



A Sourcebook of Base and Prestige Classes Sean O'Connor & Patricia Willenborg with Connie J. Thomson & Robert W. Thomson Compatibility with the *Pathfinder Roleplaying Game* requires the *Pathfinder Roleplaying Game* from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the *Pathfinder Roleplaying Game*. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

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DEDICATIONS AND THANKS

From Sean: To Brian Bradford and BJ Ward, who didn't teach me to write, but taught me how to write better, and for challenging me to escape the comfortable traps I fall into. To Karen Traviss, for sharing her experiences as a professional writer, explaining organic fiction to me, and for her many wonderful books. I have learned almost all I know from the three of you, for which I give my deepest gratitude. Thank you all.

From Patricia: I would like to thank my mother, Nathan, and all of my wonderful friends for putting up with me all of these years. My shortcomings are my own, but the best of all I do belongs to them.

From Connie and Robert: To the memory of Traci A. Dunham (1960-2009), another gamer lost too soon.

[NTRODUCTION

C reating a new character is always a fun and exciting experience. The tantalizing potential of new adventures and accomplishments is enough to get any gamer's pulse up. When you sit down with your dice and character sheet to bring that new character to life, invariably one of the first things you think of is what class you want to play. "Maybe a spellcaster of some sort this time around... Or a fighter, I haven't played one of those in a while... Have I ever played a druid before? It might be fun to do something new. Oh, who are we kidding, I'm going to play a monk. I love those guys."

After many years of gaming, though, you've probably played all the rangers and rogues and other standard classes you can think of different names and personalities for. Prestige classes can change things up a bit, but there are still only so many of those to go around. Sometimes, you just want a character class that's completely new and different from anything you've ever played before. There's always room for more options. With that in mind, we proudly present *Paths of Power*.

Naturally, this book opens with the new classes: character classes, character class options, NPC classes, and prestige classes, all laid out with full details of advancement and features (and beautiful illustrations). Characters using these new classes have some special skills and feats available to them, which are detailed in Chapter 2. In Chapter 3 comes the spell lists for the spellcasting classes, and a few new spells to round out their repertoires. Many of the new classes require new equipment and gear, including weapons, armor, and tools; these items and more can be found in Chapter 4. The book ends with descriptions of several organizations, clubs, and guilds that members of the new classes can belong to, that have both social and game mechanic benefits.

Even if you choose not to use any of the new classes in your campaign, existing character classes can take advantage of the new skills, feats, spells, and equipment at the GM's discretion. The Adventurers' Guild can be used with no work required on the part of the GM in any setting, with any assortment of character classes. The Royal Order of the White Lions can be easily adjusted to suit any order of knights, and the Courtesans' Guild, Voyageurs' Club, and Dryad's Wood Coven (or any coven) can be used as starting points for building similar organizations in your campaign.

Place names mentioned in this book (from our own campaign setting, set for release sometime in 2011) can, of course, be ignored and substituted with appropriate locations from your own game world. While we do make references to our previous books (*The Book of*

Arcane Magic and The Book of Divine Magic), neither book is required to make use of Paths of Power. For example, the spells detailed in the Pathfinder Roleplaying Game Core Rulebook, and in Chapter 3 of this book, present plenty of options for the spellcasting classes. You can ignore the spells in the spell lists from our two previous books and it will not affect the play of those classes in the slightest.

Our iconic characters presented in the flavor text are Teela Bi'Jou, a witch of the healer tradition, and Captain Aiken D'Lyn of the Blackstorm Company. Those last names will be familiar to you if you've read *The Book of Arcane Magic*. Aiken has been hired to escort Teela back to her mother's house, the meeting place of the Dryad's Wood Coven, safe and sound. The two are old friends who haven't seen each other in a year, so they have so catching up to do as they travel. But the road isn't entirely safe, even in the peaceful forest...

A special disclaimer that simply has to be made: this book is strictly a work of fantasy and game mechanics, and nothing in it should be taken and applied to real-life situations. As we created the witch, we were inspired by classic mythology and legend, classic and modern literature, and the actual practices of witchcraft and Wicca. While there are some similar terms, actions, and beliefs between our witch class and the real-world practices of witchcraft, Wicca, and other neo-pagan religions, our witch is in no way meant to be a reference, example, or guide for those real-world practices. Please don't take our witch entry and attempt to build a personal faith system around it, any more than you would with any deity in any game supplement. There are many retupable resources on the real-world practice of witchcraft - this book is not one of them.

As always, we wish you good gaming, and hope that this book brings even more fun to your game.

Connie and Robert Thomson 4 Winds Fantasy Gaming

CHAPTER 1 - CLASSES



Teela Bi'Jou walked down the plank, debarking the ship that had brought her from Urnauld back home to the island nation of Citalia, her bag in one hand, a fat black rabbit tucked under her other arm. Two of the sailors followed behind her with her trunk. "Want us to call for a carriage for you, ma'am?" one of them asked.

"Oh, no, thank you, but that won't be necessary," Teela assured them. "My husband arranged for an escort to meet me here." She handed the sailors a few coins and thanked them for their help, then set down her bag and rabbit and sat down on the trunk, scanning the length of the docks for her ride. The rabbit impatiently tapped her foot with one paw. "I'm sure he will be along soon, Samhain," she said with a chuckle.

Just a few minutes later, a small covered wagon approached, drawn by a pair of sturdy draft horses. The driver, a massive and heavily armored figure, pulled the team to a halt and dropped down from the buckboard. He removed his helm, revealing surprisingly handsome half-orc features and a head of bright red hair. "Lady Bi'Jou," he greeted Teela with a grin. "Good to see you again. It's been a long time."

"Hello, Aiken...I mean, Captain D'Lyn," Teela giggled. "Goodness, look at you. Your Uncle Marcus is so proud. We all are."

The half-orc blushed. "Yeah...well, anyway, I'm sorry I'm a bit late. I had to fill a guard shift at the gladiatorial arena this morning." He rolled his eyes. "The fans sure can get out of hand the moment one of the favorites has to sit out a bit for some healing." As he spoke he easily lifted Teela's trunk into the back of the wagon.

Teela shook her head. "I never could enjoy the gladiatorial games. Those poor gladiators take such a beating, and the crowd only seems to love it more the worse hurt they are."

"No doubt. Though sometimes I wonder if the gladiators here don't let themselves get hurt once in a while. There are a couple really pretty Daughters of Bast working at the arena as healers." He set Teela's bag near the buckboard, then let Samhain get his scent before scooping the rabbit up and settling him into the back of the wagon. "Last fellow that went down a stylish and distinguished hat from the back of the

wagon. "You should probably put on a hat too, Teela,"

he suggested, donning his own. "Bright sun and your

rummaged briefly in her bag. She took a moment

to tuck a few errant tresses of dark hair behind her

slightly pointed ears, then put on a pointed black hat.

the horses moving. "Seriously? A witch's hat?"

"You're probably right." Teela reached back and

Aiken chuckled as he gently slapped the reins to get

Teela gave him a bright grin. "Well, of course! What

he Pathfinder Roleplaying Game Core

along with ten prestige classes to provide a character

with customization, making them unique and different

from the typical rogue, ranger or wizard. In addition,

there are five NPC classes in that book for a GM to use

more than the standard classes presented in the

Pathfinder Roleplaying Game Core Rulebook. To that

end, we present here five new base classes - the Anti-

paladin, Gladiator, Samurai, Voyageur and Witch -

and four base class options in the Elemental Wizards.

After the base classes and class options are three new

NPC classes – the Captain, Courtier and Sycophant –

allowing a GM a slightly greater range of options for the

NPCs the player characters interact with. The chapter

ends with three new prestige classes - the Child of Bast,

Some players and GMs, however, want something

to flesh out the people of the world the game is set in.

Rulebook presents the eleven standard base

classes that most players of the game will use,

fair skin – not a great combination."

else would you expect me to wear?"

ANTI-PALADIN

The anti-paladin is a mockery of all that the paladin is; she is the essence of a villain and nothing less. She is chosen by the gods for her cruelty and groomed to lead the charge against all that good people treasure: fairness, love, and even life itself. As a paladin works to make things better, the anti-paladin works only to make things worse. While some people fall into darkness from a great height, the anti-paladin starts out on the black path - and serves as the model for all that evil should be.

Occasionally, someone becomes an anti-paladin through rigorous devotion to evil. Most are touched by fell gods like Tribulus or Bayy, however, and know better than to shirk their religious duties. In turn, antipaladins expect loyalty from all of their god's temples, whether the clergy like it or not. Anti-paladins are the natural enemies of the followers of Ambur and the Order of the Holy Blade and take particular pleasure in tormenting them.

Role: Evil gods make their servants things to fear, first and foremost. Anti-paladins can strike with poisons and spells, and can smite good foes with terrible precision. As they gain power, these unholy warriors are able to command undead and make the world a darker place in a literal sense, through the use of unhallow. All the while, anti-paladins are shielded from harm and radiate auras of pure evil, which weaken the resolve of their enemies. From atop their dread mounts, antipaladins cut fearsome figures, indeed.

Alignment: Chaotic Evil. Hit Dice: d10.

CLASS SKILLS

The anti-paladin's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the anti-paladin.

Weapon and Armor Proficiency: Anti-paladins are taught to be proficient with all simple and martial weapons, all kinds of armor (heavy, medium and light), and with shields (except tower shields). Anti-paladins

Crypt Stalker and Envenomed – that players and GMs can add to a character that meets the qualifications.

BASE CLASSES

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Players always seem to be on the lookout for something new and different to play. In this section those players will find five new choices for creating brand new 1stlevel characters, plus four new class options for the Wizard.

Anti-paladin: The chaotic evil anti-paladin is the opposite of, and in many respects the antithesis of, the lawful good paladin.

Elemental Wizard: A wizard specializing in elemental magic instead of one of the schools of magic. are considered proficient with their deity's favored weapon, regardless of its category.

Aura of Evil (Ex): The power of an anti-paladin's aura of evil (see the *detect evil* spell in the Spells chapter of the *Pathfinder Roleplaying Game Core Rulebook*) is equal to her anti-paladin level.

Detect Good (Sp): At will, an anti-paladin can use *detect good*, as the spell. An anti-paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the anti-paladin does not detect good in any other object or individual within range.

Smite Good (Su): Once per day, an anti-paladin can attempt to smite a good opponent with a normal melee attack. As a swift action, the anti-paladin chooses one target within range to smite. If that target is a goodaligned creature, the anti-paladin adds her Charisma bonus (if any) to all attack rolls and deals one extra point of damage per anti-paladin level. If the target of the antipaladin's smite good is an outsider with the good subtype or is a good-aligned dragon the bonus to damage increases to 2 points per anti-paladin level. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while the smite good is in effect, the antipaladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite attempt. If the anti-paladin targets a creature that is not good, the smite attempt is wasted.

The smite good effect remains until the target of the smite is dead or the next time the anti-paladin rests and regains her uses of this ability. At 3rd level, and at every three levels thereafter, the anti-paladin may smite good one additional time per day, as indicated on table 1-1, to a maximum of seven times per day at 18th level.

Dark Blessing (Su): Anti-paladins apply their Charisma bonus (if any) as a bonus to all saving throws.

Poison Use (Ex): Anti-paladins are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Aura of Despair (Su): Starting at 3rd level, an anti-paladin radiates a malign aura that causes enemies within 10 feet to suffer a -2 morale penalty on all saving throws.

Divine Health (Ex): At 3rd level, anti-paladins become immune to all diseases, including supernatural and magical diseases.

Channel Negative Energy (Su): At 4th level, an anti-paladin gains the ability to channel negative energy. She may use this ability a number of times per day equal to 1 + her Charisma modifier. She channels negative energy as a cleric of three levels lower than her current anti-paladin level. See the Channel Energy cleric class feature in the Classes chapter of the *Pathfinder Roleplaying Game Core Rulebook*.

Divine Punishment (Sp): Starting at 4th level, an anti-paladin can use a spell-like ability a certain number of times a week (to a total of 6 times a week at 18th level). She can choose the ability from the following list of spells: *bestow curse, blindness/deafness,* and *contagion*. The anti-paladin can switch freely between these spells but cannot go over the weekly maximum. Caster level is equal to the anti-paladin level and the save DC is $10 + \frac{1}{2}$ the anti-paladin's level + Charisma bonus.

Spells: An anti-paladin is granted the ability to use spells starting at 4th level. See Chapter 3 – Spells for the anti-paladin's spell list. She must have a Wisdom score of 10 or more to cast spells. Bonus spells are based on their Wisdom score. The saving throws against an antipaladin's spells have a DC of 10 + spell level + the antipaladin's Wisdom modifier.

