplement uses trademarks and/or copyrights owned by Paizo Publishing, LLC, which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This game supplement is not published, endorsed, or specifically approved by Paizo Publishing. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](http://paizo.com/communityuse). For more information about Paizo Publishing and Paizo products, please visit [paizo.com](http://paizo.com)

Pathfinder is a registered trademark of Paizo Publishing, LLC. Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC.

With thanks to Ryan Stoughton for permission to reference him and his *E6: The Game Inside the World's Most Popular Roleplaying Game*. This product was not published, endorsed, or specifically approved by him.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*The Abridged P6 Codex* is published under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Dedicated to Tom Moldvay, Gary Gygax, Bev Mason, Thom Clark, and all of the other great game designers, GMs, and players of the past and present.

## **The Abridged P6 CODEX**

Beta#2 v 0.2 November 7, 2013

©2013 Brian Habing

————— E6+Pathfinder —————  
**P6CODEX.COM**  
Tools for Gritty & Heroic Fantasy Campaigns



## **TABLE OF CONTENTS**

INTRODUCTION	2
The E6 Idea	
The P6 Codex Implementation	
Beyond Core	
THE FUNDAMENTAL RULE	2
FEATS	3
Retraining	
Epic Feats	
Signature Feats	
Ritual Feats	4
Modified Feats	
New Feat Descriptions	5
MULTICLASSING AND PRESTIGE CLASSES	10
SPELLS AND MAGIC	11
Available Spell List	
Animate Dead, Lesser	
Teleportation	
Magic Item Creation	
LISTS OF NEW AND MODIFIED FEATS	12
LIST OF MAGIC ITEMS	13
OPEN GAME LICENSE	15

## **INTRODUCTION**

### **THE E6 IDEA**

The *Pathfinder* system supports a tremendous range of power levels, from newly-former apprentices battling goblins and kobolds to super-heroes who can teleport between planes, stop time, kill with a word, and resurrect a fallen colleague. Not only can a group decide to play anywhere between those extremes, but the standard setting assumes that every character has the potential to rise from the lowest ranks to the ultimate heights.

*E6* is related to the option of having a level cap of lower than 20<sup>th</sup> in the Gamemastering chapter of the *Core Rulebook*. Instead of simply ending the campaign at 6<sup>th</sup> level, *E6* characters advance as normal through 6<sup>th</sup> level and then continue to earn feats after that point (in the original *E6*, one feat was earned for each additional 5,000 experience points). An *E6* character with many feats beyond 6<sup>th</sup> level is certainly more powerful than a 1<sup>st</sup>, 3<sup>rd</sup>, or even 5<sup>th</sup> level character, but they can no longer single-handedly wade into armies of opponents without fear. However, a huge variety of options are available for implementing *E6* in terms of which feats are available and how much more powerful the characters can become.

### **THE P6 CODEX IMPLEMENTATION**

There are three guiding ideas behind the post-6<sup>th</sup> level feats available in *P6 Codex*.

The characters should be able to obtain powers similar to a 7<sup>th</sup> level *Pathfinder* character by acquiring five of these feats.

Each single-class character can obtain a signature power associated with 8<sup>th</sup> level (9<sup>th</sup> in the case of Sorcerers).

Spells cap off at 3<sup>rd</sup> level, particularly excluding teleportation spells and returning from death.

### **BEYOND CORE**

In addition to supporting a tremendous range of power levels, *Pathfinder* also presents a staggering number of options in its various non-*Core* products. Selecting which of those rules to use while avoiding game breaking combinations and maintaining the flavor of

your campaign can be daunting. *The Abridged P6 Codex* solves this problem by simply excluding almost all of the rules beyond the *Core*. For those wanting a bit more, the unabridged *P6 Codex* rule set takes a different approach – it attempts to select (with modification) the rules from the *Advanced* and *Ultimate* books that add the most to the feel of the *Core* game with the least disruption. As such, it includes most of the *Advanced* and *Unlimited* spells and weapons, many of the feats, versions of selected archetypes (and several new ones), a few of the new rules, and the Magus class. It also contains additional rules to make the game more consistent over the range of six-levels, including modified rules for multi-classing, NPC classes, the craft/profession skills, and non-combat advancement (so that the best turnip farmer in the world isn't necessarily a great fighter too). As always, any published combination of rules is strictly optional and each group should add or discard rules to suit their tastes. In particular, a group playing *The Abridged P6 Codex* may find that adding a handful of carefully selected rules from the full *P6 Codex* gives just the right amount of customization.

The main *P6 Codex* rulebook contains all of the needed rules not found in the *Pathfinder Core Rulebook*. *P6 Codex: Gunsmoke* contains the additional rules for adding “emerging firearms” and the Gunslinger class. Finally, the necessary new and adjusted feats for the Alchemist, Antipaladin, Cavalier, Inquisitor, Oracle, Ninja, Samurai, Summoner, and Witch classes are contained in *P6 Codex: Apocrypha*. While the other *P6 Codex* books are designed to work with just the *Pathfinder Core Rulebook*, the *Apocrypha* requires having the appropriate *Advanced* and/or *Ultimate* books for the basic information on those classes.

## **THE FUNDAMENTAL RULE**

*Inspired by the E6 rules*

Upon reaching 6<sup>th</sup> level, characters cease normal advancement. Instead, for each 5,000 additional experience points beyond 6<sup>th</sup> level (for fast advancement; 8,000 for medium, and 12,000 for slow) the character may select a new feat that they meet the prerequisites for. The list of feats available for this “epic advancement” is expanded to include both epic and signature feats that are unavailable to characters who are “merely” 1<sup>st</sup> to 6<sup>th</sup> level. These feats are designed so

that a character can approximate being 7<sup>th</sup> level after five epic advancement feats, and even have the opportunity to earn a power or ability that would typically have been earned at 8<sup>th</sup> level (or 9<sup>th</sup> in the case of sorcerous bloodline powers).

For purposes of encounter balancing and experience awards, characters with 5 epic advancement feats will generally be equivalent to 7<sup>th</sup> level, and those with 10 epic advancements will be roughly equivalent to 8<sup>th</sup> level. Depending on the optimality of the character class choices, individual feats chosen, and magic items acquired these might be beneficially adjusted up or down for any particular encounter. Beyond ten epic advancements, additional feats still add to the character's power, but the characters begin to fall behind in terms of hit points, base attack bonus, saves, available magic items, and spells. They will likely never approximate the raw combat capability of 9<sup>th</sup> level characters but may still be able to challenge even more powerful foes by less brute force means.

The fundamental rule should have a great impact on world design – spells for PCs and NPCs stop at 3<sup>rd</sup> level except for a few rituals, extremely powerful monsters are exceptionally rare if not absent, and magic items are vastly limited. In particular there is almost no teleportation and the only way to return from the grave is as one of the undead. On the other hand, the lack of super-heroic powers gives a logical reason for castles and armies to still exist. Portions of existing *Pathfinder* adventures and campaign materials for levels 8 and lower will often be easily usable with *P6 Codex*, but some modifications may be needed to their more powerful NPCs.

