

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Secrets of Card & Salt





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Gypsy

The sight is a coveted tradition among gypsy tribes. It is a mysterious power, as capricious and unique in its expression as those blessed to have it. It lends itself to beings of its own will at times of its own will in ways of its own will. It forsakes all who seek to control it, and allows only the guileful hand of a gypsy to manipulate it.

Auguries: The following new auguries are available to any gypsy who meets the prerequisites. This does not enable a gypsy who is forbidden from gaining auguries that allow her to create cards to gain such auguries.

Congruous Threads (Su): The gypsy feels a tinge of panic whenever a member of her party that she cannot see learns they are in danger. This sensation does not convey any information beyond the fact that an unseen creature with whom she believes to share a fate is in danger.

Expansive Horizons (Su): A gypsy with this augury does not need to discard any cards at the end of her turn, unless she is holding more cards than she is capable of adding to her hand in a single turn. She may use this augury a number of rounds per day equal to her Wisdom modifier. These rounds do not need to be spent consecutively. A gypsy must have the *broadened horizons* augury before selecting this augury. A gypsy must have at least 6 gypsy levels before selecting this augury.

Fateful Insurgence (Su): Once per day as an immediate action, a gypsy with this augury can cut her deck. When a gypsy cuts her deck, one creature she can see may reroll a d20 roll they just made. A gypsy must have at least 8 gypsy levels before selecting this augury.

Figurative Prognostication (Su): Elemental spell may be spontaneously applied to a single card per day. This does not increase the casting time. A gypsy must discard a number of cards from the top of her deck equal to the elemental card's unmodified spell level in order to activate this effect.

Foretold in Legends (Su): The saving throw DC of all cards in a gypsy's deck increases by 1. A gypsy must have the *cast in stone* augury before selecting this augury.

Hidden Path (Su): A gypsy with this augury may include up to 6 cards in her hand.

Imperative Destiny (Su): This augury allows a gypsy to declare the name of a single card with a casting time of 1 immediate action or less and remove the top card from her deck until she draws the card she named. She may then direct the magic within that card. The entire process takes a single immediate action. All cards drawn prior to the card she named must be discarded. A gypsy must have the *manifest destiny* augury before selecting this augury.

Impetuous Regret (Su): Once per day, a gypsy with this augury that uses *manifest destiny* may admit that it was a mistake before she draws the card she named. She immediately stops drawing cards, returns all cards drawn via *manifest destiny* to her deck and must spend all of her remaining actions shuffling her deck. If she does not have a standard action remaining, she is dazed until the end of her next turn. A gypsy must have the *manifest destiny* augury before selecting this augury.

Inescapable Fate (Su): Reach spell may be spontaneously applied to a single card per day, increasing its range to medium. This does not increase the casting time. A gypsy must discard a number of cards from the top of her deck equal to the reach card's unmodified spell level in order to activate this effect.

Justice (Su): A gypsy with this augury may create Justice and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action, including one creature she can see in the effects of one active spell or ability she can see that originally targeted one or more creatures and has an incremental duration (is not instantaneous or permanent). For instance, if the gypsy sees an instance of a *bull's strength* spell on an enemy cleric, she could include her fighter in that spell's +4 enhancement bonus to Strength. The duration

gained through an augury is equal to half her gypsy level -1. This entire process takes as long as foretelling the fabricated card would take. Once a card has been fabricated, its effects are wrought as if it has been foretold. A gypsy must have at least 18 gypsy levels before selecting this augury.

Judgement (Su): A gypsy with this augury may create Judgement and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action, forcing one creature she can see to reroll a saving throw that they attempted up to a number of rounds ago equal to her Wisdom modifier. Succeeding on a save that was originally failed ends any effects caused by that failure; failing a save that was originally successful imposes any effects that were averted by the save (as if the effect's duration began when Judgement was used). Judgement can result in extreme consequences, such as restoring or ending a life. A gypsy must have at least 12 gypsy levels before selecting this augury.

Overwhelming Horizons (Su): A gypsy with this augury never needs to discard any cards at the end of her turn, unless she is holding more cards than she is capable of adding to her hand in a single turn. A gypsy must have the *broadened horizons* and *expansive horizons* auguries before selecting this augury. A gypsy must have at least 14 gypsy levels before selecting this augury.

The Sun (Su): A gypsy with this augury may create The Sun and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action. One creature the gypsy can see gains a +5 competence bonus to all d20 and weapon damage rolls for 1 minute per gypsy level. A gypsy must have at least 16 gypsy levels before selecting this augury.