An anti-paladin must prepare her spells in advance. When determining spells per day and bonus spells, if Table 1-1 below indicates the anti-paladin gets o spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Strike of the Deity: Staring at 7th level, antipaladins gain the Weapon Focus feat for her deity's favored weapon. In addition, her deity's favored weapon is always considered magical when in the anti-paladin's hands for purposes of overcoming damage reduction.



TABLE 1-1: ANTI-PALADIN

	Base Attack	Fort	Ref	Will		S		per Da	y
Level	Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of evil, detect good, divine weapon access, smite good 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Dark blessing, poison use	—	—	—	_
3rd	+3	+3	+1	+3	Aura of despair, divine health, smite good 2/day	—	_	_	_
4th	+4	+4	+1	+4	Command undead, divine punishment 1/week	0	_	_	_
5th	+5	+4	+1	+4	Fiendish servant	1	—	—	_
6th	+6/+1	+5	+2	+5	Divine punishment 2/week, smite good 3/day	1	_	_	_
7th	+7/+2	+5	+2	+5	Strike of the deity	1	0	—	_
8th	+8/+3	+6	+2	+6	Domain access,	1+1	1+1	—	_
9th	+9/+4	+6	+3	+6	Divine punishment 3/week, smite good 4/day	2+1	0+1	—	—
10th	+10/+5	+7	+3	+7	+1 save bonus against poison	2+1	1+1	0	_
11th	+11/+6/+1	+7	+3	+7	Unhallow 1/week	2+1	1+1	1+1	—
12th	+12/+7/+2	+8	+4	+8	Divine punishment 4/week, smite good 5/day	2+1	2+1	1+1	_
13th	+13/+8/+3	+8	+4	+8	+2 save bonus against poison	3+1	2+1	1+1	0
14th	+14/+9/+4	+9	+4	+9	Unhallow 2/week	3+1	2+1	1+1	1+1
15th	+15/+10/+5	+9	+5	+9	Divine punishment 5/week, smite good 6/day	3+1	2+1	2+1	1+1
16th	+16/+11/+6/+1	+10	+5	+10	Unholy word 1/week	3+1	3+1	2+1	1+1
17th	+17/+12/+7/+2	+10	+5	+10	Unholy aura 1/week	4+1	3+1	2+1	1+1
18th	+18/+13/+8/+3	+11	+6	+11	Divine punishment 6/week, smite good 7/day	4+1	3+1	2+1	2+1
19th	+19/+14/+9/+4	+11	+6	+11	Unholy word 2/week, unholy aura 2/week	4+1	3+1	3+1	2+1
20th	+20/+15/+10/+5	+12	+6	+12	Unholy Champion	4+1	4+1	3+1	3+1

Domain Access: Starting At 8th level, an antipaladin is granted access to one of her deity's domains. If she already has access to domains through another class, this domain is new and additional to their prior repertoire.

Poison Save (Ex): Starting at 10th level, antipaladins receive a +1 bonus to saving throws against poisons of all types. At 13th level this bonus increases to +2.

Unhallow (Sp): Starting at 11th level, anti-paladins can use *unhallow* as a spell-like ability a certain amount of times per week. The component costs must still be met, but an anti-paladin can affix any one of the listed spells to the site, even if she cannot cast the spell normally.

Unholy Word (Sp): Starting at 16th level, an antipaladin can use *unholy word* as a spell-like ability. Her caster level is the same as her anti-paladin level.

Unholy Aura (Sp): At 17th level, an anti-paladin can use *unholy aura* as a spell-like ability.

Unholy Champion (Su): At 20th level, the antipaladin becomes the epitome of evil power. She gains DR 5/good and whenever she uses her smite good to successfully strike a good-aligned outsider, that outsider is also the subject of a *banishment* effect, using her anti-paladin level as the caster level (her weapon and unholy symbol automatically count as objects that the creature hates). In addition, whenever she channels negative energy, she deals the maximum possible amount of damage.

THE ANTI-PALADIN'S FIENDISH SERVANT

Upon or after reaching 5th level, an anti-paladin can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve her. The anti-paladin's servant further gains HD and special abilities based on the anti-paladin's character level (see the table below).

NOTE: If you own *The Book of Divine Magic*, you might consider adding the favored (totem) creatures from Chapter 4 - Divine Animal Companions to the list of creatures an anti-paladin can call as a servant.

An anti-paladin may have only one fiendish servant at a time.

Should the anti-paladin's servant die, she may call for another one after 30 days or after gaining a new anti-paladin level, whichever comes first. The new fiendish servant has all the accumulated abilities due a servant of the anti-paladin's current level.

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
5th-7th	+2	+4	+1	6	Empathic link, improved evasion, share saving throws, share spells
8th-10th	+4	+6	+2	7	Speak with anti-paladin
11th-14th	+6	+8	+3	8	Blood bond
15th-20th	+8	+10	+4	9	Spell resistance

Character Level: The character level of the antipaladin (her anti-paladin level plus her original class level).

Bonus HD: Extra Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

Empathic Link (Su): The anti-paladin has an empathic link with her servant out to a distance of up to 1 mile. The anti-paladin cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of the empathic link between the servant and the anti-paladin, the anti-paladin has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the anti-paladin's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the anti-paladin might have.

Share Spells: At the anti-paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the anti-paladin before the duration expires. Additionally, the anti-paladin may cast a spell with a target of "You" on her servant (as a touch range spell) instead of on himself. An anti-paladin and her servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Anti-Paladin (Ex): If the anti-paladin's character level is 13th or higher, the anti-paladin and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the anti-paladin's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the antipaladin being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the anti-paladin's character level is 19th or higher, the servant gains spell resistance equal to the anti-paladin's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

ELEMENTAL WIZARD

The elemental wizard is a specialist wizard who, instead of specializing in one of the eight schools of magic (nine, counting universalists) based on function, result or method, specializes instead in one of the four elements. More primal in nature than a typical wizard, an elementalist often has a somewhat smaller, less broad range of spells and, some would argue, a less thorough mastery of magic. However, the elemental magic they wield is very potent indeed and they show great ability to summon and command elemental beings.

Elemental wizards otherwise must meet the same requirements as any other type of wizard, including minimum Intelligence scores for learning and casting spells, number of spells that can be prepared and cast each day, and keeping and using a spellbook in order to prepare his spells.

ELEMENTS

Instead of traditional schools of magic, which are by type or by nature of the magic, the elemental schools deal with the elemental nature of the spells. Thus, the elemental schools are Fire, Air, Water, and Earth, representing the symbolic elements that make up the world.

Just as with the traditional schools of magic, an elemental wizard must choose an elemental school to specialize in, and the wizard gains additional spells and powers based on that school. This choice must be made at 1st level, and once made, it can never be changed.

Unlike specializing in a traditional school of magic, where the specialist picks two other schools as opposition schools, an elementalist is automatically opposed by one of the other elements and does not need to pick an opposition school. Fire is automatically opposed by Water, Water by Fire, Earth by Air and Air by Earth. Also unlike a typical specialist, an

elementalist cannot learn or prepare spells from his opposition elemental at all, not even by using two spell slots of that level to prepare the spell, and can never craft magic items that require a spell from his opposing element. In addition, the elementalist suffers from a vulnerability to damage caused by spells from his opposing element, and suffers penalties to skills or saves with a relation to the opposing element.

Each elemental school gives the wizard a number of special powers. An elemental wizard also receives an additional spell slot of each spell level he can cast. This extra spell slot must be filled with a spell from his elemental specialty and the spell must already be in the wizard's spellbook. An elementalist can modify prepared spells with metamagic feats, with those modified feats taking up a spell slot of the appropriate level, according to the feat's description.

AIR ELEMENT

The air elementalist has specialized in the use of electricity- and sonic-based spells. The air element is opposed by the element of earth.

Bonus Feats: At 5th, 10th, 15th and 20th level, an air elementalist gains a bonus feat. In addition to the standard bonus feats available to all wizards at these levels, the air elementalist adds Acrobatic to the list of choices.

Earth Vulnerability (Su): You take an additional 50% damage from all earth element spells, and you suffer a -2 penalty to all Constitution checks or Fortitude saves made to avoid nonlethal damage.

Like the Wind (Su): You receive a +2 enhancement bonus to all Spellcraft and Knowledge (arcana) checks involving air spells, and to all Fly skill checks. The bonus increases by +1 for every five wizard levels you possess, to a maximum of +6 at 20th level. You also gain air immunity and can no longer be harmed by spells and spell-like abilities with the air descriptor.

Thunderstorm (Su): Every damage-dealing air spell you cast deals additional damage equal to $\frac{1}{2}$ your wizard level (minimum +1 damage). This bonus applies only once per spell; a missile or ray spell does not receive the bonus damage to each missile or ray. At 20th level, whenever you cast an air spell you can roll your caster level check twice to get through a creature's spell resistance, taking the better of the two rolls.

Lord of the Skies (Su): At 8th-level, you gain a +1 bonus to your Dexterity and your Intelligence scores. Like the wind, you are nimble of feet and mind. In addition, whenever you summon an air- or electricitybased elemental, increase the duration of the spell by a number of rounds equal to ½ your wizard level. At 20th level, you can change the duration to permanent.



EARTH ELEMENT

The earth elementalist has specialized in the use of earth-based spells, including spells that deliver bludgeoning damage. The earth element is opposed by the element of air.

Bonus Feats: At 5th, 10th, 15th and 20th level, an earth elementalist gains a bonus feat. In addition to the standard bonus feats available to all wizards at these levels, the earth elementalist adds Endurance to the list of choices.

Air Vulnerability (Su): You take an additional 50% damage from all air element spells, and you suffer a -2 penalty to all Acrobatics and Fly checks.

Firmly Rooted (Su): You receive a +2 enhancement bonus to all Spellcraft and Knowledge (arcana) checks involving earth spells. The bonus increases by +1 for every five wizard levels you possess, to a maximum of +6 at 20th level. You also gain earth immunity and can no longer be harmed by spells and spell-like abilities with the earth descriptor.

Rock and a Hard Place (Su): Every damage-dealing earth spell you cast deals additional damage equal to 1/2 your wizard level (minimum +1 damage). This bonus applies only once per spell; a missile or ray spell does not receive the bonus damage to each missile or ray. At 20th level, whenever you cast an earth spell you can roll your caster level check twice to get through a creature's spell resistance, taking the better of the two rolls.

Immovable Object (Su): At 8th-level, you gain a +1 bonus to your Strength and your Constitution scores. Like a mountain, you are strong and not easily worn down. You also add your Constitution modifier to your CMD when resisting a Bull Rush, Overrun or Trip attempt. In addition, whenever you summon an earthbased elemental, increase the duration of the spell by a number of rounds equal to 1/2 your wizard level. At 20th level, you can change the duration to permanent.

FIRE ELEMENT

The fire elementalist has specialized in the use of fireand heat-based spells. The fire element is opposed by the element of water.

Bonus Feats: At 5th, 10th, 15th and 20th level, a fire elementalist gains a bonus feat. In addition to the standard bonus feats available to all wizards at these levels, the fire elementalist adds Spell Penetration to the list of choices.

Water Vulnerability (Su): You take an additional 50% damage from all water element spells, and you suffer a -2 penalty to all Swim checks.

Fire Master (Su): You receive a +2 enhancement bonus to all Spellcraft and Knowledge (arcana) checks involving fire spells. The bonus increases by +1 for every five wizard levels you possess, to a maximum of +6 at 20th level. You also gain fire immunity and can no longer be harmed by spells and spell-like abilities with the fire descriptor.

Firestorm (Su): Every damage-dealing fire spell you cast deals additional damage equal to ¹/₂ your wizard level (minimum +1 damage). This bonus applies only once per spell; a missile or ray spell does not receive the bonus damage to each missile or ray. At 20th level, whenever you cast a fire spell you can roll your caster level check twice to get through a creature's spell resistance, taking the better of the two rolls.

Flame Lord (*Su*): At 8th-level, you gain a +1 bonus to your Dexterity and Charisma scores. Like a raging fire, you are fast and others seem mesmerized by you. In addition, whenever you summon a fire- or heatbased elemental, increase the duration of the spell by a number of rounds equal to $\frac{1}{2}$ your wizard level. At 20th level, you can change the duration to permanent.

WATER ELEMENT

The water elementalist has specialized in the use of water-, acid-, and cold-based spells. The water element is opposed by the element of fire.

Bonus Feats: At 5th, 10th, 15th and 20th level, a water elementalist gains a bonus feat. In addition to the standard bonus feats available to all wizards at these levels, the water elementalist adds Athletic to the list of choices.