One way of envisioning the character levels is that a 1<sup>st</sup> level character is roughly equivalent to a journeyman craftsman – a squire just completing their training, a conscripted farmer just off their first tour of duty, or a wizard just finishing their apprenticeship. A 3<sup>rd</sup> level character is roughly equivalent to a master craftsman – well above the peasants, common laborers, and even craftsmen in most rural villages, but not uncommon in the towns and cities. Fifth level would include the renowned master craftsman – one who has achieved a rare height for their profession; they would only be found haphazardly in anything smaller than a city and be few in number for any given profession even in a larger city. Beyond 6<sup>th</sup> level, a character or NPC would

be truly epic, the type about whom legends will be spun unless they work hard to hush them up.

## **FEATS**

Feats take on added importance in *P6 Codex* since they are central to balanced post-6<sup>th</sup> level advancement and insure that some important higher level powers can still be utilized. As such, several new feats are added to those in the *Pathfinder Core Rulebook*, and several existing feats are modified. The newly added feats include three new types: Epic, Signature, and Ritual Feats, as well as several other feats to balance out character advancement opportunities. The modifications include limiting the number of times certain feats can be taken, making some feats epic or signature, and altering the Leadership feat. A rule on retraining feats is also implemented.

## **RETRAINING**

A character, who wishes to take a new option granted by a past feat choice (e.g. a new mercy but have already taken the Extra Mercy feat four times, or a different signature feat) may drop a previously acquired feat in order to allow the purchase of a new one through regular advancement. If the dropped feat was granted as a class feature then it may only be replaced by another feat that was an option at the time it was obtained. Any feat that depended on the dropped feat for a prerequisite is not lost, but is no longer usable until the prerequisite is again met.

## **EPIC FEATS**

Epic feats may only be purchased during epic advancement (and not as part of obtaining 6<sup>th</sup> level). They are typically capabilities that would be obtainable by a 7<sup>th</sup> level character in *Pathfinder*.

## **SIGNATURE FEATS**

Signature feats are epic feats that impart a capability obtainable for an 8<sup>th</sup> level character in *Pathfinder* (or 9<sup>th</sup> in the case of sorcerous bloodline powers). Each character may take one signature feat. An additional signature feat may be taken for every ten epic advancements earned.

## RITUAL FEATS

*Inspired by the E6 Restoration and Stone to Flesh Feats*

Ritual feats allow members of the primary spell-casting classes (Cleric, Druid, Sorcerer, or Wizard) to cast a spell that is higher than 3<sup>rd</sup> level for their class. Clerics, Druids, and Wizards may learn any number of rituals. Sorcerers may learn two rituals, plus one additional ritual if their Charisma is 18 or higher. *P6 Codex* includes the ritual feats for Animate Dead, Atonement, Break Enchantment, Dismissal, Hallow, Neutralize Poison, Remove Curse, Restoration, and Stone to Flesh by default.

**Prerequisites:** In cases where the spell is 3<sup>rd</sup> level or lower for some other primary spell-casting class, the ritual feat's prerequisites are the ability to cast 3<sup>rd</sup> level spells, having the requisite ability of 10+spell level for their class, and to have 5 ranks in a specified skill. If the spell is 4<sup>th</sup> level or higher for all classes then it is an epic feat and requires having 6 levels in the relevant class instead of 5, and having 6 ranks in the relevant skill instead of 5. A campaign that allowed additional ritual feats may want to classify some (e.g. Create Undead, Plane Shift, Raise Dead) as signature instead of epic and require the Epic Caster feat and a 7 in the relevant skill (which can be gained by the Extra Skillfulness capacity feat; both feats are described below).

**Expenditure of spells:** Use of a ritual feat requires the expenditure or casting of a closely related specific spell, and the expenditure of additional spell levels of a certain school. Clerics, Druids, and Wizards must either have the specified spell and spells of the required school prepared before beginning the ritual or be able to spontaneously cast them. A Sorcerer must know the appropriate spells and be readied to cast them. A Wizard may use the spell granted by their bonded object as part of the ritual, but scrolls, wands, and other magic devices to do not aid in ritual casting.

More levels than needed may be used to satisfy the requirement (e.g. only a 2<sup>nd</sup> level abjuration spell is needed, but the caster only has a 3<sup>rd</sup> level one memorized) but they have no extra effect.

The total level of the specific and additional spells is typically the level of the spell the feat is named for. If the specified spell is less than third level then an extra additional spell level is required. If the casting time is not increased (due to then taking longer than a day or

making the ritual generally useless) then the total level needed is doubled. Unless otherwise indicated in the feat description, when the ritual begins the required spells are lost and take no effect (except for fulfilling the requirement for the ritual).

**Casting time:** The casting time in the ritual feat description already includes the casting and expenditure of all required spells. The casting time for the ritual is typically one hour for spells that are ordinarily cast in one round or less.

**Components:** All components of the spell the feat is named for are utilized as per the spell description. Components are not required for any expended spells. If the feat requires casting of a spell then that required spell's components are also needed.

**Range:** The range of the ritual is the range of the spell the ritual is named for. Unless otherwise indicated, the target must be within range for the entire casting time. Ritual spells may not be used in the creation of magic items.

**Concentration:** The level of the spell the ritual is named for counts as the spell level for the purpose of concentration checks.

## MODIFIED FEATS

Eleven feats from the *Core Rulebook* are modified for *P6 Codex*:

Arcane Armor Mastery	Fleet
Extra Ki	Forge Ring
Extra Lay on Hands	Greater Shield Focus
Extra Mercy	Greater Weapon Focus
Extra Performance	Leadership
Extra Rage	

**Arcane Armor Mastery** becomes an Epic Feat and its prerequisite of caster level 7<sup>th</sup> becomes Greater Spell Casting. Greater Spell Casting is among the new feats given below.

**Extra Ki, Extra Lay on Hands, Extra Mercy, Extra Performance, Extra Rage,** and **Fleet** each have their "special" modified to indicate they may only be taken up to four times each. The Extra Rage Power and Extra Rogue Talent feats (described below) also have this limitation.

**Forge Ring** becomes an epic feat. Its prerequisite can be met through the Epic Caster feat.

**Greater Shield Focus** and **Greater Weapon Focus** become signature feats and have the 8<sup>th</sup>-level Fighter in their prerequisites become Fighter level 6<sup>th</sup> and base attack bonus +7

For the **Leadership** feat, replace the prerequisite of Character level 7<sup>th</sup> with Character level 5<sup>th</sup> (including in the note about Leadership scores). A character with five epic advancements is considered character level 7<sup>th</sup> and a character with ten epic advancements is considered character level 8<sup>th</sup> for purposes of their Leadership score.

