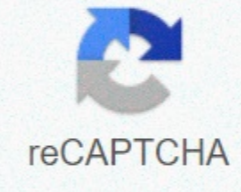




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## Pathfinder ring of bull's strength

School transmutation; Level alchemist 2, antipaladin 2, bloodrager 2, cleric / oracle 2, druid 2, magus 2, paladin 2, psychic 2, shaman 2, wizard / wizard 2, summoner / unchained summoner 2; Domain Strength 2; Subdomain rage 2; Bloodline abyssal 2 **CASTING** Casting Time 1 standard action Components V, S, M/DF (some hair, or a pinch of dung, from a bull) **EFFECT** Range touch Target creature stirred Duration 1 min./level Saving Throw Will (harmless); Spelling resistance yes (harmless) **DESCRIPTION** The subject becomes stronger. The formula gives a +4 enhancement bonus to Strength, adding to the usual benefits of melee attack rolls, melee injury rolls, and other use of strength modifier. Aura moderate necromancy; CL 7. Track ring; Price 8000 gp; Weight — **DESCRIPTION** This ring is made of black steel and is eerily cold to the touch. Once per day as a quick action, when the user hits a living creature with an unarmed attack, the target must succeed on a DC 20 Fortitude savings throw or take 1d4 points strength damage in addition to the attack's normal damage. If the target of the attack takes any strength damage from this attack, the ring's carrier gets a +2 enhancement bonus to her strength in 1 minute. **BUILDING REQUIREMENTS** Feats Forge Ring, the strength of the bull, beam of enfeeblement; Costs 4,000 GPs. Section 15: Copyright Notice Pathfinder RPG: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor and a number of RPG Superstar contributors (see page 387) Edit page content Topic is getting stronger. The formula gives a +4 enhancement bonus to Strength, adding to the usual benefits of melee attack rolls, melee injury rolls, and other use of strength modifier. Casting Time Components V, S, M/DF (any hair, or a pinch of dung, from a bull) Level Cleric 2, Druid 2, Paladin 2, Wizard / Wizard 2 Saving Throw Spell Resistance Bull's Strength School transmutation; Level cleric 2, druid 2, paladin 2, wizard/wizard 2 Casting Time 1 standard action Components V, S, M/DF (some hair, or a pinch of dung, from a bull) Range touch Target creature stirred Duration 1 min./level Saving Throw Will negroes (harmless); Spelling resistance yes (harmless) The subject becomes stronger. The formula gives a +4 enhancement bonus to Strength, adding to the usual benefits of melee attack rolls, melee injury rolls, and other use of strength modifier. Bull's Strength, Mass School transmutation; Level cleric 6, druid 6, wizard/wizard 6 Range near (25 ft. + 5 ft./2 levels) Targets a creature/level, no two that can be more than 30 ft. apart This spell acts as bull strength, that it affects several creatures. Schooltransmutation Spell Lister clergy 2 druid 2 paladin 2 wizard / wizard 2 medium 2 Casting Time 1 standard action Components V, S, M / DF (some hair, or a pinch of dung, from a bull) Range touch Target(s) creature touched Duration 1 min./level Save throw will (harmless) Spell Resistance yes (harmless) subject becomes stronger. The formula gives a +4 enhancement bonus to Strength, adding to the usual benefits of melee attack rolls, melee injury rolls, and other use of strength modifier. The text on this page is Open Game Content and is licensed for public use in accordance with the terms of the Open Game License v1.0a. Sources: Pathfinder RPG Game Core Rulebook SECTION 15 Pathfinder RPG Core Rulebook, Copyright 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams. The book experimental power, Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Writers 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. 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. Pathminder, Copyright 2016, Drumanagh Wilpole. The subject becomes stronger. The formula gives a +4 enhancement bonus to Strength, adding to the usual benefits of melee attack rolls, melee injury rolls, and other use of strength modifier. Arcane Material Component Some hair, or a pinch of muck, from a bull. Every child old enough to pick up a stick and pretend it's a sword has imagined swinging it on a chore and lopping off the imaginary enemy's head. The horrible creatures are so ubiquitous that every farm and village in every corner of the world has heard some stories of the green-skinned marauders sweeping down from the hills or bubbling up out of the earth's deep places to overrun the land and destroy everything in their path. Orcs