Fire Vulnerability (Su): You take an additional 50% damage from all fire element spells, and you suffer a -2 penalty to all Constitution checks and Fortitude saves to resist nonlethal damage from thirst, or to avoid nonlethal damage from hot environments.

Water Wings (Su): You receive a +2 enhancement bonus to all Spellcraft and Knowledge (arcana) checks involving water spells, and a +2 enhancement bonus to all Swim checks. The bonus increases by +1 for every five wizard levels you possess, to a maximum of +6 at 20th level. You also gain water immunity and can no longer be harmed by spells and spell-like abilities with the water descriptor.

Whitewater (*Su*): Every damage-dealing water spell you cast deals additional damage equal to $\frac{1}{2}$ your wizard level (minimum +1 damage). This bonus applies only once per spell; a missile or ray spell does not receive the bonus damage to each missile or ray. At **20**th level, whenever you cast a water spell you can roll your caster level check twice to get through a creature's spell resistance, taking the better of the two rolls.

The Water Takes You Home (Su): At 8th-level, you gain a +1 bonus to your Dexterity and your Wisdom scores. Like the ocean waters, you can flow and bend in many directions, mentally and physically. In addition, whenever you summon a water- or cold-based elemental, increase the duration of the spell by a number of rounds equal to ½ your wizard level. At 20th level, you can change the duration to permanent.

GLADIATOR

The dust and heat blow across the arena floor, the caked dirt already spattered with bright crimson. The clash of steel echoes into the packed amphitheater and sunlight gleams off bronze helmets and the sheen of muscle as the combatants gauge each other, their strikes testing one another. A splash of blood, a cry of pain, the roar of the crowd. A thumb turns, and both live to fight another day — or die, to be forgotten in a mass grave. This is the world of the gladiators, the kings of the arena.

Gladiators are unique to developed urban areas, usually displaying their skills in large arenas, though occasionally more crudely constructed pits or circles of rope, or wood, or iron are used. Gladiators may be orphans taken in by gladiator schools, prisoners, or citizens who have been sold into slavery to pay off a large debt. Some may know no other life than arena combat, while others savor the fighting lifestyle and the perks of being a lethal showman. Skilled gladiators who last long enough to establish a persona and reputation may become famous and acquire various rewards for their renown. They may find employment as bodyguards for the wealthy — after all, being guarded by a famous killer is discouraging to many would-be assassins -



or as masters of arms for young warriors, trainers in exotic weaponry, protection for taverns or more illicit establishments, and occasionally as proxies for matters of honor (in other words, duels). Gladiators are managed in 'stables', since an owner often has several and does indeed treat them much like sporting beasts. They are usually well-fed, since they undergo rigorous physical training, often have a communal bath, and are occasionally allowed to keep trophies, though these are often kept by the stable's owner instead.

Role: A Gladiator is more than just a warrior. He is a specialist in unusual, often foreign weapons, wears highly personalized armor, and employs unorthodox tactics not merely to defeat his enemies, but to provide a thrilling spectacle while doing so. A gladiator (or gladiatrix, as female gladiators are known) may have experience fighting other skilled warriors, dangerous beasts, even rare and unusual monsters - but always in an arena, not in the creature's natural environment. Thus, while a gladiator is a tough and dangerous warrior, he is unfamiliar with the wilderness; he makes his career in towns and cities large enough to support an arena and so has few survival skills. However, he is often intimately familiar with the urban environment and makes a point of knowing the local merchants, nobles, and social patrons, to better play to them in the crowd. A wealthy sponsor is a much-sought-after resource for a gladiator and, in the case of slave gladiators, the best chance at freedom.

Alignment: Special. While a gladiator may have any alignment except for lawful good, they are usuallyneutral in alignment. In addition, the persona a gladiator portrays in the arena may be a certain alignment, or at least generally good or evil even if the gladiator is of a different alignment.

Hit Dice: d12.

CLASS SKILLS

Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (act) (Cha), Perform (disguise) (Cha), Perform (oratory) (Cha), Sense Motive (Wis), Sleight of Hand (Dex).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the gladiator.

Weapon and Armor Proficiency: Gladiators are proficient with all simple and martial weapons, light and medium armor, and with shields (except tower shields). Also see below.

Master of Exotic Weapons (Ex): The gladiator uses a variety of unusual weapons in his bloody career and the wide variety of ethnic and national backgrounds among gladiators leads naturally towards extensive cross-training with the tools of their trade. It is worth noting gladiators will only rarely learn or use ranged weapons except for exotic ones. At levels 1, 5, 9, 13, and 17, a gladiator gains a bonus Exotic Weapon Proficiency feat in an exotic weapon of his choice.

Master of Melee Combat (Ex): Gladiators gain expertise with melee weapons quickly and have a good innate understanding of how various types of weapons function. This presents earliest with the common tools of their trade, but as time goes on, becomes more broadened.

At 2nd level, the gladiator gains Weapon Focus: longsword as a bonus feat, Weapon Focus: cestus at 4th, Weapon Focus: scissor at 6th, Improved Unarmed Strike at 8th, Improved Grapple at 10th, Improved Shield Bash at 12th, and a bonus combat feat of the character's choice at 14th, 16th, and 18th levels. These bonus feats cannot be used for ranged weapons or attacks of any kind (though feats gained from advancing a level can be used for ranged weapons or attacks).

Debt: A gladiator starts out (2d4+2 x 100) gp in debt to his stable for food, training, gear, or any prior debts, and he cannot adventure or acquire additional gear until the debt to the gladiator stable is paid off. It can be paid off by another person, who may very well have their own terms of repayment or via their winnings in the arena. The most unscrupulous of stable owners may also charge for healing (GMs should endeavor not be unreasonable on this) to keep the gladiator in virtual enslavement via constantly mounting debt.

THE GLADIATOR JUST RAN OUT ON HIS DEBT. NOW WHAT?

This could happen in a game. The gladiator gets a bit of freedom but is still in debt to his stable or patron. Most patrons will not be very happy about this situation. At the very least, the patron will make a claim to the local magistrate, watch captain, justiciar or whoever handles such matters in the patron's hometown. The government will then most likely issue a notice or bounty on the gladiator, with a reward for his capture (alive, preferably) and return. If captured and returned, the gladiator will be tried and, if found guilty, sentenced to a fine (to be split between the patron and the government) and most likely also sentenced to prison time as well.

Patrons with more of a mercenary streak or who are just plain mean might personally hire bounty hunters to go after the gladiator. The gladiator on the run might have to spend more time dodging trackers and rogues looking for him as he does anything else. In these cases, the bounty hunters may not be under any orders to take the gladiator alive as the patron will most likely be satisfied with proof of death and a return of the gladiator's belongings (which, in the patron's eyes, were not the gladiator's to begin with). **City Bound (Ex)**: Gladiators gain a +3 circumstance bonus to all Acrobatics, Stealth, Climb, and Survival checks in urban terrain; i.e. cities and towns (including arenas). Castles, fortresses, villages, and other small or isolated settlements provide no bonus or penalty. However, wilderness, dungeons, and other undeveloped or ruined areas invoke a -3 circumstance penalty to all Acrobatics, Stealth, Climb, and Survival checks.

Reputation (Ex): A gladiator develops a reputation during his career, and the reputation can go up and down throughout that career. Reputation is used to determine the DC of the gladiator's Perform skill checks during combat. The higher the gladiator's reputation, the lower the DC, representing a well-loved gladiator's ability to easily get a crowd on his side.

A 1st-level gladiator's reputation is $10 + 1d_3$. Reputation increases by 1 point each time the gladiator advances a level, each time he wins a fight, and sometimes at the GM's discretion (for acting in persona outside of the arena, for instance). Reputation decreases by 1 point for each fight the gladiator loses, for each time the gladiator acts out of persona (beginning at 3rd level), and sometimes at the GM's discretion (for refusing to meet adoring fans, for example).

Reputation can also affect how others treat the gladiator outside of the arena. Shop owners may give a highly reputable gladiator a discount, while tavern owners might jack up the price of ale for a much despised gladiator.

Reputation Score	Perform DC	GP adjustment
-1 or lower	25+	+25%
0	23	+15%
1-6	21	+10%
7-9	19	+5%
10-12	17	0
13-15	15	0
16-19	13	0
20-23	11	-5%
24-27	10	-10%
28-29	9	-15%
30	8	-20%
31+	7	-25%

Bloodsport Showman (Ex): Gladiators do not just fight, they fight to entertain, and as such, during combat they may add either their Strength or Dexterity bonus (not both) to any Charisma-based skill check. The gladiator receives an additional +1 bonus to these skill checks at 5th, 10th, 15th, and 20th levels.

In addition, combat maneuvers such as trip, disarm, feint, and sunder — maneuvers that provide a distinct edge in battle but do not directly hurt one's opponent all get a +1 bonus at the same levels, as they add

TABLE 1-2: GLADIATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bloodsport showman, city bound, debt, exerceo, master of exotic weapons, reputation
2nd	+2	+3	+0	+0	Weapon focus: longsword
3rd	+3	+3	+1	+1	Persona developed
4th	+4	+4	+1	+1	Weapon focus: cestus
5th	+5	+4	+1	+1	Master of exotic weapons, bloodsport showman
6th	+6/+1	+5	+2	+2	Weapon focus: scissor
7th	+7/+2	+5	+2	+2	Persona trait
8th	+8/+3	+6	+2	+2	Improved unarmed strike
9th	+9/+4	+6	+3	+3	Master of exotic weapons
10th	+10/+5	+7	+3	+3	Improved grapple, bloodsport showman
11th	+11/+6/+1	+7	+3	+3	Persona trait
12th	+12/+7/+2	+8	+4	+4	Improved shield bash
13th	+13/+8/+3	+8	+4	+4	Master of exotic weapons
14th	+14/+9/+4	+9	+4	+4	Bonus combat feat
15th	+15/+10/+5	+9	+5	+5	Persona trait, bloodsport showman
16th	+16/+11/+6/+1	+10	+5	+5	Bonus combat feat
17th	+17/+12/+7/+2	+10	+5	+5	Master of exotic weapons
18th	+18/+13/+8/+3	+11	+6	+6	Bonus combat feat
19th	+19/+14/+9/+4	+11	+6	+6	Persona trait
20th	+20/+15/+10/+5	+12	+6	+6	Warrior sublime, bloodsport showman

more variety than just hammering one another with blows. Such techniques draw out the spectacle and showcases the gladiator's skill and prowess more fully than a quick kill would, and give the audience a better show for their entrance fee. Likewise, a gladiator will often extend a fight by resorting to grappling if possible.

A gladiator may add his Charisma bonus to his CMB if he makes a successful Perform (act) skill check (DC based on the gladiator's reputation). The Perform check is made each round of combat as a free action on the gladiator's turn. The character then fights dramatically, including feigning injuries or fatigue, making flashy moves, brandishing weapons, taunting their opponent, and other impractical but entertaining techniques.

In addition, the gladiator may make a Bluff roll against their opponent as a standard action. The Bluff is opposed by the opponents Sense Motive. If successful, the Bluff provokes an immediate attack of opportunity from the opponent, which must be taken and which counts towards the number of attacks of opportunity the opponent gets in a round.

Exerceo (Ex): Exerceo is a method of mock combat for exhibitions instead of life-and-death battle. A gladiator rolls a Perform (act) check (DC based on the gladiator's reputation) instead of normal attack rolls

to execute a wild series of swings and parries of his

opponent's weapon, sometimes with a crobatic flourishes. This may be done while using wasters (wooden swords designed for drill and show), but very often exerceo is performed with real weapons. A successful roll means that his techniques are convincing to the observer. However, a successful Sense Motive check by the crowd (DC is equal to the gladiator's Perform check total) will reveal that even had the techniques not been parried, the gladiator's weapon would never have made contact with his opponent.

Ideally, the gladiator uses exerceo against an opponent who is also using exerceo, for an exciting but completely fake encounter, dragging out the fight for the benefit of the crowd. Using exerceo against an opponent genuinely trying to do one harm is extremely risky, with no benefit, and gives the opponent an extra attack of opportunity each round exerceo is used.

When using exerceo, failed Perform checks require an immediate Dexterity check (the DC equals the opponents AC); if that check is failed, the gladiator has accidentally struck his opponent and must roll for damage as usual. If the result of the Dexterity check is a natural 1, the gladiator scores an automatic critical against his opponent.

Persona (Ex): Starting at 3rd level, a gladiator develops a distinct persona in the arena, with signature

moves, personality, and appearance. As such he must make a successful Perform (act) or Perform (oratory) check (and, if he has an elaborate costume, a Disguise check as well) before entering combat or suffer a -3 penalty to all combat rolls. The DC of all skill checks is based on the gladiator's reputation score.