Add a -3 modifier to the Leadership score for determining Cohort level. Add a +2 modifier to the Leadership score for determining Followers.

The Leader's Reputation +2 bonus for "Great Renown" and +1 bonus for "Special Power" only apply to renown or powers notably beyond that due for simply being that (effective) level of PC or NPC (e.g. being known as the favorite of the king or queen, having strong control of a large city's guild, being the only mage with access to fire magic, etc...).

No cohort above 5<sup>th</sup> level may be attracted. A cohort of 5<sup>th</sup> level or higher earns experience at a rate of 1/5<sup>th</sup> the experience gained by the character and may not earn more than 4 epic advancements in total.

Followers of characters who have not had any epic advancements may not exceed 2<sup>nd</sup> level, and no follower will exceed 3<sup>rd</sup> level. The values in the 4<sup>th</sup>-6<sup>th</sup> level columns of Table 5-2 are added to the number of 2<sup>nd</sup> level followers.

## NEW FEAT DESCRIPTIONS

### **Ability Advancement (Epic)**

*Adapted from the E6 Ability Advancement*

Your training pays off, and one of your Abilities increases.

**Prerequisite:** Ability Training in the chosen ability.

**Benefit:** Choose one ability that you have the Ability Training feat for. You gain a permanent +2 bonus to that ability. This replaces the benefits of Ability Training for that ability.

**Special:** You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to a new ability.

### **Ability Training (Epic)**

*Adapted from the E6 Ability Training*

You spend time honing one of your abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.

**Benefit:** Choose one ability, you qualify for the Ability Advancement feat for that ability. At the end of each period of sleep (8 hours of restful calm as per a Wizard preparing spells) you may select one skill or save type modified by that ability. You receive a +1 bonus to that skill or save until you choose another during a period of sleep. The benefits of Ability Training for this ability are lost once Ability Advancement feat is taken for it.

**Special:** You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to a new ability.

### **Animate Dead (Ritual)**

Creates undead skeletons and zombies out of corpses.

**Prerequisite:** Sorcerer level 6<sup>th</sup> with Charisma 14 or Wizard level 5<sup>th</sup> with Intelligence 14; Knowledge (Religion) 5 ranks

**Benefit:** You can use Animate Dead, as the spell, with a casting time of one hour. The ritual requires expenditure of Command Undead and an additional three levels of necromancy spells.

**Note:** If the Animate Dead, Lesser spell is available from *Ultimate Magic* (given below in the section on spells), then it is the required spell and only one additional level of necromantic spells is required.

### **Arcane Mastery (Signature)**

You receive an arcane school power.

**Prerequisite:** Wizard level 6<sup>th</sup>, Epic Caster

**Benefit:** You are treated as eighth level for the final power listed for your school (e.g. a Wizard of the enchantment school would receive Aura of Despair and be counted as 8<sup>th</sup> level for that power).

### **Atonement (Epic, Ritual)**

Ritually remove burden of misdeeds from subject and reverse magical alignment change.

**Prerequisite:** Cleric level 6<sup>th</sup> with Wisdom 15 and Knowledge (Religion) 6 ranks or Druid level 6<sup>th</sup> with Wisdom 15 and Knowledge (Nature) 6 ranks

**Benefit:** You can use Atonement, as the spell, but with a casting time of twelve hours. The ritual requires expenditure of Remove Curse (Cleric) or Protection

from Energy (Druid) and two additional levels of prepared abjuration spells.

### **Aura of Resolve (Signature)**

You are immune to charm.

**Prerequisite:** Paladin level 6<sup>th</sup>, Epic Martial Caster

**Benefit:** You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

### **Bloodline Mastery (Signature)**

You receive a greater bloodline power.

**Prerequisite:** Sorcerer level 6<sup>th</sup>, Epic Caster

**Benefit:** You receive your bloodlines 9<sup>th</sup> level bloodline power. That power functions as if you were 8<sup>th</sup> level; alter any 9<sup>th</sup> level in the description to 8<sup>th</sup>.

### **Break Enchantment (Epic, Ritual)**

Ritually free subjects from enchantments, transmutations, and curses.

**Prerequisite:** Cleric level 6<sup>th</sup> with Wisdom 15, Sorcerer level 6<sup>th</sup> with Charisma 15, or Wizard level 6<sup>th</sup> with Intelligence 15; Spellcraft 6 ranks

**Benefit:** You can use Break Enchantment, as the spell, but with a casting time of one hour. The ritual requires expenditure of Dispel Magic and two additional levels of abjuration spells.

### **Combat Improvement (Epic)**

Your ability in combat improves

**Prerequisite:** Base attack bonus +4

**Benefit:** Your base attack bonus increases by a permanent +1.

### **Damage Reduction (Epic)**

You gain damage reduction 1/-

**Prerequisite:** Barbarian level 6<sup>th</sup>.

**Benefit:** You gain damage reduction. Subtract 1 from the damage each time you are dealt damage from a weapon or a natural attack.

### **Dismissal (Epic, Ritual)**

Ritually force a creature to return to its native plane.

**Prerequisite:** Cleric level 6<sup>th</sup> with Wisdom 14, Sorcerer level 6<sup>th</sup> with Charisma 15, or Wizard level 6<sup>th</sup> with Intelligence 15; Knowledge (Planes) 6 ranks

**Benefit:** You can use Dismissal, as the spell, with a casting time of one hour. In this case, the ritual requires

expenditure of a Magical Circle (against Chaos, Good, Evil, or Law) and one additional level of abjuration spell for a cleric or two additional levels of abjuration spells for a sorcerer or wizard.

Alternatively, the ritual can be conducted so that Dismissal can be cast with the usual casting time of one standard action. To do this, the ritual is first implemented with no target, but with the expenditure of a Magical Circle (against Chaos, Good, Evil, or Law) and one additional level of abjuration spell for a cleric and two additional levels of abjuration spells for a sorcerer or wizard. The caster may then act as if the spell is prepared (in the case of a Cleric or Wizard) or known (in the case of a sorcerer). Its casting requires the expenditure of an additional four levels of abjuration spells for a cleric and five additional levels of abjuration spells for a sorcerer or wizard. If the slots used to implement the ritual with no target are re-prepared, then the ritual dissipates.

### **Domain Mastery (Signature)**

You receive a greater domain granted power.

**Prerequisite:** Access to a Clerical Domain, Epic Caster

**Benefit:** Select one of your clerical domains. You are treated as eighth level for purposes of that domain's granted powers.

**Special:** You can gain this feat multiple times, each time it applies to a new domain.

### **Epic Caster (Epic)**

You are considered a 7<sup>th</sup> level caster for purposes of spell effectiveness and item creation feats.