are brutish humanoids, usually only slightly larger than humans, but with much more muscle mass. They are base, trembling creatures, live in squalor and fight among themselves as much as with the civilized races. Orcs live by a simple code: the strong take from the weak – by force if possible. The surly savages delight in their own raw, animalistic nature, brutalizing everything they can, including themselves. They breed like, so life is cheap. They live for battle and looting, regarding the whole world as theirs to take. Fortunately for everyone else, orcs are usually too disorganized to realize this fantasy. Bestial and muscular, orcs stand about 6 feet tall. The skin varies in hue from dark green to sallow pink to grayish, and their coarse hair is usually black. The teeth resemble the cruel tusks of wild boar. Their blood-red eyes burn with hatred, and are so sensitive to light that the creatures shrink from the sun's harsh glare, much preferring to remain in dark, underground places or roaming around at night. Orcs are fond of war paint and ritual scarification, and often mark themselves with both before battle. They love to claim trophies, especially the heads of enemies, which they use to adorn their camps or villages. Orcs tend to wear raw, poorly assembled clothing and use shoddy tools and weapons, although powerful combatants often do not well made armor and fight with finely crafted blades - both usually stolen on raids or from slain enemies. Orcs have short lifespans compared to many other humanoid breeds, who rarely live 40 years, even if they do not die in battle first. They make up for this deficit this year through incessant breeding, and the fact that female orcs often give birth to multiple offspring with each pregnancy means that there is always a new supply of young orcs waiting in the wings to round out an orc warlord's armies. Orcs are not very special about who they mate with, making semi-breeds a common presence in orc communities. Orcs hate just about every other breed they have encountered — they feel mockery and mockery towards those they perceive as weaker than themselves, and dislike the power of more formidable races that exert over them. They are fond of bullying smaller creatures, such as goblins and kobolds, and feel better than humans, elves and dwarves despite the endless struggle to conquer these groups' lands. Creatures held captive by orcs suffer terribly, and if they are lucky, they do not survive long. Those who are captured instead of immediately killed often end up as slaves, and are either sold to outsiders or forced to serve their original orc captors until they fall dead of exhaustion. Many prisoners are eaten by their captors, while others serve as entertainment for the orcs, thrown into battle pits where the best they can hope for is to die in battle against wild animals or other slaves. Orcs are bullies by nature, and every aspect of their society revolves around the idea that can do right. An orc leader achieves his position of power through threats and brute force, takes on challengers and defeats them in personal battle. Orcs respect a warlord or chief who has the battle scars to prove his mettle, but only until a younger, stronger upturn rises up to take the elder's place. When a chore is low in the pecking order, he often finds others even weaker than himself to master. Other humanoids, especially Goblins and prisoners caught in war, bear the brunt of weaker Ferocity. Even the chiefs of different tribes jockey with each other for superiority in times of great orc rebellion. The right to lead a powerful orc army into battle is often earned over many days of partying, drinking and ritual struggle, and very many hordes have fallen apart when blood fights between tribal leaders resulted in the deaths of both chiefs. More than a few orkney tribes bear prolonged grudges against each other because of the killing of great chieftains and the subsequent lost opportunities to invade civilized lands. Because orcs hate sunlight, their communities are often found underground in sprawling networks of caves and tunnels. They are known to require large complexes built by other breeds – especially the dwarfs – as their own, and are difficult to eradicate. When they live on the surface, orcs try to find places sheltered from the sun, taking refuge in deep forests or narrow ravines. Occasionally, orcs claim to war-torn cities by surface dwellers, using the shelter of buildings and sewage