His persona must have a name, a developed appearance and style, even it's own alignment, all of which can be different than the gladiator's, and must be maintained to stay in character. If a gladiator violates his persona, he must make an immediate Charisma check (DC 25) or lose the audience's favor. Loosing the audience's favor results in a -3 penalty to all rolls (including damage) for the duration of the combat. The gladiator's reputation also goes down by one point if the Charisma check fails.

When the person is first developed and every four levels afterwards (at 7th, 11th, 15th and 19th levels), the persona evolves, developing a new trait that is in effect only when the gladiator is successfully in character. The first trait chosen at 3rd level must be either Face (representing the good guy/hero) or Heel (representing the bad guy/villain).

Backstabber: A backstabber is a gladiator who takes advantage of his opponents lack of readiness or his disadvantages, striking from behind or the side when his opponent least expects it. The backstabber trait gives the gladiator a +5 bonus to attack and damage versus any opponent that is flat-footed, blinded, or has a back to the gladiator. The target also suffers a -2 penalty to Dexterity until healed because of the nature of the wound. Alternatively, a gladiator using the Exerceo class feature adds the +5 bonus to his Perform check in the same situations, and the target suffers no extra damage.

Berserker: The berserker is a gladiator that is wild in combat, howls like a beast or grunts and growls, cuts his arms or forehead and displays the blood to the crowd, and generally acts in a barbaric fashion. The berserker trait gives a gladiator a +5 bonus to Intimidate and Perform (act) checks.

Braggart: The braggart is a gladiator that makes loud boasts before, during and after a match. He claims no one can beat him, that he is the best there is. The braggart may even antagonize and challenge members of the viewing crowd. The braggart trait gives a gladiator a + 5 bonus to Perform (oratory) and Bluff checks.

Daredevil: The daredevil is a gladiator that makes dangerous moves, performs reckless stunts and takes unnecessary risks in combat, though always with extreme confidence. The daredevil trait gives a gladiator a +5 bonus to Acrobatics checks. Once per combat, the daredevil can make a charge attack without needing a straight line to the target, and can take a full attack at the end of the charge, though the gladiator suffers a -5 penalty to AC for one full round beginning when he starts his charge. *Face*: A face is a hero in the arena. A face never backstabs or cheats, and plays the role of the "good guy" for the crowd. The crowd loves a face and cheer for him to win time and time again. The face trait gives a gladiator a +2 bonus to Charisma. The face also receives a +2 bonus to his reputation score.

Heel: A heel is the villain, the "bad guy". He is the one the crowd loves to hate, and they boo the heel loudly every time. The heel is often is a backstabber and/or a berserker. The heel trait gives a gladiator a +2 bonus to his Charisma, but suffers a -2 penalty to his reputation score.

Joker: The joker is a gladiator who pulls practical jokes on his opponents and makes derisive or derogatory jokes about his opponent to the crowd. The joker trait causes the gladiator's opponent to make a Will save (DC equal to the joker's Perform (oratory) check) or suffer a -5 penalty to attack and armor class for 1d4 rounds as he fights in a wild and enraged manner. The effects of multiple jokes do not stack, but when the penalty wears off, the joker can make more jokes and cause the opponent to make a new Will save. Once the opponent makes a successful Will save, he is immune to the joker's jokes for the rest of the day.

Showy: A showy gladiator is one who customizes his armor in such a way that it takes on an exotic and visually stunning appearance. It might include overly large shoulder guards, a helmet with long animal manes or tails, spikes on the leg or arm protection, a long, flowing cape, or any other sort of dramatic addition. No addition to the armor actually adds to the armor bonus of the armor. The showy extras do give the gladiator a +5 bonus to Intimidate and Perform (oratory), but the gladiator suffers a -2 penalty to Dexterity because of the unwieldy additions.

Signature Move: A signature move is a particular combination of moves that is used time and again by a gladiator, which the crowd comes to expect from the gladiator. The signature move is a combination of a move action (usually acrobatic in nature) greater than 5 ft. and but no more than double the gladiator's normal movement rate, a combat maneuver, and a single melee attack. The gladiator could also choose to make his signature move a move action followed by two combat maneuvers, or two combat maneuvers and a melee attack also.

When the signature move trait is chosen, the gladiator picks the specific types of move actions, combat maneuvers and melee attacks that make up his signature move. An example might be to Tumble up to the opponent, make a Trip attempt, and then strike with a cestus. The signature move combination cannot be changed once it is determined without taking the signature move trait a second time. The signature move trait allows the gladiator to take all three actions as a full round action (even though normally all three could not be taken in a round) once per combat.

The gladiator receives no bonus to any attacks beyond normal bonuses from successful results of the signature move (for example, if the gladiator successfully trips his opponent, the opponent is treated as prone for any melee attacks that follow.

Warrior Sublime (Su): At 20th level, the gladiator is essentially a living battle-god. Their fame is such that they are practically worshipped by fans. So strong is the devotion that in fact gladiators actually draw strength from their cheering spectators. When the gladiator first enters the arena, the roar of the crowd is so overwhelming and filled with such power that he benefits from two of the following powers for the duration of the combat (roll randomly or choose):

Awe: the gladiator seems to grow and swell with power as he receives the adoration of the crowd, which gives a +10 bonus to the gladiator's Intimidate checks.

Bear's Endurance: the gladiator is filled with the energy of the crowd, and he receives a +4 bonus to Constitution.

Black and Blue: each blow from a bludgeoning weapon — including hands and fists — deals an extra 1d6 non-lethal damage to the target.

Bull's Strength: the roar of the crowd gives the gladiator the adrenaline to perform amazing feats of strength and deal mighty damage, and he receives a +4 bonus to Strength.

Cat's Grace: the roar of the crowd sparks the gladiator's ability to perform nimble maneuvers, and he receives a +4 bonus to Dexterity.

Eagle's Splendor: the gladiator is filled with selfconfidence by the adoring crowd, and he receives a +4 bonus to Charisma.

Good Fortune: the crowd's adoration brings the gladiator good luck, and their reactions and noise cues him to his opponent's intentions. As a result, the gladiator may reroll any three attack rolls (including combat maneuver attempts and uses of the exerceo class feature), ability checks, skill checks, and/or saving throws over the course of the combat, and can choose which of the two rolls to use.

Lizard Skin: the crowd's roaring adoration toughens the gladiator to his opponent's blows, and he receives a +2 natural armor bonus.

STARTING EQUIPMENT AND MONEY

Gladiators generally start with minimal equipment and, due to their circumstances, no money. At first level, a gladiator has a longsword, cestus, scissor, javelin, light or heavy shield, and a suit of basic gladiator armor. Once they are out adventuring, they may acquire money and treasure as per normal adventurer. A gladiator who works in the arena can win a share of the arena's take, earning 2% per level of experience in areas they are well known, 0.5% in areas they are not. (GMs, to determine the take, roll 3d6 x 10 gp for tiny arenas,

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roll 2d6 x 100 gp for small arenas, 5d6 x 100 gp for medium arenas, and 3d4 x 1000 gp for a large arena; apply the gladiator's percentage to that to determine what the gladiator earns; it may be as little as a handful of silver to as much as a few thousand gold pieces) Gladiators are generally scheduled to fight once per week to allow for healing and recovery. More experienced gladiators with a larger draw may only fight every two weeks or maybe even only every month.

SAMURAI

The feudal retainers of warlords, members of powerful warrior clans, samurai are the keepers of societal order and enforcers of their lords' will. While their dedication to their purpose and seeming fearlessness in the face of danger are comparable to paladins, there are very important distinctions between the two. While both are often tasked with upholding the law, a paladin will uphold only laws that preserve the greater good, that create order for the benefit of all - they will not enforce evil laws. Samurai, however, uphold the law to satisfy social order, regardless of good or evil. The degree to which order is enforced varies by samurai or clan, however any open act of disrespect or defiance from a peasant to a samurai or noble is considered a punishable offense, either by a flogging, being tossed in an oubliette, or among the more ruthless, killed on the spot! Thus, instead of the warm reception most paladins get from the common folk, samurai are respected but feared.

Role: Due to the rigid nature of their society, it is very rare to find adventurers of any sort, especially among samurai. Adventuring samurai fall into one of two types: loyal retainers ordered to travel and gather information by their lord, or those whose master has fallen and left his retainers adrift. The latter are known as "ronin" and are often assumed to be criminals or villains since they are out of place in society. Ronin are very often hired by criminal organizations as enforcers. While the idea might initially be unpalatable, the work is often very similar to that done for their lord, only for a new master. It may even provide a sense of belonging, particularly if the criminal organization is family-based.

Ronin suffer the following penalties for being masterless samurai: -1 to Strength, -1 to Charisma, and -2 to Will saves. This represents the samurai being dispirited, reckless, ashamed, and feeling somewhat defeated. This penalty can be assuaged by finding a new master; however, this is not a simple prospect. The new lord must be worthy of the samurai's service, they must feel personal obligation to the new lord, and they must swear absolute obedience to their lord and his descendants.

In addition, who the new master is determines how fully the penalty is compensated for. For a ronin that finds a new master without an official title, but with

strong influence in local society, the penalty is lessened to -1 STR and -1 to Will saves — the samurai is not as ragged nor quite as low as before, but they do not have the focus or pride of one serving true aristocracy. A samurai who becomes the retainer of a noble (an NPC that has at least 2 levels of aristocrat) has the penalty completely erased, since they are back in their appropriate place in society.

GM's SUGGESTION

The process for a ronin to find a new master and regain his honor should not happen quickly and it is strongly recommended that this be played out over several game sessions. This is a major event in the character's life and changes the ronin significantly, making her whole again. A player should not be able to go from samurai to ronin and back again in the course of a single game session, or less.

In addition to their array of martial arts skills, many samurai indulge in cultured pastimes, such as calligraphy, gardening, painting, playing musical instruments, and even performing as actors on stage.

Alignment: Any lawful. Samurai who go ronin may become chaotic, but if they ever regain their honor and regain their samurai status, their alignment must shift back to lawful.

Hit Dice: d10.

CLASS SKILLS

Craft (Int), Diplomacy (Cha), Handle Animal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Swim (Str)

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the samurai.

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons, plus most samurai weapons, except the zanbato, bisento, nagamaki, and kanabo. The samurai is initially only considered proficient with the katana when it is used as a two handed weapon. As well, they cannot initially use the daisho as a paired weapon. Samurai are proficient with light and medium armor, as well as with any samurai armor. Samurai are not proficient with shields and are restricted from using shields.

Combat Style Feat (Ex): Much like rangers, samurai train in specific styles of combat for different purposes. A samurai chooses his style at 2nd level, and may not choose a different style afterwards. There are four styles which the samurai can choose from: *Iaijutsu* which enables lightning fast attacks as one draws

the blade; *Kenjutsu*, the swordsman's art of fencing; *Sojutsu*, the art of spear-fighting; and, *Kyujutsu*, the art of the longbow.

For all four styles, the progression and bonuses (applicable only to their chosen main weapon) are as follows: 2nd level - select style, gain Weapon Focus feat in style's primary weapon; 5th level, +1 to attack and pick a combat style feat (see the individual styles below); 8th level, +1 to damage and pick a combat style feat; 11th level, +1 to attack, Advanced Style gained (see the individual styles below); 14th level, +1 to damage, combat style feat; 17th level, +1 to attack, combat style feat; 20th level, +1 to damage, combat style feat.

Iaijutsu (Ex): Iaijutsu is the art of sword-drawing. At 2nd level, the samurai gains the Quick Draw feat



TABLE 1-3: SAMURAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Meditation
2nd	+2	+3	+3	+3	Combat style
3rd	+3	+3	+3	+3	Zanshin
4th	+4	+4	+4	+4	Bonus feat
5th	+5	+4	+4	+4	Combat style feat
6th	+6/+1	+5	+5	+5	Skill focus
7th	+7/+2	+5	+5	+5	Munen muso
8th	+8/+3	+6	+6	+6	Combat style feat
9th	+9/+4	+6	+6	+6	Bonus feat
10th	+10/+5	+7	+7	+7	Bonus feat
11th	+11/+6/+1	+7	+7	+7	Advanced style, resolute acceptance of death
12th	+12/+7/+2	+8	+8	+8	Skill focus
13th	+13/+8/+3	+8	+8	+8	Bonus feat
14th	+14/+9/+4	+9	+9	+9	Combat style feat
15th	+15/+10/+5	+9	+9	+9	Spirit of the void
16th	+16/+11/+6/+1	+10	+10	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+10	Combat style feat
18th	+18/+13/+8/+3	+11	+11	+11	Skill focus
19th	+19/+14/+9/+4	+11	+11	+11	Survive death
20th	+20/+15/+10/+5	+12	+12	+12	Combat style feat, sword saint

and Weapon Focus in either katana or ko-dachi (a slightly shorter blade), and receives a +1 to initiative. The initiative bonus increases by another +1 at 5th, 8th, 11th, 14th, 17th, and 20th levels. This initiative bonus does not stack with the Improved Critical feat.