**Prerequisite:** Greater Spell Casting

**Benefit:** You are considered caster level 7<sup>th</sup> for purposes of spell effectiveness (e.g. range, damage, etc...) and item creation feats (e.g. caster level requirements and the Forge Ring prerequisite). This effective level does not apply in any other situation, including class features or other feats and feat prerequisites (such as the Extra Spell Casting Feat and Improved Familiar feat).

A Bard with this feat also receives an additional 1<sup>st</sup> level spell known per day. If they have only taken Greater Spell Casting once they also gain an additional 3<sup>rd</sup> level spell known.

A Cleric with this feat also receives an additional first level spell per day and their channel energy increases to 4d6.

A Druid or Wizard with this feat also receives an additional first level spell per day.

A Sorcerer with this feat also gains their bloodlines spell known for 7<sup>th</sup> level (or their choice of another 3<sup>rd</sup> level spell known if the bloodline spell is already known).

### **Epic Martial Caster (Epic)**

You are considered a 4<sup>th</sup> level caster for purposes of spell effectiveness and may be able to cast 2<sup>nd</sup> level spells.

**Prerequisite:** Paladin or Ranger level 6<sup>th</sup>

**Benefit:** You are considered caster level 4th for purposes of spell effectiveness (e.g. range, damage, etc...), item creation feats (e.g. caster level requirements and prerequisites), and the Extra Spell Casting feat. This effective level does not apply in any other situation, including things such as class features or other feat prerequisites.

A Paladin with Charisma 14 or higher or Ranger with Wisdom 14 or higher adds one 2<sup>nd</sup> level spell per day to their spell allotment. A higher Charisma or Wisdom does not grant bonus 2<sup>nd</sup> level spells due to this slot. An additional 2<sup>nd</sup> level spell slot could be gained through the Extra Spell Casting feat.

A Paladin with this feat is considered 7<sup>th</sup> level for purposes of their channel positive energy ability.

### **Epic Performer (Epic)**

Your bardic performances exceed the normal bounds.

**Prerequisite:** Bard level 6<sup>th</sup>.

**Benefit:** You may start your bardic performance as a move action instead of a standard action. The bonus granted by your inspire competence is +3. If you have fewer than seven ranks in Perform, you receive a +1 bonus to any Perform check rolls made in conjunction with a bardic performance class feature.

### **Epic Smite (Epic)**

Your powers against evil improve.

**Prerequisite:** Paladin level 6<sup>th</sup>

**Benefit:** You smite evil an additional time per day (3/day total). Your effective level for Smite Evil is 7<sup>th</sup>.

### **Epic Sneak Attack (Epic)**

Your sneak attack damage increases.

**Prerequisite:** Rogue level 6<sup>th</sup>

**Benefit:** Your damage from sneak attack increases to +4d6.

### **Epic Woodcraft (Epic)**

Your woodland prowess increases

**Prerequisite:** Ranger level 6<sup>th</sup>

**Benefit:** You gain Woodland Stride. Your effective level for Wild Empathy is 7<sup>th</sup> level. If you have fewer than seven ranks in Survival, you receive a +1 bonus to any Survival check rolls made to follow or identify tracks.

### **Expanded Arcana**

*Adapted from the Advanced Player's Guide*

Your research has revealed new spells.

**Prerequisites:** Bard or Sorcerer level 1<sup>st</sup>

**Benefit:** Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

**Special:** You can gain Expanded Arcana multiple times, but you may not add more than two spells total to any given level for a single class.

### **Extra Rage Power**

*Adapted from the Advanced Player's Guide*

You have unlocked a new ability to use while raging.

**Prerequisite:** Rage power class feature.

**Benefit:** You gain one additional rage power. You must meet all of the prerequisites for this rage power.

**Special:** You may gain Extra Rage Power up to four times.

### **Extra Rogue Talent**

*Adapted from the Advance Player's Guide*

Through constant practice, you have learned how to perform a special trick.

**Prerequisite:** Rogue talent class feature.

**Benefit:** You gain one additional rogue talent. You must meet all of the prerequisites for this rogue talent.

**Special:** You may gain Extra Rogue Talent up to four times.

### **Extra Spell Casting (Epic)**

*Inspired by the E6 Expanded Caster Stamina*

You can cast additional 1<sup>st</sup> (and possibly 2<sup>nd</sup>) level spells.

**Prerequisite:** Caster level 1<sup>st</sup>

**Benefit:** Choose one class in which you have caster level 1<sup>st</sup> or higher. You gain additional spells per day slots with levels totaling one half your caster level (rounded

up). Each spell slot must be 2<sup>nd</sup> level or lower and of a level you can cast. The chosen slots are fixed once the feat is taken. For example, a Cleric with caster level 3<sup>rd</sup> gains either one 2<sup>nd</sup> level spell slot or two 1<sup>st</sup> level slots, while a Bard with caster level 3<sup>rd</sup> gains two 1<sup>st</sup> level slots. **Special:** You can gain this feat multiple time, its effects do not stack. Each time you take this feat it applies to a new class. The Epic Caster feat does not affect caster level for purposes of this feat.

### **Greater Armor Training (Epic)**

Your maneuverability wearing armor improves.

**Prerequisite:** Fighter level 6<sup>th</sup>, Armor Training Class Feature

**Benefit:** Your armor check penalty decreases by 2 (instead of 1) to a minimum of 0, and your maximum Dexterity bonus allowed by armor is 2 (instead of 1). You may move at normal speed while wearing either medium or heavy armor.

### **Greater Bond (Epic)**

Your bond strengthens.

**Prerequisite:** Animal Domain Animal Companion Granted Power, Druid's Nature Bond (animal companion), Paladin with Divine Bond, Ranger's Hunter's Bond (animal companion), or Sorcerer or Wizard's Arcane Bond (familiar) class feature.

**Benefit:** Choose one of the class features used as a prerequisite for this feat that you possess. Your effective class level for the chosen class feature increase by 1, including for purposes of related feats (such as the Improved Familiar feat).

This bonus does not stack with that given by Domain Mastery.

### **Greater Ki Access (Epic)**

You can access your ki to heal yourself.

**Prerequisite:** Monk level 6<sup>th</sup>

**Benefit:** Your ki strike is treated as cold iron and silver (in addition to magic) for the purpose of overcoming damage reduction. You gain the wholeness of body power – as a standard action you can heal a number of hit points of damage equal to your monk level by using 2 points from your ki pool.

### **Greater Skillfulness (Epic)**

You are even more skillful.

**Benefit:** You gain a number of skill ranks equal to your favored class's skill ranks per level (including intelligence bonus) + 1

You may have seven ranks in any skill (as if you were 7<sup>th</sup> level).

**Note:** If you have more than one favored class, then use one that you have the most levels in.

If your intelligence modifier changes after this feat is taken, then the maximum possible adjusts – possibly adding or removing a skill ranks.