systems to avoid the painful glare of daylight. Most orcs care little about the mysteries of magic or unworthy questions about religion, with the exception of orc mystics and witch doctors. As orc warriors, orcs and witch doctors earn their places in the orc community through brutality and intimidation, and warlords and chiefs are usually wise enough to value those who demonstrate the rare skill and skill of communicating with supernatural forces - as long as it helps these leaders stay on top of the pack. Full statistics for orcs can be found in their Bestiary entry. New rules The following section describes new orc equipment, feats favored by orcs and new magical objects used by orcs. Orc Feats The following achievements are common among orcs, but they can also be taken by other races. Horn Rider (Combat) You can defend yourself using the horn or brooch of a creature you are whipped to. Prerequisite: Base attack bonus +1. Advantage: You get a +1 shield bonus to AC when whipped into a horn harness. In particular: A creature with this feat can take Mounted Archery feat without having 1 rank in Ride skills or Mounted Combat feat. Horn Rider's Charge (Combat) When the beast you are whipped at cost, use its momentum in your own attack. Prerequisites: Horn Rider, base attack bonus +1. Advantage: Once you're whipped into a horn harness and you prepare an action to make a melee attack against the target of a charge made by the creature you're whipped to, you get the attack bonus for charging and your attack deals with double injury (or triple injury with a lance). This benefit does not stack with the benefit of Spirited Charge. Mutual Hatred (Combat) Others hate you, and their hatred feeds your own. Advantage: You get a +1 bonus on attack rolls and injury rolls against creatures whose hatred racial traits or favored enemy class applicable to you. For example, a chore would get this bonus against all dwarves and against rangers who chose humanoid (orc) as a favored enemy. Scarred Legion (Teamwork) Your ritual scars make you more fearful, and allies with similar scars get bolder when they're near you. Advantage: You get a +2 bonus on Scare Checks. You also get a +2 moral bonus on Will save throws while next to an ally with this achievement. When charging, if you started the load next to an ally with this achievement, you keep the bonus on Will saves until the start of the next turn. Orc Equipment The massive riding animals called gortheks require special equipment to handle. GortheK Saddle Price 50 gp; Weight 75 lbs. This unusual seat is designed so that an orc handler can sit astride a gortheK mount. Large leather straps loop around the animal's chest and neck to keep the seat in place. The saddle contains straps draping over the orc's shoulders to help her stay mounted during violent collisions. Horn Harness Price 30 gp; Weight 20 lbs. This simple harness, basically just a leather lash, straps a combative arm to the brooch or horn of a large or larger animal like a gortheK. Engaging or disengaging a horn harness is a standard action that provokes attacks of possibilities. A horned harness contains a chirping that usually holds up to 12 spears. A creature in a horn harness gets all the bonuses and takes all penalties for engaging in combat or casting spells while mounted, but also can't do anything that requires the use of the hand whipped to the mountain. If the mountain falls into battle, the creature in the horn seal remains attached, but can attempt a DC 25 Ride check to make a soft fall. If the creature in the horns falls unconscious, it remains strapped, but takes a plethora of damage corresponding to the rock's pedalling damage (if any) each round monster moves. Orc Magic Items These items are primarily made and used by orcs, although anyone can make or buy them. Ambush Pot Price 28,000 GP; Slot none; CL 12. Weight 60 lbs.; Aura moderate omdamnation This enormous, smothered boiler has two sets of rings aligned on opposite sides. Through these rings, large axles can be inserted for two carriers to lift and carry the boiler. The inside of the oversized pot is caked with baked residue that smells awful and is greasy to the touch. Once a day, a horde of up to 100 orcs can consume a thick soup or gruel cooked in the boiler. This drug makes the orcs uncannily stealthy and difficult to track. For the next 2 hours, any overland movement of horde leaves few traces. When a creature attempts a survival control to discover the