Note: The following archetypes are listed in order of ascending difficulty. The earlier an archetype appears, the easier it is to play. The clairvoyant benefits tremendously from an efficient reference system (see our Tips file).

Harbinger of Ruin

The elders claim that fate has a personality. They say it is subject to the whims and demands of mortal emotion, that it finds certain gypsies more suitable to singular moods. Even skeptics cling to charms before harbingers of ruin, gypsies rumored to be fate's favored conduits of wrath.

Deck of Ruin (Sp): This ability functions like deck of divination, except that abjuration and conjuration spells cannot be drafted into the deck. A harbinger of ruin treats any spell that



are cured for 1d6 damage per ritualist level. The first time a creature with a number of HD equal to or greater than the ritualist's level is killed within the area, its death does not trigger the ritual's effects. If a creature with a number of HD equal to or greater than the ritualist's level is not killed within the area before this ritual ends, every creature that was healed by its initial effect suffers 1d6 points of damage per ritualist level, except the ritualist, who suffers 2d6 points of damage per level. This damage cannot be negated.

Heaven's Lance (Su): Holy light continues to sear the area at the start of the ritualist's turn every round for half the ritual's duration, forcing creatures within to save or endure the ritual's effects for its remaining duration. The DC of the ritual's saving throw decreases by 2 every round.

Higher Calling (Su): As a move action, subjects may warn a creature that is directly impeding their ability to carry out the will of the bound deity that they are an impediment to the deity's will. Subjects gain a +2 bonus to attack and damage rolls against a creature that refuses to yield in spite of this warning. This ability has no effect unless the creature allegedly impeding the subject is actually impeding their ability to carry out the will of the bound deity in a meaningful capacity (as determined by the GM).

Phantom Litany (Su): The litany's bonus also applies to damage rolls.

Planar Portal (Sp): Once per day, each open portal can cause 3 creatures to emerge to their defense. These creatures are identical to your thrall, except they lack any effects gained through thrall binding feats and cannot assist in the performance of rituals. These creatures cannot be summoned and are returned to their native plane if you, your thrall or another portal are within 1,200 feet of the imperiled portal.

Sacred Asylum (Su): Creatures within the area gain DR 10/-. This reduction applies only to damage inflicted by Good and Evil creatures.

Sanctification (Su): The ritual's Constitution damage is increased to 1d6 points.

Summoning Circle (Sp): Outsiders summoned by this ritual gain a +4 enhancement bonus to the two ability scores most appropriate to their persona and abilities.

Reciprocal Trance (Sp): If at least three subjects complete 2 hours of spiritual service, the ritualist gains 1 hero point that may also be spent by any creature that endeavored the service. This hero point is lost if not spent within 24 hours.

Rouse the Ancients (Ex): The ritual can be performed on unnatural surfaces no further than 10 feet from solid ground, although it has no effect if any surface between the salts and the ground have a hardness greater than the ritualist's level. Additionally, tremors persist in all 5-foot squares adjacent to the barrier that were not elevated for 1 minute after the ritual is completed, forcing creatures entering or starting their turn in a trembling square to attempt a Reflex save. Creatures that fail immediately stop moving and cannot move for 1 round. This save is only be attempted once per turn.

Siphoned Power (Su): Until the effects of the ritual end, the ritualist can grant one subject he can see a +2 competence bonus to attack and weapon damage rolls for 1 round as a move action. Both the ritualist and the subject must remain within the ritual's area; this effect ends as soon as either creature is outside the area.

Unruly Dance (Sp): Any creature that takes a 5-foot step within the ritual's area may grant a 5-foot step to any creature within the ritual's area that they can see. Once per round as a move action, the ritualist can enable a creature within the area to immediately take two 5-foot steps.

Symbology

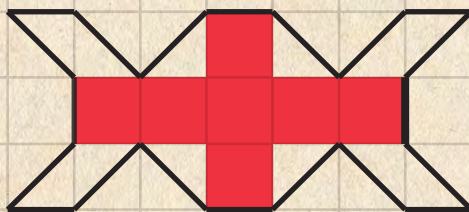
Ritualists have recently discovered the effect that symbology can have on the sowing of salts. Sowing salts in patterns that hold power over certain deities can drastically enhance the power of rituals that bind those deities. Each symbol is tied to a moral alignment. Good symbols only empower rituals that bind Good deities, Neutral