### **Greater Spell Casting (Epic)**

You can cast an additional 3<sup>rd</sup> level spell.

**Prerequisite:** Bard, Cleric, Druid, Sorcerer, or Wizard level 6<sup>th</sup>.

**Benefit:** Add an additional 3<sup>rd</sup> level spell per day to your spell allotment. The slot gained in this way by a Bard does not enable them to acquire additional slots due to a high Charisma.

A Bard or Sorcerer also gains a 3<sup>rd</sup> level spell known.

A Cleric or Druid with Wisdom 14, or higher or Wizard with Intelligence 14 or higher, may use this daily spell slot as if it were 4<sup>th</sup> level for purposes of using metamagic feats, or as if it were subject to Heighten Spell if no metamagic feat is being used on it (even if the caster does not possess Heighten Spell).

**Special:** A Bard with Charisma 16 or higher may take this feat one additional time for each bonus 3<sup>rd</sup> level spell they would qualify for based on their Charisma. All incidences of Greater Spell Casting and Epic Caster may only provide a total of two 3<sup>rd</sup> level spells known.

A Cleric or Druid with Wisdom 18 or higher or a Wizard with intelligence 18 or higher may take this feat one additional time for each bonus 4<sup>th</sup> level spell they would qualify for based on their ability.

Additionally, a Cleric, a Druid with a domain, or a non-universalist Wizard may also take this feat an additional time with the granted spell per day being restricted to that domain or school.

A Sorcerer may take this feat one additional time, but does not receive an additional 3<sup>rd</sup> level spell per day or spell known. Instead they receive an additional 2<sup>nd</sup> level spell per day, and an additional 1<sup>st</sup> level and 2<sup>nd</sup> level spell known.



### **Greater Toughness (Epic)**

*Class hit points from the Guide to Pathfinder Society Organized Play*

You have even greater physical stamina

**Prerequisite:** Toughness

**Benefit:** You gain a number of hit points equal to your favored class's hit points per level + constitution modifier + 1.

**Note:** Class hit points per level are 4 for Sorcerer or Wizard; 5 for Bard, Cleric, Druid, Rogue, or Monk; 6 for Fighter, Ranger, or Paladin; and 7 for Barbarian. If you have more than one favored class, then use one that you have the most levels in.

If your constitution modifier changes after this feat is taken, then it affects the hit points gained from this feat – possibly adding or removing a hit point just as if they had been gained for going up a level.

### **Hallow (Epic, Ritual)**

Ritually designates a location as holy or unholy.

**Prerequisite:** Cleric level 6<sup>th</sup>, Wisdom 15, Knowledge (Religion) 6 ranks, Channel energy class feature

**Benefit:** You can use the Hallow spell (if able to channel positive energy) or Unhallow spell (if able to channel negative energy) with the casting time of 24 hours. Requires expenditure of Magic Circle against Evil (for Hallow) or Magic Circle against Good (for Unhallow) and the expenditure of an additional seven levels of abjuration spells, as well as the single fixed spell if desired.

### **Implacable Rage (Signature)**

You have a greater rage power.

**Prerequisite:** Barbarian level 6<sup>th</sup>, Combat Improvement

**Benefit:** You gain any one rage power that can be selected at 8<sup>th</sup> level or lower.

You count as 8<sup>th</sup> level for purposes of rage powers you possess such as Powerful Blow, Renewed Vigor, Superstition, and Surprise Accuracy. This does not change your effective level for purposes of selecting new feats via the Extra Rage Power feat.

**Special:** You may gain Implacable Rage Power twice.

### **Improved Uncanny Dodge (Signature)**

You can no longer be flanked.

**Prerequisite:** Rogue level 6<sup>th</sup>

**Benefit:** You can no longer be flanked. This denies other rogues the ability to sneak attack you by flanking.

### **Intrinsic Bond (Signature)**

The strength of your bond is maximized.

**Prerequisite:** Greater Bond; Epic Caster or Epic Martial Caster

**Benefit:** Your effective class level for the chosen class feature increases to 8<sup>th</sup>. (For example, a Ranger would have effective Ranger level 8<sup>th</sup> and Druid level 5<sup>th</sup> for their animal companion). This replaces the benefit from Greater Bond.

For Druids, the bonus to the animal companion's HD and BAB do not apply if the companion receives 7<sup>th</sup>-level advancement (e.g. Big Cat as opposed to Small Cat).

### **Legendary Craftsman (Signature)**

You are able to craft legendary magical items

**Prerequisite:** Either Master Craftsmen with 7 ranks in the specified skill or Epic Caster

**Benefit:** You are caster level 8<sup>th</sup> for purposes of crafting magic items.

### **Master of Forms (Signature)**

Your wild shape ability expands greatly.

**Prerequisite:** Druid level 6<sup>th</sup>, Epic Caster

**Benefit:** You may use wild shape 3 times per day and its duration is 8 hours or until you change back.

### **Master of Unarmed Defense (Signature)**

You greatly improve your unarmed defenses.

**Prerequisite:** Monk level 6<sup>th</sup>, Combat Improvement

**Benefit:** Your AC and CMD bonuses when unarmored and unencumbered increase to +2 from +1.

### **Master of Unarmed Offense (Signature)**

You greatly improve your unarmed damage.

**Prerequisite:** Monk level 6<sup>th</sup>, Combat Improvement

**Benefit:** Your unarmed damage increases to 1d10 (for medium; 1d8 for small and 2d8 for large).

### **Neutralize Poison (Ritual)**

Ritually immunize subject against poison or detoxify venom in a subject.

**Prerequisite:** Cleric level 5<sup>th</sup>, Wisdom 14, Craft (Alchemy) 5 ranks or Healing 5 ranks

**Benefit:** You can use Neutralize Poison on a target creature, as the spell, with a casting time of one hour. If the target is not already subject to a Delay Poison with at least one hour remaining, the ritual requires casting of Delay Poison on the subject and the expenditure of an additional three levels of conjuration spells. If the target

is already subject to a Delay Poison with at least one hour remaining, then the expenditure may be of any five levels conjuration spells.

### **Remove Curse (Ritual)**

Ritually free an object or a person from a curse.

**Prerequisite:** Sorcerer level 6<sup>th</sup> with Charisma 14 or Wizard level 5<sup>th</sup> with Intelligence 14; Knowledge (Religion) 5 ranks or Knowledge (Spellcraft) 5 ranks

**Benefit:** You can use Remove Curse, as the spell, with a casting time of one hour. The ritual requires expenditure of Dispel Magic and one additional level of abjuration spell.

### **Restoration (Epic, Ritual)**

Ritually restore levels, ability score drains, and fatigue.