At 11th level, the samurai gains Advanced Style in *battojutsu*, the art of cutting, improving their critical threat range with the katana or ko-dachi by 1 (for example, from a standard 19-20 to an 18-20). At 14th, 17th, and 20th levels the critical threat range increases by another 1 (so that the example 19-20 standard critical threat range would be 15-20 at 20th level). The effects of *battojutsu* do not stack with the Improved Critical feat.

Iaijutsu practitioners are extremely deadly with their chosen blade but their narrow focus leaves them lacking versatility. *Iaijutsu* combat style feats must be chosen from the following (see Chapter 2 — Feats & Skills for more details on the feats): Reverse Draw, Sitting Draw, Turning Draw, Tameshigiri, Kabuto Wari, Raijukengiri, Senbongiri, Swallow-Tail Cut.

Kenjutsu (Ex): Kenjutsu is the swordsman's art of fencing. The samurai who specializes in *kenjutsu* gains the Exotic Weapon Proficiency: katana feat, which allows the use of the katana with one hand without penalty, and also gains the Weapon Focus: katana feat.

At 5th and 8th levels the samurai receives Weapon

Focus in another variety of samurai sword of the character's choice (including zanbato and nagamaki if the samurai so chooses). This counts as the samurai's combat style feat for those levels.

At 11th level, the samurai gains the Advanced Style of *nitojutsu*, the art of two swords. The samurai gains the Two-Weapon Fighting and Double Slice feats and at levels 14, 17, and 20 may take an additional two-weapon fighting feat in addition to their normal progression of abilities. *Kenjutsu* practitioners are extremely capable swordsmen with a wide variety of blades and lethal in melee combat.

Kenjutsu style feats must be chosen from the following: Fire-and-Stones Cut, Falling-Leaves Cut, Sticky-Blade, Flowing Water Cut, Continuous Cut, Ram Strike, Many Enemies Attack, Treading down the Enemy.

Sojutsu (Ex): Sojutsu is the art of spear-fighting. The samurai that specializes in *sojutsu* gains Weapon Focus: yari and Exotic Weapon Proficiency: bisento. They study both how to defeat a charging enemy, and also how to use their own weapons in a charge attack themselves. At 5th level, they deal double damage when charging with their spear. At 8th level, they do 3x normal damage when set to receive a charge and gain the Run feat. At 11th level, the samurai does 3x normal damage when charging. At 14th level, they do 4x

damage when set against a charge and take -1 damage per die of damage from charging foes. At 17th level, the samurai does 4x normal damage during a charge attack and takes -1 point of damage per die of damage from foes set to receive a charge.

At 11th level, the samurai gains the Advanced Style of *naginatajutsu*, which grants them the Exotic Weapon Proficiency: naginata and the samurai can use the naginata in charges or against charges, just as they use the yari or bisento.

Sojutsu style feats include: Taijima-giri, Ishizuki Strike, Heron Spearing a Frog, Bloody Windmill, Demon Pin, Spear of Dawn-Goddess, Joint Strike.

Kyujutsu (Ex): Kyujutsu is the art of the longbow. The samurai gains Weapon Focus: yumi. At 5th, 8th, 11th, 14th, 17th, and 20th levels the samurai gains +10 feet to his range increment with the yumi.

At 11th level, the samurai gains the Advanced Style of *yabusame*, which is shooting accurately from the back of a charging horse. The samurai suffers no penalty for shooting from the back of a moving mount, and only a -2 penalty for shooting from the back of a running mount. The effects of this style stack with the Mounted Archery feat, so that a *yabusame* specialist with the Mounted Archery feat would suffer no penalties for firing from the back of a charging horse.

Kyujutsu feats must be chosen from the following: Sitting Shot, Prone Shot, Piercing Shot, Leaping Shot, Hanging Shot, Blind Shot, Called Shot, Perfect Shot. For each of these feats, the kyujutsu archer has no attack penalties, but uses only half their highest base attack bonus (rounded down) to attack. Each time they select a new feat, all previously selected feats gain a +1 cumulative bonus to attack. Kyu archery is the art of perfect shooting, not rapid shooting, and the samurai is limited to one ranged attack at 1st through 10th levels, and two attacks 11th level and up. Beginning at 11th level, a kyujutsu practitioner can use their unused normal attacks in round for extra move actions or melee attacks (such as moving up to their normal base move or attacking with a sword). If the samurai has Quick Draw, he may take his two kyujutsu ranged attacks, then draw his sword and make a melee attack. Melee attacks made after making ranged attacks use the samurai's lowest Base Attack Bonus -5.

Kyujutsu practitioners will generally *not* learn feats for using their bow in melee combat range, such as Point-Blank Shot and others, and will, instead, use their sword in close-range battle. Archery feats that the *kyujutsu* may select (but not as their combat style feat) include: Far Shot, Precise Shot, Improved Precise Shot, Pinpoint Targeting, and Shot on the Run.

The Way of Sword and Pen: At 6th, 12th, and 18th levels, the samurai Skill Focus in any one of the following skills: Craft (calligraphy), Craft (meditative garden), Craft (painting), Perform (tea ceremony), Perform (act), Perform (sing), Perform (musical instrument), or Perform (games — including both games of chance and games of skill, such as card games, go, chess, mahjong, dice, etc.).

Bushido (Ex): As a samurai increases in experience, they also gain greater insight into the Way of the Warrior, the philosophy of the sword. This is not gained through instruction, but rather by internal reflection and self-discovery. As such, a samurai cannot be taught *bushido*, but rather each makes it for himself. A samurai will intuitively know when a new level of spiritual understanding has been achieved, and will seek to spend at least seven days and nights meditating while fasting at a shrine. After completing this ritual, the samurai will have gained a new facet of bushido.

Meditation (Ex): At 1st level, *meditation* allows complete recovery from the fatigued condition in just two hours of meditation, the ability to move from the exhausted condition to the fatigued condition in just 30 minutes, and the equivalent of a full night's sleep in only 6 hours.

Zanshin (Ex): At 3rd level, zanshin provides an inner eye during meditation, allowing the samurai to react reflexively in case of attack (the samurai is never considered flat-footed or helpless while meditating).

Munen Muso (Ex): Munen muso, the ability to act without hesitation and to face danger calmly, is gained at 7th level. When subjected to an attack of opportunity, the samurai may counter attack immediately using his full Base Attack Bonus, as an extra attack.

Resolute Acceptance of Death (Ex): At 11th level the samurai develops the *Resolute Acceptance of Death*, which is a mindset that leaves him completely prepared to die in the execution of his duties, and to kill without hesitation. The samurai gains a +2 bonus to save versus fear effects, and he can elect to add +2 to his attack rolls at the cost of -2 to AC — the samurai will not avoid blows in order to make a more perfect strike.

Spirit of the Void (*Ex*): 15th level finds the samurai developing the *Spirit of the Void*, which allows him to look past all distractions, to gaze simultaneously at the greater view and the narrow focus, to absorb all of his surroundings without being overwhelmed by it. This confers a +2 bonus to Perception checks, a +2 to save versus illusions, and once per encounter the samurai may add his Wisdom bonus to his attack roll (stacking with all other bonuses the samurai may have).

Survive Death (Ex): Upon reaching 19th level, the samurai gains the ability to *Survive Death. Survive death* grants a saving throw against any wound that would normally reduce him to negative hit points, or against any critical hit. A successful Fortitude save (the DC of which is the opponents total attack roll, with all bonuses) reduces the damage by one half and nullifies critical hits. Furthermore, the samurai receives an additional +2 to saves versus fear.

Sword Saint (Ex): At 20th level, the samurai reaches a plane of perfection of both

spirit and martial skill. One of the samurai's attacks each round is an automatic critical hit, unless the target makes a Fortitude save (the DC of which is the samurai's total attack roll with all bonuses). The samurai must declare which of his attacks in the round will be the automatic critical at the start of his round and if that attack results in a critical threat, the samurai does not have to make a confirmation roll. In addition, the target suffers a -4 penalty to Strength, Dexterity, or Constitution at the Sword Saint's choice, though multiple penalties of the same type do not stack (in other words, a sword saint could reduce a target's Strength, Dexterity and Constitution by 4 each with three successful attacks, but cannot reduce Strength by 12 points with three successful attacks). Also, a Sword Saint may, as a standard action, Intimidate up to 20 hit dice of enemies. Finally, a Sword Saint's technique is so perfect he is able to attack ethereal or otherwise incorporeal beings normally, suffering no miss chance.

STARTING EQUIPMENT AND MONEY

Samurai start with very little money, and rarely accrue wealth. In fact, concerning oneself with actively acquiring money is often seen as beneath a samurai. The equipment they start with may or may not be linked to the fighting style they prefer — one who starts with a naginata might want to pursue Kyujutsu or Kenjutsu instead of Sojutsu, and is free to do so. However, already having the weapon obviously makes studying the fighting art much easier. Samurai never start with armor unless purchased with starting funds.

Roll on % dice	Equipment & Money
01-15	Naginata, 1d6x10 gp
16-20	Kanabo, 2d6x10 gp
21-45	Yari, 4d4x10 gp
46-80	Katana, 1d4x10 gp
81-85	Zanbato or O-dachi, 5d6 gp
86-95	Yumi & 4d6 arrows, 1d6x10 gp
96-00	Daisho, 2d6 gp

SPECIAL RESTRICTIONS OF THE SAMURAI CLASS

Samurai are defined by their martial status and are taught from childhood that their weapons are the embodiment of themselves. In addition, in their homeland, it is their caste privilege to own, wield, and carry weaponry, which the lower classes are forbidden from. As such, a samurai relies almost entirely on his weapons, both physically and mentally. When a samurai is disarmed, he suffers a -2 penalty to all rolls until he regains the lost weapon; simply drawing a new

weapon does not end the penalty. If the samurai loses possession of an heirloom weapon (one passed down through the family), this penalty is increased to -4.

Samurai in the service of their lord live by their lord's command, literally. They cannot travel, marry, own property, or set up a residence without permission and often only when ordered. A samurai's lord can command his retainer to divorce and distribute the samurai's family among other vassals if he chooses - or keep them for himself, and a samurai must obey. More than that, however, a noble who feels that a samurai has failed him has the authority to cast the samurai out of his service, making the samurai into a ronin, or command him to commit suicide on the spot. A samurai who refuses such orders is considered a rogue without honor and, in addition to being a ronin, is considered a wanted criminal to be slain on sight. Any other samurai will drop whatever they are doing to attack the rogue and will consider it their highest duty.

DESIGNER'S NOTE

A GM should not use the samurai's restrictions as a restriction on the player's fun in the game. These restrictions should be used to increase the roleplaying potential, the drama, and the romance of a fantasy setting reminiscent of feudal Japan. A GM should never push the boundaries too far and have a noble lord order a player's samurai to commit suicide in the middle of a game. All that will accomplish is making the player decide to have his character flee, turn ronin and become a known outlaw. While a GM can use the potential threat of execution or forced suicide to keep a wayward player in line and following the samurai's code of honor, a player should never feel that such actions are imminent. These types of restrictions and codes of honor should be the basis for backgrounds and good game sessions, not the end of a character and session.

A GM may consider less harsh penalties for minor infractions of the samurai's code, such as a onetime penalty to XP earned, or the samurai's lord demanding the samurai turn over a family heirloom for a limited period of time until he has regained his honor. Such penalties will keep the drama high and the roleplaying at high levels, without making a player feel scrutinized at every turn.

VOYAGEUR

The word *voyageur* means "traveler", and the men and women who are voyageurs do quite a bit of traveling, but simply traveling is not what makes a voyageur. A voyageur is part explorer, part merchant, part laborer and part diplomat. Often, a voyageur is employed by a merchant or company to transport trade goods over both waterways and land, usually in wilderness areas, where the company trades with the local - often barbaric - inhabitants. Voyageurs are experts at navigating waterways with canoes, and usually are at least competent in constructing canoes.

At the start of their career, voyageurs are hired hands, usually working in teams of as few as three or as many as twenty, called brigades. These young voyageurs are usually the ones who provide the power for the canoes the brigade travels in and who carry the bulk of the load when the brigade must portage over land. As the voyageur progresses in skill, he takes on new roles, moving up to avant (bowsman) and later to gouvernail (steersman) in the canoe. Eventually, the voyageur can become the bourgeois (gentleman in charge) and become a brigade leader and possibly even a partner in the company he works for.