Good Symbols

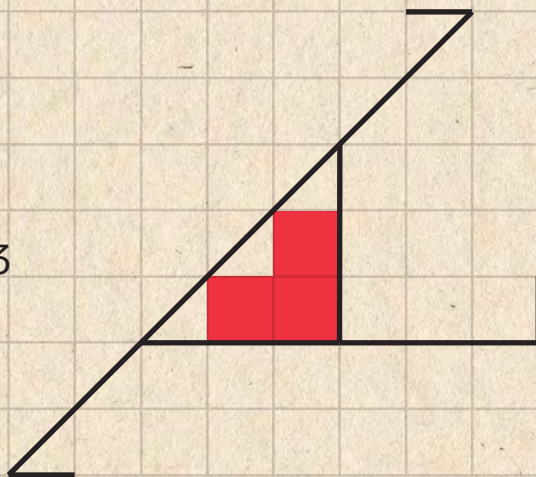
+1



+2



+3



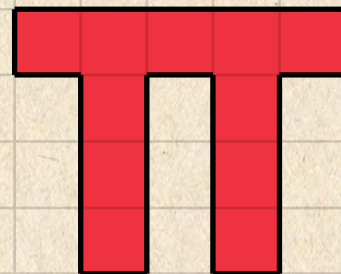
= Lines that must be sown



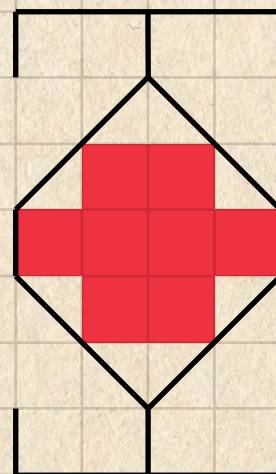
= Squares affected

Neutral Symbols

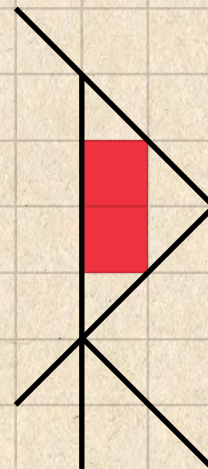
+1



+2



+3



= Lines that must be sown



= Squares affected

Feats

Gypsies and ritualists are unique characters. The following feats are tailored to their unique personas and abilities.

Types of Feats

While most of the feats presented here are general and have no special rules governing them, some belong to a type of feat that features special shared rules. The type a feat belongs to appears in parentheses after the feat name. This section features the following new types of feats:

Fated Feats

Fated feats enhance a gypsy's connection to fate. A gypsy can gain one fated feat per point by which her Charisma score exceeds 10.

Ritual Feats

Ritual feats modify the effects of a ritual. Some only modify one ritual that is chosen when the feat is gained, others can modify any of your rituals. A ritualist can apply one ritual feat to an individual performance of a ritual, plus one additional ritual feat per 5 mastery points he has invested into that ritual. Characters with multiple ritual feats can decide which feats to apply upon the completion of a ritual (or sooner, if necessary).

Artful Draws

You can draw and discard cards with only the slightest hint of movement.

Prerequisites: Dex 13, Sleight of Hand 5 ranks, gypsy 1.

Benefit: Once per turn, you can draw a card as a free action instead of a swift action; you may not draw a card as a swift action during any turn in which you utilize this feat. You can also discard a card at any time while you are conscious, even if you cannot act.

Brilliant Wits

You think on your feet exceptionally well.

Prerequisites: Dex 15, Wis 15, Quick Wits.

Benefit: You can take a -6 penalty on an initiative roll to make a Steal attempt prior to making the roll.

Creative Legerdemain

Your experience performing simple tricks for profit or entertainment has saved your life on more than one occasion.

Prerequisites: Dex 13, Wis 13, Sleight of Hand 5 ranks.

Benefit: You may attempt to feint an adjacent creature as a move action, using Sleight of Hand in place of Bluff. If successful, the subject is not denied their Dexterity bonus to AC but is instead unable to attack you the next time you provoke an attack of opportunity. This effect lasts until the end of your turn or until it prevents an attack of opportunity (whichever comes first). Creatures fooled by this feat becomes immune to its effects for 1 hour.

Cloistered Fangs

Creatures seldom view you as a threat and you have learned to capitalize on that misconception.

Prerequisites: Dex 13, Quick Draw, BAB equal to or less than your level -2.

Benefit: You gain a +2 circumstance bonus to attack and damage rolls made with light manufactured weapons against creatures that did not realize you were armed until the current turn. Additionally, the critical threat range of any attack that benefits from this feat is increased by 1. This effect is always additive (it is never increased to 2, even if your critical threat range is doubled). These bonuses last until the end of the turn in which a creature realizes you are armed.

One of your rituals becomes more powerful.

Prerequisite: Ritualist 1.