**Prerequisite:** Cleric level 6<sup>th</sup>, Wisdom 14, Healing 6 ranks

**Benefit:** You can use Restoration, as the spell, with a casting time of one hour. Requires expenditure of a Lesser Restoration spell and three additional levels of conjuration spells.

### **Signature Combat Feat (Signature)**

You have mastered a combat feat of legend.

**Prerequisite:** Combat Improvement

**Benefit:** You may select a single combat feat as if your base attack bonus were one higher. You must still meet any other prerequisites.

**Special:** You can gain this feat multiple times.

### **Signature Performance (Signature)**

You have mastered one of the songs of legend.

**Prerequisite:** Epic Performer

**Benefit:** You gain the Dirge of Doom performance.

### **Skillfulness**

You have enhanced capability to acquire skills.

**Benefit:** You gain 3 additional skill ranks. For every level you possess beyond 3, you gain an additional skill rank. If you have more than 3 levels, you gain one skill rank whenever you gain a level.

**Note:** This feat does not increase your maximum allowed ranks for any skill.

### **Stone to Flesh (Epic, Ritual)**

Ritually restore a petrified creature.

**Prerequisite:** Sorcerer level 6<sup>th</sup> with Charisma 16, or Wizard level 6<sup>th</sup> with Intelligence 16; Craft (Alchemy) 6

ranks

**Benefit:** You can use Stone to Flesh as the spell, with a casting time of one hour. Requires expenditure of a Haste spell and three additional levels of transmutation spells.

### **Terrain Mastery (Signature)**

Your mastery of your favored terrains expands greatly.

**Prerequisite:** Epic Woodcraft

**Benefit:** Select an additional favored terrain. Further, select either this or your 3<sup>rd</sup> level favored terrain, the bonus for the selected terrain increases to +4 from +2.

### **Unshakeable Hunter (Signature)**

You track as fast as your quarry flees.

**Prerequisite:** Epic Woodcraft

**Benefit:** You gain Swift Tracker. Your effective level for Wild Empathy is 8<sup>th</sup>. You receive a +1 bonus to any Survival check rolls made to follow or identify tracks. This bonus stacks with that of Epic Woodcraft if you have fewer than seven ranks in survival.

## **MULTICLASSING AND PRESTIGE CLASSES**

At the core of *P6 Codex* are the epic and signature feats that characters can select when advancing after sixth level. While some of the epic and signature feats are available to any post-sixth character, many of them are only available to characters who have achieved sixth level in a single character class. *The Abridged P6 Codex* might thus be viewed as slighting multiclass and prestige class characters. One reason for this choice is that providing appropriate feats for multiclass and prestige class characters could involve having separate feats for every possible combination that a 6<sup>th</sup> level character could choose. Additionally, the vast majority of prestige class material is for beyond 5<sup>th</sup> level characters and makes little sense for a game that stops level advancement at 6<sup>th</sup>.

In some cases, selecting a few rules from the full *P6 Codex* may be the easiest way to arrive at your desired character concept without multiclassing or taking prestige class levels. Barring that, the existing epic and signature feats could be used as models for creating your own new feats for a particular multi/prestige class combination. The various supplements (including other implementations of *E6 for Pathfinder*) likely contain ideas for them as well.

## **SPELLS AND MAGIC**

### **AVAILABLE SPELLS**

The available spells for PCs and NPCs are all those normally obtainable by a 6<sup>th</sup> level character: Cleric, Druid, and Sorcerer/ Wizard spells of 3<sup>rd</sup> level or lower; Bard spells of 2<sup>nd</sup> level or lower; and 1<sup>st</sup> level Paladin and Ranger spells. It also includes 3<sup>rd</sup> level Bard spells and 2<sup>nd</sup> level Paladin and Ranger spells unless those spells occur as a 4<sup>th</sup> level spell on the Cleric Druid, or Sorcerer/Wizard spell list and are not otherwise on the standard spell list.

Following this, the 3<sup>rd</sup> level spell list for Bards is revised to remove:

Charm Monster	Fear
Confusion	Geas, Lesser
Crushing Despair	Screaming

The core Paladin and Ranger lists for 2<sup>nd</sup> level require no editing.

This avoids the discrepancy where a Bard, Paladin, or Ranger could obtain a spell as if 7<sup>th</sup> level using Greater Spell Casting or Epic Martial Caster feats, while the Cleric, Druids, or Wizard could not, even though they also would have gained access to the spell at 7<sup>th</sup> level.

### **ANIMATE DEAD, LESSER**

Animate Dead is a 3<sup>rd</sup> level spell for Clerics but is 4<sup>th</sup> level for Sorcerers and Wizards. Thus even Wizards specializing in the Necromancy School and Sorcerers with the Undead bloodline are unable to create any undead without use of a ritual feat. The Lesser Animate Dead spell from *Ultimate Magic* allows for creation of undead one spell level lower than in the *Core*. In campaigns where creation of undead is a staple of evil it may be desirable to add this spell to the Cleric, Sorcerer, and Wizard spell lists. In that case it also serves as the specified spell for the Animate Dead ritual feat, instead of Command Undead.

#### **Animate Dead, Lesser**

*From Ultimate Magic*

**School:** necromancy [evil]; Level cleric 2, sorcerer/wizard 3

**Target:** one corpse

**Duration:** instantaneous

This spell functions as Animate Dead, except you can only create a single small or medium skeleton or zombie.

You cannot create variant skeletons or zombies with this spell.

### **TELEPORTATION**

Teleportation, such as for the Cleric's Dimensional Hop and Wizard's Dimensional Step, is weakened to "Dimensional Sliding". The transition into the astral plane during the teleportation is incomplete and the movement leaves a wake that interacts with the boundary between the astral and material planes.

Conditions for dimensional sliding to be effective are equivalent to there being a route between the start and end locations that could be covered using the Time Stop spell and movement by way of flying, swimming, or walking, such that the route is no longer than twice the actual distance between the two points.

A route for dimensional sliding is unable to pass through a blocking solid object such as a creature that completely fills the square, a wall of force, barred window, or locked, latched, very heavy, or stuck door. The route would be able to pass through impediments that would not hinder a strength 3 creature simply walking forward, such as normal cobwebs, unsecured curtains, or a door that pushes easily in the direction of travel. If no successful route exists then the distance spent is still expended but to no effect.

Dimensional sliding leaves a lingering magical aura as if from a spell of moderate original strength along the shortest possible route and on anything that would have been moved or broken if a creature had actually passed along the route (e.g. cobwebs, curtains, or door). The movement otherwise does not interact with the material plane.

It may be desirable to weaken teleportation abilities (Dimension Door, Teleport, etc...) of some creatures to Dimensional Sliding as well.

### **MAGIC ITEM CREATION**

The ability to replace an item creation prerequisite with a +5 increase in the item creation DC is modified so that it does not apply to caster levels above 6<sup>th</sup> or spells that are not on the Available Spell List (above).