Role: The voyageur can serve as a scout, a diplomat or negotiator, a merchant or merchant's assistant, or a translator. They are competent with many weapons, but not as many as fighters or rangers. Most are good with a bow or crossbow and can serve as competent archers when necessary. Voyageurs have enough wilderness skills that they can track foes as well as hunt, though the voyageur is not as good at such things as a ranger.

Alignment: Any, though most are chaotic neutral, neutral, or neutral good.

Hit Dice: d8.

CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Handle Canoe (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the voyageur.

Weapon and Armor Proficiency: The voyageur is proficient with all simple weapons, as well as with the handaxe, shortbow (including the composite shortbow), short sword, and throwing axe. Voyageurs are proficient with light armor and with bucklers.

Milieux (Ex): *Milieux* means "middle man", and it is the *milieux* that sits in the center of the canoe and provides the raw power to propel it up and down waterways. He is also one of the brigade members that are responsible for moving the canoe and its cargo over each portage as quickly as possible. At 1st level, the *milieux* voyageur receives Endurance and Fleet as bonus feats. In addition, the *milieux* voyageur receives a +2 bonus to Survival checks when looking for and setting up campsites and preparing meals at the campsite. **Bonus Feat (Ex)**: The voyageur is a bit of a jackof-all-trades and picks up many skills. At 2nd level, the voyageur receives a bonus feat of his choice. He may choose the feat from among any feats for which he already qualifies. At 6th, 9th, 12th, 15th and 18th levels, the voyageur receives another bonus feat.

Linguistics (Ex): Voyageurs are constantly exposed to all sorts of regional and racial languages and dialects. As a result, voyageurs frequently learn other languages and can even make attempts to understand what someone else is saying even if they don't speak the language.

Beginning at 2nd level, the voyageur receives a +1 bonus to all Linguistics checks and can even attempt to understand unknown languages as they are spoken. The base DC is 20 for languages similar to those you know (related regional languages, for example), 25 for



TABLE 1-4: VOYAGEUR

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+0	Milieux
2nd	+1	+3	+0	+0	Bonus feat, linguistics +1, stout +1
3rd	+2	+3	+1	+1	Paddle making, self-sufficient
4th	+3	+4	+1	+1	Wilderness diplomat +1
5th	+3	+4	+1	+1	Bonus language, linguistics +2, stout +2
6th	+4	+5	+2	+2	Avant, bonus feat
7th	+5	+5	+2	+2	Wilderness diplomat +2
8th	+6/+1	+6	+2	+2	Bonus language, linguistics +3
9th	+6/+1	+6	+3	+3	Bonus feat, stout +3
10th	+7/+2	+7	+3	+3	Gouvernail, wilderness diplomat +3
11th	+8/+3	+7	+3	+3	Bonus language, linguistics +4
12th	+9/+4	+8	+4	+4	Bonus feat
13th	+9/+4	+8	+4	+4	Wilderness diplomat +4, stout +4
14th	+10/+5	+9	+4	+4	Bonus language, linguistics +5
15th	+11/+6/+1	+9	+5	+5	Bonus feat, bourgeois
16th	+12/+7/+2	+10	+5	+5	Wilderness diplomat +5
17th	+12/+7/+2	+10	+5	+5	Stout +5
18th	+13/+8/+3	+11	+6	+6	Bonus feat
19th	+14/+9/+4	+11	+6	+6	Wilderness diplomat +6
20th	+15/+10/+5	+12	+6	+6	Wintering partner

languages you have heard of but which are not similar to any you know, and 30 or higher for completely unknown languages (such as those thought to be dead languages or from other planes of existence). If the check succeeds, you understand the gist of what is said over a 10 minute period. You must make the check again every 10 minutes. If the check fails, make a DC 5 Wisdom check to see if you avoid completely misunderstanding what is being said. (Success means that you do not draw a false conclusion; failure means that you do.) Both the Linguistics check and (if necessary) the Wisdom check should be made secretly by the GM, so that you can't tell whether the conclusion you draw is true or false.

The voyageur receives another +1 bonus to Linguistics checks at 5th level and every three levels thereafter, to a maximum bonus of +5 at 14th level. In addition, at 5th, 8th, 11th & 14th levels the voyageur picks a new bonus language with which they become proficient.

Stout (Ex): Voyageurs quickly become accustomed to carrying heavy loads. At 2nd level, the voyageur's Strength is treated as 1 point higher for purposes of determining carrying capacity. At 5th level and every four levels thereafter the voyageur adds another point to Strength for purposes of determining his carrying capacity, to a maximum of +5 at 17th level. This bonus does not actually increase the voyageur's Strength, only

his relative Strength for determining carrying

capacity. The voyageur's Strength bonus remains unchanged, and the bonus does not affect attacks, damage or skill checks.

Paddle Making (Ex): At 3rd level, the voyageur has become so proficient at making canoe paddles that he receives a +2 bonus to his Craft (paddle making) checks. In addition, his well-made paddles grant him a +5 bonus to his Handle Canoe checks. This bonus only applies when using a paddle he has made himself, or one made by another voyageur. Paddles made by a character other than a voyageur do not grant the voyageur this bonus.

Self-sufficient (Ex): At 3rd level, the voyageur receives Self-sufficient as a bonus feat.

Wilderness Diplomat (Ex): At 4th level the voyageur has become accustomed to meeting and interacting with new peoples, especially barbaric, semibarbaric and rural peoples. As such, he receives a +1 bonus to his Diplomacy checks whenever interacting with barbaric, semi-barbaric or rural tribes, nations or villages. This bonus does not apply when interacting with highly civilized peoples inhabiting large cities or towns.

The bonus increases by another +1 at 7th level and every three levels thereafter, to a maximum bonus of +6 at 19th level. Avant (Ex): The *avant* is the voyageur who sits in the bow of a canoe, watching for dangers both in the river and along the shores. The *avant* is more experienced than the *milieux* and is paid a higher wage as a result.

At 6th level, the *avant* voyageur receives Alertness as a bonus feat and adds +5 to all Perception checks when looking for hidden dangers in rivers and lakes (submerged rocks, snags, rapids, aquatic creatures, etc.).

Gouvernail (Ex): The *gouvernail* is the voyageur that steers the canoe from his position at the stern. He is more experienced than either the *milieux* or *avant*, and as a result receives a higher wage.

At 10th level, the *gouvernail* voyageur receives Skill Focus: Canoe Handling as a bonus feat. In addition, the *gouvernail* voyageur adds his Dexterity bonus to his Canoe Handling skill checks in addition to his Strength bonus.

Bourgeois (Ex): The *bourgeois* is a voyageur that is in charge of a brigade. He is considered a 'gentleman' and is often a partner in the company he works for.

At 15th level, the voyageur receives Leadership as a bonus feat. If the voyageur already has the Leadership feat, he may add his Wisdom bonus to his character level and Charisma bonus to determine his Leadership score.

Wintering Partner (Ex): At 20th level, the voyageur has achieved high status within the company and proven himself capable. Wintering partners are in charge of tiny settlements in otherwise wilderness areas, usually consisting of a trading post and its employees and a small village or settlement of locals.

The voyageur can understand any spoken language, as if under the effect of a permanent *comprehend languages* spell. In addition, he receives a +10 bonus to all Diplomacy checks and a +5 bonus to his Leadership score.

WITCH

While the realms of the divine, the arcane, and the earth itself are all quite different from one another, there is a small area where all three overlap. Those individuals who find themselves at home in that intersection of worlds can do wondrous things - they can cast spells normally accessible to only clerics or wizards; they can commune with the creatures and flora of the lands; they can see into the past and ahead into the future. These multi-talented - and often misunderstood - people are witches. Their magical power is divine in nature, but it has many aspects in common with arcane magic. Witches can take their magical gifts and focus them to follow various paths, or traditions. Many witches feel most in tune with their own power when they are skyclad (nude), and perform as many as their tasks and rites as possible in this state (though it is not by any means required for their magic to work).

Many people wrongly assume there are only two types of witches: those who practice evil, or black magic, and the rare few who practice good, or white magic. In truth, while witches can be of any alignment, far more are good than are evil, and there are four distinct traditions that a witch can follow. Most witches are women, but more than a few males take the witch's path. Male witches are called witches, not warlocks as some people mistakenly believe. Warlock is the term for a witch, male or female, who has broken the sacred oaths of the coven and has been outcast (see Chapter 5 for more information on covens).

Role: While witches are not highly skilled in physical combat or offensive spells, the magic and abilities they do possess serve them well. The role of the witch varies depending upon which tradition she has chosen, so she may play many roles in a party, from healer to scout to defender. Regardless of their tradition, all witches are strongly connected to nature and the magical weave.

Where clerics and other divine spellcasters nearly always have a single patron deity, witches always have two, a god and a goddess. A witch's god and goddess must have some commonalities in their dogmas. If you have *The Book of Divine Magic*, common god/goddess pairings from the deities in that book include (but



Fort Ref Will				Will				Spells per Day						
Level	BAB	Save	Save	Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Brew Potion, broom, cantrips, cast circle, spells	3	_	_	_	—	_	—	_	_
2nd	+1	+0	+0	+3	Familiar, <i>grimoire</i> , tradition	4	—	_	_		_	—	_	_
3rd	+1	+1	+1	+3	Circle +5 ft.	4	3	_	_	_	_	_	_	_
4th	+2	+1	+1	+4	Tradition feat, tradition spell	5	4	_	_			_		
5th	+2	+1	+1	+4	Circle +5 ft., <i>non-</i> <i>detection</i> circle, tradition power	5	4	3	_	_	_	_	_	_
6th	+3	+2	+2	+5	Tradition spell	6	5	4	_	_	_	_	_	_
7th	+3	+2	+2	+5	Circle +5 ft.	6	5	4	3	_	_	_	_	_
8th	+4	+2	+2	+6	Tradition spell	6	6	5	4	_	_	_	_	
9th	+4	+3	+3	+6	Tradition feat, tradition power	6	6	5	4	3	_	_	_	_
10th	+5	+3	+3	+7	<i>Protection from spells</i> circle, tradition spell	6	6	6	5	4		—		
11th	+5	+3	+3	+7		6	6	6	5	4	3	_	_	
12th	+6/+1	+4	+4	+8	Tradition spell	6	6	6	6	5	4	_	_	_
13th	+6/+1	+4	+4	+8	Tradition feat, tradition power	6	6	6	6	5	4	3	_	
14th	+7/+2	+4	+4	+9	Tradition spell	6	6	6	6	6	5	4	_	
15th	+7/+2	+5	+5	+9		6	6	6	6	6	5	4	3	_
16th	+8/+3	+5	+5	+10	Tradition spell	6	6	6	6	6	6	5	4	
17th	+8/+3	+5	+5	+10	Tradition feat, tradition power	6	6	6	6	6	6	5	4	3
18th	+9/+4	+6	+6	+11	Tradition spell	6	6	6	6	6	6	6	5	4
19th	+9/+4	+6	+6	+11	Tradition power	6	6	6	6	6	6	6	5	5
20th	+10/+5	+6	+6	+12	Tradition power, tradition	6	6	6	6	6	6	6	6	6

spell

are not limited to) Amaethon/The Trickster, Ambur/ Korrigan, Belenus/Bast, Brun/Flidais, and Mimir/ Niniane. Otherwise, work with your GM and the deity list for your campaign to select an appropriate god and goddess for your witch to follow.

Alignment: A witch may be of any alignment, so long as she is within one alignment step of both her deities.

Hit Dice: d6.

CLASS SKILLS

Appraise (Int), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the witch.

Weapon and Armor Proficiency: The witch is proficient with the dagger, dart, sickle and quarterstaff. Witches are not proficient with any type of armor or shields. A witch who wears any type of armor or uses a shield is unable to cast spells or perform any of her rites while doing so.

Spells: A witch casts divine spells drawn from the witch spell list presented in Chapter 3 — Spells of this book. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a witch must have a Wisdom score equal to 10 + the spell's level. The Difficulty Class for saving throws against the witch's spells is 10 + the spell's level + the witch's Wisdom modifier.

Like sorcerers and clerics, a witch can cast only a certain number of spells per spell level each day. Her

base daily spell allotment is shown on Table 1-5. In addition, the witch receives bonus spells per days if she has a high Wisdom score. See the Ability Scores section of Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*.