Benefit: Choose one ritual that you know when you gain this feat. Your ritualist level relative to that ritual is increased by 1.

Ritualist of the Circle

You can assist other members of the circle when binding one deity.

Prerequisite: Ritualist 1.

Benefit: Choose one deity represented among your canons when you gain this feat. You become a ritualist of that deity's circle. Instead of sowing salts and reciting rites toward the completion of your own ritual, you and your capable thrall may sow salts and recite rites toward the completion of a ritual being performed by another member of the same circle, provided you know the ritual being performed and it binds the chosen deity. Up to eight ritualist from the same circle can perform the same ritual. The ritualist level and saving throw DC of a ritual is increased by +1 for each ritualist that assists in its completion (maximum +5). Only the assistance of a ritualist with at least half as many class levels as the ritualist that completes the ritual contributes to this bonus. Assisting in the completion of a ritual consumes a daily use of your rituals.

Scandalous Eyes (Fated)

Fate seems willing to indulge you in scandal.

Prerequisites: Wis 15, Cha 13, gypsy 1.

Benefit: Twice per day, you can glance at the face of the top card of your deck without disturbing its magic. This requires a free hand but not an action.

Scandalous Fingers (Fated)

Fate can't help but indulge you in scandal.

Prerequisites: Wis 17, Dex 15, Sleight of Hand 5 ranks, Scandalous Eyes, gypsy 5.

Benefit: Five times per day, you can draw the card directly beneath the top card of your deck without disturbing its magic.

Stalwart Deck (Fated)

Your deck resists the elements.

Prerequisite: Gypsy 1.

Benefit: Each time you shuffle your deck, it gains immunity to acid, electricity and fire damage as if you had cast *protection from energy*, except the duration of this effect is 1 day/level.



Social Traits

Born Romantic: The mood inspires you just as you inspire the mood. You gain a +2 bonus to Perform checks made in dim light.

Efficient Craftsman: You are as practical as you are artistic. Reduce the cost of materials required to create non-magical artwork and cards that constitute a class feature by 20% (this does not extend to the material component or focus of a spell).

Proactive Superstition: Your clairvoyance has always been celebrated and it has become your primary source of self-worth. When you grant yourself a bonus to a d20 roll through the use of a gypsy class feature, you gain a +1 trait bonus to that roll. You must have at least one gypsy level to gain this trait.

Self-Affirming Superstition: Your belief in the occult is an integral piece of your identity and you would sooner die than abandon it. When a gypsy or oracle convincingly portends your future in the process of granting you a bonus to a d20 roll, you gain a +1 trait bonus to that roll.

MARTYR STONE

Aura strong conjuration; **CL** -

Slot -; **Price** varies; **Weight** varies

DESCRIPTION

A martyr stone is identical to the gemstone it was prior to becoming a martyr stone, except it can be used in place of any material component of equal or lesser value when creating a gypsy's card. The value of a martyr stone is doubled when used as a material component in the creation of a gypsy's card. A martyr stone is disenchanting if the martyr responsible for its creation returns to life for more than 24 hours, and all cards made with stones that were enchanted by that creature's death cease to function.

CONSTRUCTION

Gemstones worth at least 10 gp become martyr stones while on a creature's person as they die a martyr's death.

POUCH OF ENDLESS SALT

Aura faint conjuration; **CL** 4th

Slot -; **Price** 500 gp; **Weight** 1 lb.

DESCRIPTION

This pouch appears to be empty. Anyone reaching into the pouch feels a mound of salt. The salt can be removed by hand but not by any other means. The pouch never runs out of salt, although salt drawn from the pouch disappears after 1 minute of exposure to the outside world.

CONSTRUCTION

Requirements Craft Wondrous Item, prestidigitation; **Cost** 250 gp

SALTS, AERIAL

Aura faint transmutation; **CL** 3rd

Slot -; **Price** 250 gp; **Weight** -

DESCRIPTION

When exposed to a gas, these salts drop 5 feet before hovering in place for 1 minute. Enough salts are provided for 1d2 rituals.

CONSTRUCTION

Requirements Craft Wondrous Item, any spell that grants levitation or aerial movement; **Cost** 125 gp

SALTS, AQUATIC

Aura faint transmutation; **CL** 3rd

Slot -; **Price** 250 gp; **Weight** -

DESCRIPTION

When exposed to water, these salts sink 5 feet before floating in place for 1 minute. Enough

salts are provided for 1d2 rituals.

CONSTRUCTION

Requirements Craft Wondrous Item, any spell that grants a swim speed or the ability to breathe underwater; **Cost** 125 gp