Items with multiple possible power levels, where the caster level is 8<sup>th</sup> regardless of the power level (such as the Belt of Giant Strength) may only be created at the lowest power level.

## **LISTS OF NEW AND MODIFIED FEATS**

\* indicates feat modified from the *Core Rulebook*

### **General Feats**

Expanded Arcana  
Extra Ki\*  
Extra Lay on Hands\*  
Extra Mercy\*  
Extra Rage\*  
Extra Rage Power  
Extra Rogue Talent  
Fleet\*  
Leadership\*  
Skillfulness

### **Ritual Feats**

Animate Dead (Ritual) – *Sorcerer, Wizard*  
Atonement (Epic, Ritual) – *Cleric, Druid*  
Break Enchantment (Epic, Ritual) – *Cleric, Sorcerer, Wizard*  
Dismissal (Epic, Ritual) – *Cleric, Sorcerer, Wizard*  
Hallow (Epic, Ritual) – *Cleric*  
Neutralize Poison (Ritual) – *Cleric*  
Remove Curse (Ritual) – *Sorcerer, Wizard*  
Restoration (Epic, Ritual) – *Cleric*  
Stone to Flesh (Epic, Ritual) – *Sorcerer, Wizard*

### **Epic and Signature Feats not requiring 6<sup>th</sup> level in a single class**

Ability Advancement (Epic)  
Ability Training (Epic)  
Combat Improvement (Epic)  
Extra Spell Casting (Epic)  
Greater Bond (Epic)  
Greater Skillfulness (Epic)  
Greater Toughness (Epic)  
Legendary Craftsmen (Signature)  
Signature Combat Feat (Signature)

### **Barbarian Epic and Signature Feats**

Damage Reduction (Epic)  
Implacable Rage (Signature)

### **Bard Epic and Signature Feats**

Arcane Armor Mastery\* (Epic)  
Epic Caster (Epic)  
Epic Performer (Epic)  
Forge Ring\* (Epic, Item Creation)  
Greater Spell Casting (Epic)  
Signature Performance (Signature)

### **Cleric Epic and Signature Feats**

Atonement (Epic, Ritual)  
Break Enchantment (Epic, Ritual)  
Dismissal (Epic, Ritual)  
Domain Mastery (Signature)  
Epic Caster (Epic)  
Forge Ring\* (Epic, Item Creation)  
Greater Spell Casting (Epic)  
Hallow (Epic, Ritual)  
Intrinsic Bond (Signature)  
Restoration (Epic, Ritual)

### **Druid Epic and Signature Feats**

Atonement (Epic, Ritual)  
Domain Mastery (Signature)  
Epic Caster (Epic)  
Forge Ring\* (Epic, Item Creation)  
Greater Spell Casting (Epic)  
Intrinsic Bond (Signature)  
Master of Forms (Signature)

### **Fighter Epic and Signature Feats**

Greater Armor Training (Epic)  
Greater Shield Focus\* (Signature)  
Greater Weapon Focus\* (Signature)

### **Monk Epic and Signature Feats**

Greater Ki Access (Epic)  
Master of Unarmed Defense (Signature)  
Master of Unarmed Offense (Signature)

### **Paladin Epic and Signature Feats**

Aura of Resolve (Signature)  
Epic Martial Caster (Epic)  
Epic Smite (Epic)  
Intrinsic Bond (Signature)

### **Ranger Epic and Signature Feats**

Epic Martial Caster (Epic)  
Epic Woodcraft (Epic)  
Intrinsic Bond (Signature)  
Terrain Mastery (Signature)  
Unshakeable Hunter (Signature)

### **Rogue Epic and Signature Feats**

Epic Sneak Attack (Epic)  
Improved Uncanny Dodge (Signature)

### **Sorcerer Epic and Signature Feats**

Arcane Armor Mastery\* (Epic)  
Bloodline Mastery (Signature)  
Break Enchantment (Epic, Ritual)  
Dismissal (Epic, Ritual)  
Epic Caster (Epic)  
Forge Ring\* (Epic, Item Creation)  
Greater Spell Casting (Epic)  
Intrinsic Bond (Signature)  
Stone to Flesh (Epic, Ritual)

### **Wizard Epic and Signature Feats**

Arcane Armor Mastery\* (Epic)  
Arcane Mastery (Signature)  
Break Enchantment (Epic, Ritual)  
Dismissal (Epic, Ritual)  
Epic Caster (Epic)  
Forge Ring\* (Epic, Item Creation)  
Greater Spell Casting (Epic)  
Intrinsic Bond (Signature)  
Stone to Flesh (Epic, Ritual)

## LIST OF MAGIC ITEMS

\* indicates an item requiring caster level 7

\*\* indicates an item requiring caster level 8

### **Armor**

#### **Armor Special Abilities**

+1	1,000 GP
+2	4,000 GP
Energy Resistance	+18,000 GP
Energy Resistance, Improved**	+42,000GP
Shadow	+3,750 GP
Slick	+3,750 GP

#### **Shield Special Abilities**

+1	1,000 GP
+2	4,000 GP
Arrow Catching **	as +1 bonus
Arrow Deflection	as +2 bonus
Bashing **	as +1 bonus
Blinding *	as +1 bonus
Energy Resistance	+18,000 GP
Energy Resistance, Improved*	+42,000 GP

Cost Equivalents: +3 = 9,000 gp, +4 = 16,000 gp, +5 = 25,000 gp

#### **Specific Armors**

Adamantine Breastplate	10,200 GP
Celestial Armor	22,400 GP
Dragonhide Plate	3,300 GP
Dwarven Plate	16,500 GP
Elven Chain	5,150 GP
Mithral Full Plate of Speed	26,500 GP
Mithral Shirt	1,100 GP

#### **Specific Shields**

Caster's Shield	3,153 GP
Darkwood Buckler	203 GP
Darkwood Shield	257 GP
Mithral Heavy Shield	1,020 GP
Spined Shield	5,580 GP
Winged Shield	17,257 GP

### **Weapons**

#### **Melee Weapon Special Abilities**

+1	2,000 GP
+2	8,000 GP
Bane**	as +1 Bonus
Defending**	as +1 Bonus
Frost**	as +1 Bonus
Ki Focus**	as +1 Bonus
Merciful	as +1 Bonus
Shock**	as +1 Bonus
Speed*	as +3 Bonus
Throwing	as +1 Bonus
Thundering	as +1 bonus
Cost Equivalents: +3 = 18,000 gp, +4 = 32,000 gp, +5 = 50,000 gp, +6 = 72,000	

#### **Magic Ranged Weapon Special Abilities**

+1	2,000 GP
+2	8,000 GP
Bane**	as +1 Bonus
Distance	as +1 Bonus
Frost**	as +1 Bonus
Merciful	as +1 Bonus
Shock**	as +1 Bonus
Speed*	as +3 Bonus
Thundering	as +1 Bonus
Cost Equivalents: +3 = 18,000 gp, +4 = 32,000 gp, +5 = 50,000 gp, +6 = 72,000	