Similar to a sorcerer, a witch knows a set number of spells per spell level. The number of spells that she knows is shown on Table 1-6. The number of spells a witch knows is not affected by her Wisdom modifier; this is a set number. As the witch gains new levels, she gains one or more new spells known each level. Knowledge of new spells comes to witch through divine inspiration from her god and goddess.

A witch does not have to prepare her spells in advance, as a cleric or wizard does. She can cast any spell she knows at any time, so long as she has spell slots of that spell level remaining for the day.

Brew Potion: At 1st level, a witch gains the Brew Potion feat as a bonus feat.

Broom: All witches begin their career with a broom. A witch's broom is more than just a simple housekeeping tool, though.

At 1st level, a witch can use her broom to cast *housewifery* (*housewifery* is the name witches use for the *prestidigitation* cantrip). She can do this once per day per 2 witch levels.

At 3rd level, a witch can use her broom to protect her dwelling from evil or good (depending on her alignment). The witch must spend 15 minutes sweeping the floor of her home, shop, tent, inn room, etc. At the end of this period up to 3 different entrances (doors, windows, fireplaces, etc) are protected as if by a *protection from evil/good* spell. The number of entrances a witch can protect increase by 3 every 3 witch levels (6 at 6th level, 9 at 9th level, etc). A witch must spend another 15 minutes sweeping for every 3 entrances she protects. The protection lasts for 1 hour per 3 witch levels.

At 5th level, a witch can use her broom to fly through the air. Her broom essentially becomes a *broom of flying* that only works for her (or another witch). The broom cannot be used to fly by anyone but a witch of at least 5th level; anyone else attempting to do so finds the broom does not respond. Even a rogue using the Use Magic Device skill cannot make the broom fly.

At 10th level, a witch can use her broom to "sweep away" outsiders. By making a melee touch attack against an outsider while chanting or intoning prayers and words of power, the witch can banish (as the spell *banishment*) an outsider of 10 HD or less. The witch can use this ability once per day.

Cantrips: Though she is a divine spellcaster, a witch refers to her o-level spells as cantrips and not orisons. The witch learns a number of cantrips as noted on Table 1-6: Spells Known. Her cantrips can be cast like any other spell the witch knows, but they do not use up any spell slots and she can cast as many of them as she needs during a day.

TABLE 1-6: WITCH SPELLS KNOWN

Spells Known

		Spens Known								
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	5	3	—	_	—	_	_	_	_	_
2nd	5	3	—	—	—	—	—	—	—	_
3rd	5	3	2	—	—	—	—	—	—	—
4th	6	4	2	_	_	_	—	_	_	_
5th	6	4	3	2	_	_	_	_	_	_
6th	6	4	3	2	_	_	_	_	_	_
7th	7	5	3	3	2	_	_	_	_	_
8th	7	5	4	3	2	_	_	_	_	_
9th	7	5	4	3	3	2	_	_	_	_
10th	8	6	4	4	3	2	_	_	_	_
11th	8	6	5	4	3	3	2	_	_	_
12th	8	6	5	4	4	3	2	_	_	_
13th	9	6	5	5	4	3	3	2	_	_
14th	9	6	6	5	4	4	3	2	_	_
15th	9	6	6	5	5	4	3	3	2	_
16th	10	6	6	6	5	4	4	3	2	_
17th	10	6	6	6	5	5	4	3	3	2
18th	10	6	6	6	6	5	4	4	3	2
19th	10	6	6	6	6	5	5	4	3	3
20th	10	6	6	6	6	6	5	4	4	3

Cast Circle (Sp): At 1st level, a witch can perform the rite to cast a circle. This is the basic rite that all witches learn first, regardless of their tradition. The circle acts as a *protection from evil/good* spell up to one full hour. The circle's duration increases by one hour at 3rd level and every two levels after, that to a maximum of 10 hours at 19th level.

The witch uses her athame (a special knife with a blunt edge, used for ceremonial purposes only, never for actual cutting) to draw the circle, praying to her god and goddess as she draws. Casting the circle requires one full minute of time, and the witch can cast her circle a number of times per day equal to 2 + her Wisdom bonus. The witch's circle is a 5 ft. radius circle at 1st level, increasing to 10 ft. radius at 3rd level, 15 ft. radius at 5th level and 20 ft. radius at 7th level. The circle can never be larger than 20 feet in radius. Once cast, a faint glow — red if protecting from good, blue if protecting from evil — reveals the boundaries of the circle. The glow is visible to all, without the aid of magic.

At 5th level, the witch's circle also acts as a *non-detection* spell in addition to the *protection from evil/good*. At 10th level, the circle also acts as a *protection from spells* spell. Both effects have duration equal to the duration of the witch's circle.

If the witch is forced out of her circle before the duration is up, the circle is broken and all effects immediately end. Anyone within the circle with the witch must remain within the circle for its duration or until the witch breaks the circle; leaving the circle breaks it and ends all effects. Likewise, any creature outside the circle that enters it automatically breaks the circle and ends all effects. The witch can break her circle and end its effects voluntarily at any time; the circle is not required to exist for its full duration.

If the witch's circle is broken by someone other than the witch, the spirits and powers the circle holds at bay can harm the witch. The witch must make a DC 20 Will save or suffer 1 point of temporary Wisdom and Charisma damage.

In addition to these powers, each witch also gains a special power to her circle based on the tradition she chooses to follow at 2nd level. See the Witch Tradition descriptions for details on each.

Tradition: Beginning at 2nd level, a witch chooses the specific tradition she wishes to follow. Each tradition has different rites, grants some bonus spells, and grants bonus feats. Once a witch chooses her tradition, she cannot change it. A witch can follow only one tradition.

Grimoire: Upon choosing her tradition, the witch is either presented with a large, leather-bound book known as a *grimoire* (if she belongs to a coven) or makes her own (if she is a solitary witch). The *grimoire* contains the fundamental teachings of her tradition, but most of the pages are blank. The witch inscribes her own take on her powers as she gains them, and must spend at least one hour each day writing in or studying her *grimoire* in order to be able to access her tradition powers the following day.

Should the witch lose her *grimoire* or have it destroyed, she is unable to access her tradition powers until she recovers or replaces it. If she must replace her *grimoire*, the witch can create a new *grimoire*, costing 50 gp + 1 gp for each witch level. It takes the witch 2d4 days to create her new *grimoire*.

The witch may also be presented with a replacement for her lost *grimoire*. If this is the case, the witch must spend 1d3 days reading through it and making notes of her own before she can use it. The witch can only use a replacement *grimoire* if it comes from a witch of the same tradition.

Familiar: At 2nd level, a witch can call a familiar. She casts a special circle upon the ground and then calls her familiar. The type of familiar a witch can call depends upon the tradition she chooses to follow. See the tradition descriptions for a list of the familiar types available to a witch. In all other respects, this power is identical to a wizard's ability to summon a familiar, including special familiar abilities and improvements as described in the Familiars entry of the Wizard class description in the *Pathfinder Roleplaying Game Core Rulebook*. Some familiar types here were described in *The Book of Arcane Magic*. Simple stat blocks for those familiar types have been included here. Details on

New Familiar Types

EAGLE, GOLDEN

HD 1d8; Size Small; Speed 10 ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 12; Attack 2 talons +3 (1d4), bite +2 (1d4); Ability Scores Str 10, Dex 15, Con 10, Int 2, Wis 14, Cha 6; Special Qualities low-light vision; Feats Alertness, Weapon Finesse; Skills Fly +2, Intimidate +2, Perception +4.

RABBIT

HD ¹/₂ d8+1; Size Tiny; Speed 50 ft.; AC 17, touch 16, flat-footed 14; Attack bite -3 (1d2-3); Ability Scores Str 4, Dex 18, Con 12, Int 2, Wis 15, Cha 8; Special Qualities low-light vision, scent; Feats Alertness, Agile Maneuvers; Skills Perception +8, Stealth +4.

all other familiar types can be found in the *Pathfinder Roleplaying Game Core Rulebook* or the *Pathfinder Roleplaying Game Bestiary*.

WITCH TRADITIONS

Witches can choose from four different paths, or traditions. Those who follow the seer, healer, and protector traditions are typically good (or at least neutral) in alignment and are often called white witches, while those who follow the black magic tradition are often evil and vile, and are referred to as black witches.

BLACK MAGIC

Black witches, though the fewest in number, are unfortunately the most well known as their dastardly reputation and tales of their vile deeds have spread throughout the lands. Witches of the black magic tradition are mistresses of destruction and wickedness.

Familiar Types: The black magic witch can choose her familiar from the bat, rat and viper.

Bonus Spells: *inflict light wounds* (4th), *inflict moderate wounds* (6th), *animate dead* (8th), *inflict critical wounds* (1oth), *slay living* (12th), *harm* (14th), *finger of death* (16th), *inflict critical wounds, mass* (18th), *power word, kill* (20th).

Bonus Feats: Combat Casting, Deceitful, Iron Will, Persuasive, Silent Spell, Stealthy.

Circle Power: *Retributive Circle* - Whenever you are within a circle you have cast and take damage from any melee attack, ranged attack, or spell, the creature that deals you damage must make a Will save (DC 10 + $\frac{1}{2}$ your witch level + your Wisdom modifier) or take the same amount and type of damage they dealt.

Rites: Black magic rites are vile, despicable rites of evil. The black magic witch is concerned with harming others, curses, and blood sacrifices, all in the name of personal power. All of a black magic witch's rites must

be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

Create Idol (Su): At 5th level, the black magic witch learns the create idol rite. The witch fabricates a small doll-like idol that bears a very vague resemblance to an actual living person. The idol may be made of straw-stuffed cloth or soft, pliable mud. The black magic witch must include a bit of the person she wishes to influence with the idol for the magic to work — a strand of hair, an eyelash, a drop of blood or saliva, etc. The amount of material from the victim need only be small; a pound of flesh or bucket of blood does not increase the power of the idol.

The bulk of the idol can be constructed outside of the circle, but once the victim's essence is to be added, all other work is performed within the circle as part of the rite. Crafting the bulk of the idol requires a DC 10 Craft (doll) or Craft (spiritual tool) skill check. The witch casts her circle then sits in the center and chants softly as she adds the lock of hair or drop of blood to the idol. She continues to chant for another 15 minutes as the magic works until the idol is ready. If she is interrupted or her circle is broken, the witch must begin the rite again (though she does not need more hair, blood, etc.). The victim can be any distance from the witch, so long as the victim and the witch are on the same plane of existence.

Once the rite is complete and the idol is ready, the black magic witch can use it to do physical harm to the victim by poking the idol with needles. The witch can use the idol a number of times per day equal to $\frac{1}{2}$ her witch level, rounded down. Each time the idol is used, the victim receives a Will save (DC 10 + $\frac{1}{2}$ witch level + Wisdom bonus) to resist the damage. If the save is successful, the victim feels only mild discomfort. The witch will know immediately if the victim resisted the damage and can try again.

The following effects can be achieved by poking the idol:

Body Part	Damage/Effect
Eyes	1d3 damage and victim is blinded.
Ears	1d3 damage and victim is deafened.
Arms	1d3 damage, -1 penalty to Strength.
Legs	1d3 damage, movement rate halved.
Chest	1d6 damage, -1 penalty to Constitution.
Back	1d3 damage and victim is paralyzed.

The hit point damage a victim takes is like any other physical damage and can be cured with any healing spell or potion. All other penalties and effects last for 24 hours, or until healed by appropriate spells. Multiple pokes to the same part of an idol continue to deal hit point damage, but other penalties — blindness or Strength penalties, for example — do not stack with themselves. For example, a black magic witch could poke the idol in the eyes and ears and both blind and deafen her victim for 24 hours, but poking the idol in the eyes twice does not blind the victim for 48 hours.

Once the rite is completed, the witch can take the idol with her wherever she goes, and attempt to harm her victim at any time, so long as she has an attempt left for the day. The idol is permanent and the magic does not wear off. The victim can temporarily be free of influence from the idol by receiving a *remove curse* spell, but the witch need only perform the rite again to active the idol once more. The only way to truly be free of the effects is to either kill the witch or destroy the idol. Destroying the idol requires that first a *bless* spell be cast upon it, then the idol must be cast into a fire and reduced to ashes. Burning the idol without first casting *bless* deals 2d6 fire damage to the victim (Will save normal DC for $\frac{1}{2}$).

Blood Sacrifice (Su): At 9th level, the black magic witch learns the blood sacrifice rite. By performing this rite, the witch makes her victim more susceptible to her spells. She needs a drop of blood from her victim (only a drop is needed — more blood does not make increase the power of the effect) to perform the rite.

The black magic witch casts her circle, then sits in the center and chants as she adds the drop of blood and various rare herbs and ingredients worth 100 gp to a small cauldron of boiling water. She chants softly as she performs the rite over a period of 30 minutes.