#### **Specific Weapons**

Adamantine Battleaxe	3,010 GP
Adamantine Dagger	3,002 GP
Dagger of Venom	8,302 GP
Javelin of Lightning	1,500 GP
Longsword, Cold Iron Masterwork	330 GP
Screaming Bolt	267 GP
Silver Dagger, Masterwork	322 GP
Sleep Arrow	132 GP
Sword of Subtlety*	23,310 GP
Trident of Fish Command*	18,650 GP

#### **Rings**

Animal Friendship*	10,800 GP
Blinking*	27,000 GP
Chameleon Power*	12,700 GP
Climbing*	2,500 GP
Energy Resistance, Minor*	12,000 GP
Energy Resistance, Major*	28,000 GP
Evasion*	25,000 GP
Feather Falling*	2,200 GP
Invisibility*	20,000 GP
Jumping*	2,500 GP
Mind Shielding*	8,000 GP
Protection +1*	2,000 GP
Protection +2*	8,000 GP
Sustenance*	2,500 GP
Swimming*	2,500 GP

#### **Wondrous Items**

Amulet of Mighty Fists +1	4,000 GP
Amulet of Mighty Fists +2	16,000 GP
Amulet of Natural Armor +1	2,000 GP
Amulet of Natural Armor +2	8,000 GP
Amulet of Proof Against Detection and Location**	35,000 GP
Bag of Tricks - Rust	3,400 GP
Bag of Tricks - Gray	8,500 GP
Belt of Giant Strength +2**	4,000 GP
Belt of Incredible Dexterity +2**	4,000 GP
Belt of Mighty Constitution +2**	4,000 GP
Blessed Book*	12,500 GP
Boots of Elvenkind	2,500 GP
Boots of Levitation	7,500 GP
Boots of Striding and Springing	5,500 GP

Boots of the Winterlands	2,500 GP	Pipes of Haunting	6,000 GP
Boots, Winged**	16,000 GP	Pipes of the Sewers	1,150 GP
Bottle of Air*	7,250 GP	Pipes of Sounding	1,800 GP
Bracers of Archery, Greater**	25,000 GP	Restorative Ointment	4,000 GP
Bracers of Archery, Lesser	5,000 GP	Robe of Bones	2,400 GP
Bracers of Armor +1*	1,000 GP	Rope of Climbing	3,000 GP
Bracers of Armor +2*	4,000 GP	Salve of Slipperiness	1,000 GP
Bracers of Armor +3*	9,000 GP	Scabard of Keen Edges	16,000 GP
Bracers of Armor +4**	16,000 GP	Silversheen	250 GP
Brooch of Shielding	1,500 GP	Slippers of Spider Climbing	4,800 GP
Candle of Truth	2,500 GP	Stone of Alarm	2,700 GP
Circlet of Persuasion	4,500 GP	Stone of Good Luck (Luckstone)	20,000 GP
Cloak of Arachnida	14,000 GP	Strand of Prayer Beads, Lesser	9,600 GP
Cloak of Displacement, Major*	50,000 GP	Sustaining Spoon	5,400 GP
Cloak of Displacement, Minor	24,000 GP	Ungent of Timelessness	150 GP
Cloak of Elvenkind	2,500 GP	Universal Solvent	50 GP
Cloak of Resistance +1	1,000 GP	Vest of Escape	5,200 GP
Cloak of Resistance +2	4,000 GP	Wind Fan	5,500 GP
Crown of Blasting, Minor	6,480 GP		
Cube of Frost Resistance	27,000 GP		
Deck of Illusions	8,100 GP		
Dust of Appearance	1,800 GP		
Dust of Illusion	1,200 GP		
Dust of Tracelessness	250 GP		
Elixir of Hiding	250 GP		
Elixir of Love	150 GP		
Elixir of Swimming	250 GP		
Elixir of Truth	500 GP		
Elixir of Tumbling	250 GP		
Eversmoking Bottle	5,400 GP		
Eyes of Charming*	56,000 GP		
Eyes of the Eagle	2,500 GP		
Gem of Brightness	13,000 GP		
Gloves of Arrow Snaring	4,000 GP		
Glove of Storing	10,000 GP		
Gloves of Swimming and Climbing	6,250 GP		
Goggles of Night	12,000 GP		
Hand of Glory	8,000 GP		
Hand of the Mage	900 GP		
Harp of Charming	7,500 GP		
Hat of Disguise	1,800 GP		
Headband of Alluring Charisma +2**	4,000 GP		
Headband of Inspired Wisdom +2**	4,000 GP		
Headband of Vast Intelligence +2**	4,000 GP		
Helm of Comprehend Languages and Read Magic	5,200 GP		
Helm of Telepathy	27,000 GP		
Helm of Underwater Action	24,000 GP		
Horn of Fog	2,000 GP		
Horn of Goodness/Evil	6,500 GP		
Horseshoes of Speed	3,000 GP		
Horseshoes of a Zephyr	6,000 GP		
Incense of Meditation*	4,900 GP		
Lantern of Revealing	30,000 GP		
Medallion of Thoughts	12,000 GP		
Necklace of Adaptation	9,000 GP		
Periapt of Health	7,500 GP		
Periapt of Proof Against Poison	27,000 GP		
Phylactery of Faithfulness	1,000 GP		

## OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**E6: The Game Inside the World's Most Popular Game** Copyright 2007, Ryan Stoughton.; Author Ryan Stoughton.

**Pathfinder Roleplaying Game Core Rulebook** © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

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

**Advanced Player's Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Anger of Angels.** © 2003, Sean K Reynolds.

**Book of Fiends.** © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

**The Book of Hallowed Might.** © 2002, Monte J. Cook.

**Monte Cook's Arcana Unearthed.** © 2003, Monte J. Cook.

**Path of the Magi.** © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

**Skreyn's Register: The Bonds of Magic.** © 2002, Sean K Reynolds.

**Angel, Monadic Deva from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Angel, Movanic Deva from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Brownie from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Derghodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Hydrodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Piscodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Frogemoth from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Ice Golem from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene.

**Iron Cobra from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

**Marid from the Tome of Horrors III.** © 2005, Necromancer Games, Inc.; Author: Scott Greene.

**Mihstu from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Nabasu Demon from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Necrophidius from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

**Sandman from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

**Scarecrow from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

**Shadow Demon from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

**Wood Golem from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

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

**Guide to Pathfinder Society Organized Play, Version 4.3** © 2013, Paizo Publishing, LLC; Authors: Mike Brock, Erik Mona, and Mark Moreland.

**The Abridged P6 Codex.** © 2013, Brian Habing; Author: Brian Habing