When the rite is nearly complete, the witch says the victim's name three times, saying it louder each time. After the third time, the victim, who can be any distance away from the witch (but must be on the same plane of existence), must make a Will save with a DC of $10 + \frac{1}{2}$ the witch's level + the witch's Wisdom bonus. Failure on the saving throw results in the victim suffering a -5 penalty to all further saving throws against spells the witch casts at the victim, or a -5 penalty to AC if the spell requires an attack roll. The effects of this rite are permanent until the victim receives a *remove curse* spell or until the witch dies.

Idol Curse (Su): At 13th level, the black magic witch learns the idol curse rite. The witch fabricates a small doll-like idol that bears a very vague resemblance to an actual living person, similar to the one she can create with the create idol rite.

The bulk of the idol can be constructed outside of the circle, but once the victim's essence is to be added, all other work is performed within the circle as part of the rite. Crafting the bulk of the idol requires a DC 5 Craft: Doll skill check. The witch casts her circle then sits in the center and chants softly as she adds the lock of hair or drop of blood to the idol. She continues to chant for another 45 minutes as the magic works until

the idol is ready. If she is interrupted or her circle is broken, the witch must begin the rite again (though she does not need more hair, blood, etc.). The victim can be any distance from the witch, so long as the victim and the witch are on the same plane of existence.

Once the rite is complete and the idol is ready, the black magic witch can use it to control her victim and make the victim do what she wants. By stroking the idol's hair and whispering the victim's name, the witch places the victim under a powerful enchantment. The victim receives a Will save to resist (DC 10 + $\frac{1}{2}$ witch level + Wisdom bonus), and if the save is successful the victim is aware that someone just attempted to charm them, but is unaware of who the witch is.

If the victim fails the save, the victim becomes highly susceptible to the witch's power, essentially becoming her puppet. The witch can cause the victim to attack friends and family, to break laws, to perform immoral acts, etc. If the witch attempts to make the victim commit a suicidal act (such as walking off a cliff, jumping into a fire, or leaping out of a window) the victim receives a new saving throw with a +5 bonus. If this save is successful, the victim resists the suicidal command but is still held within the witch's power. The witch can make a number of suggestions to the victim equal to $\frac{1}{2}$ her witch level each day.

The victim is unaware of being controlled and all others may think the victim is acting strange but under their own power. A *detect magic* cast upon the victim reveals a strong aura of enchantment around the victim, but no other information. A *reveal curse* (from *The Book of Divine Magic*) will reveal full details of the enchantment and how to remove it.

The power of the idol curse rite is permanent unless the victim is the beneficiary of a *remove curse* spell or the witch dies.

Living Zombies (Su): At 17th level, the black magic witch learns the living zombies rite. By performing this rite, the witch creates a toxic poison that can render a number of subjects nearly mindless, leaving them completely under the witch's control.

The witch first casts her circle, then sits in the center of the circle to create her poison. She must mix rare herbs and animal parts worth 1,000 gp in her cauldron, allowing the mixture to bubble for one full hour as she chants softly over it. When the hour is up, the mixture has reduced down and boiled away, leaving a white, powdery residue behind. It is this residue that the witch scrapes up and uses to transform living people into her servants. The mixture produces enough powder to affect 2d10 + the witch's Wisdom bonus creatures.

The toxin can affect creatures in several ways — ingestion/inhalation, contact, or by introducing it through a wound. The witch is immune to the effects. Anyone who comes in contact with the toxin must make

a Will save (DC 10 + 1/2 witch level + Wisdom bonus) or have both Intelligence and Wisdom reduced to 1 each. In such a nearly-mindless state, the affected creatures follow the witch's commands as an undead zombie might follow an evil cleric's commands. Creatures immune to mind-affecting effects are immune to the toxin.

While under the effects of the toxin, the creatures cannot speak or think for themselves. Unless told to eat, they will avoid food and starve to death. The witch is able to control a total number of creatures equal to 20 + her Wisdom bonus.

Some creatures are able to shake off the effects of the toxin sooner than others. After the end of one week under the effects, a creature receives a new saving throw (same DC). If the new save is successful, the creature shakes off the effects and recovers, but has no memory of the past week. If the new save is a failure, the creature remains under the witch's sway longer. After one month, the affected creature receives a third saving throw, this time with a -5 penalty. If this save is successful, the creature shakes off the effects. However, if this save is also a failure, the creature is permanently affected unless a *remove curse* spell is cast upon them (killing the witch will not break this effect as it does with the black magic witch's other rites). A detect magic spell reveals a strong aura of enchantment around the victim but no other information. A reveal curse (from The Book of Divine Magic) will reveal full details of the enchantment and how to remove it.

Living Sacrifice (Su): At 20th level, the black magic witch learns the rite of living sacrifice. With this powerful rite, the witch sacrifices a living creature — possibly even a sentient humanoid — and gains power through an energy transfer.

The witch must first cast her circle, then she and the creature to be sacrificed must be within the circle. The creature to be sacrificed must be alive and in good health, but need not be awake and conscious (though many black magic witches prefer the victim to be awake and conscious because of their evil natures). For 2 full hours, the witch must chant the required words to the rite, then using her boline (a sacred knife used for actual cutting) the witch slits the sacrificial victim's throat. As the creature dies, its life energy is transferred to the witch.

The witch gains bonus temporary hit points equal to the number of hit points of the sacrifice (maximum of 30 hit points). These bonus hit points fade at a rate of 1 hit point per day. The witch also receives a +2 bonus to her Wisdom and Charisma for 1 month.

The living sacrifice rite can only be performed once per month, and must be performed under a new moon. If it is performed at any other time of the month, the rite does not work.

HEALER

The desire and skill to heal comes naturally to witches of the healer tradition. They are equipped with spells, potions and herbs to aid the ill and injured. Many work as midwives, or run herbalist shops.

Familiar Types: The healer witch can choose her familiar from the hawk, lizard and rabbit.

Bonus Spells: *goodberry* (4th), *restoration*, *lesser* (6th), *remove disease* (8th), *restoration* (10th), *breath of life* (12th), *heal* (14th), *regenerate* (16th), *cure critical wounds*, *mass* (18th), *true resurrection* (20th).

Bonus Feats: Endurance, Great Fortitude, Self Sufficient, Skill Focus: Heal, Quicken Spell, Toughness.

Circle Power: *Healing Circle* - Whenever you are within a circle you have cast, all spells you cast which heal hit point damage are treated as if modified by the Maximize Spell feat. Healing spells with a range of touch require the person to be healed to also be within the circle. The witch cannot reach out of the circle to heal without breaking the circle. Healing spells that have a range or an area of affect do not require the targets to also be within the circle.

Rites: A healer witch's rites focus upon mending not only the body but also the soul as well. A healer's rites cleanse, purify, heal and soothe others as well as the witch herself. All of a healer witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

Rite of Potion Brewing (Su): At 5th level, the healer witch learns the rite of potion brewing. With this rite, the witch can create truly potent potions for healing wounds.

The witch first casts her circle, and then she takes her place in the center with her cauldron and ingredients. She adds special ingredients to the cauldron worth at least 10 gp and chants softly for 15 minutes. After the 15 minutes, the witch then proceeds to brew her potion as normal (as described in the Brew Potion feat description and in the Magic Item Creation section of the *Pathfinder Roleplaying Game Core Rulebook*). The witch must still meet all perquisites for the potion she is brewing (cost, spells, etc.) and make any necessary skill checks. The rite is performed prior to beginning the brewing, so even if her circle expires before the potion is completed, the effects of the rite still apply.

Any healing potions the witch then brews after performing the rite of potion brewing are maximized in effect, based on the spell the potion emulates. The rite only applies to potions that heal hit point damage, such as *cure light wounds, cure moderate wounds*, or *cure serious wounds*.

Heal Thy Self (Su): At 9th level, the healer learns the heal thy self rite, which allows the witch to heal herself

of wounds and many debilitating conditions.

The witch must first cast her circle, then she sits in the center of the circle and chants softly for 30 minutes. At the end of the rite, the power washes over her, removing ability damage and the following conditions: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 100 hit points of damage (up to the witch's normal maximum).

The power of the rite also removes 1d3 negative levels and restores 1d3 permanently drained ability score points.

Heal the Soul (Su): At 13th level, the witch learns the heal the soul rite. With this rite, the witch can remove various mind-affecting conditions from any number of people within her circle with her.

The witch begins by casting her circle, with all of those she wishes to heal remaining in the center of the circle. The witch then sits in the center of the circle and chants softly for 45 minutes, calling on the power of the earth and spirits to ease the troubles of those in her care. At the end of the rite, everyone in the circle (including the witch) has the following conditions removed: confused, cowering, dazed, fascinated, frightened, panicked, and shaken. In addition, the power of the rite instantly ends the effects of spells such as *confusion, crushing despair, feeblemind, insanity, touch of idiocy,* and other similar spells, at the GM's discretion.

Rite of Resurrection (Su): At 17th level, the witch learns the resurrection rite, with which she can restore to life more than one person or creature.

The healer begins by casting her circle. Then, with the remains of those to be resurrected inside the circle with her, the witch begins a slow chant and draws more mystical symbols with her athame over the course of the next hour. At the end of that hour, a number of creatures equal to ½ the witch's Wisdom bonus (minimum 1) are resurrected, so long as the remains were within the circle with the witch from the start.

In all other respects, this rite functions similarly to the spell *resurrection*.

Healing Moon Rite (Su): At 20th level, the healer learns the healing moon rite, which makes many of her healing spells more powerful and grants her more skill in natural healing methods.

The witch casts her circle to begin the rite, then sits in the center of the circle as she recites the proper incantations and prayers and draws mystic symbols with her athame. The rite takes 2 hours to complete, but at the end of that time the witch gains a +10 divine bonus to all Heal checks for the next month. Also, all healing spells of 4th level or lower that the witch casts over the next month are treated as if affected by the Maximize Spell feat. This affects only spells that restore hit point damage, not spells that restore ability damage or negative levels. The healing moon rite can only be performed once per month, and must be performed under a last quarter moon. If it is performed at any other time of the month, the rite does not work.

PROTECTOR

Some witches hear the call to protect and defend — be it a specific person or group of people, a specific place or sacred object, or simply to guard anyone or anything in need. Such driven individuals follow the protector tradition.

Familiar Types: The protector witch can choose her familiar from the cat, golden eagle and weasel.

Bonus Spells: *endure elements* (4th), *shield other* (6th), *protection from energy* (8th), *hold monster* (1oth), *wall of thorns* (12th), *summon nature's ally VI* (14th), *hold person, mass* (16th), *protection from spells* (18th), *hold monster, mass* (20th).

Bonus Feats: Alertness, Dodge, Extend Spell, Improved Initiative, Simple Weapon Proficiency, Weapon Finesse.

Circle Power: *Deflecting Circle* - Whenever you are within a circle you have cast, you and anyone else within the circle with you receives a +2 deflection bonus to armor class. This bonus increases to +4 at 8th level and +6 at 14th level.

Rites: Protector rites offer protection for others and for the witch herself. For some of the rites, the witch and others she protects must remain within the witch's circle, but for other rites, the witch can leave the circle after the rite and still benefit from the rite's power. All of a protector witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

Protecting Circle (Su): At 5th level, the protector witch learns the protecting circle rite. With this rite, the witch is able to increase the type of protection that she and others within her circle benefit from.

The witch begins by casting her circle, then while inside the circle she chants softly for 15 minutes, repeating incantations and prayers. At the end of the 15 minute period, the witch and anyone within her circle with her receives a +2 divine bonus to all saving throws. The bonus increases to +4 at 10th level. The bonus lasts for as long as the circle remains in place. If the duration of the circle expires or if the circle is broken, the save bonus ceases.

Battle Rite (Su): At 9th level, the witch learns the battle rite. While most witches tend to avoid hand-to-hand combat, the protector witch recognizes that she often must enter melee combat in order to protect those in need.

She begins by casting her circle. While inside her

circle, the witch chants softly for 30 minutes, seeking guidance from the spirits and her god and goddess. At the end of the rite, the protector gains a +4 bonus to Dexterity and to Constitution, with all the accompanying increases in initiative, armor class, ranged attacks, melee attacks (if she has the Weapon Finesse feat), saving throws and hit points. The bonus lasts for 1 hour per witch level, even if the witch leaves her circle.

Protect from Afar (Su): At 13th level, the protector learns the rite to protect from afar. This rite allows the protector witch to keep those far away from her from harm.

The witch first casts her circle, then, while inside the circle begins to recite incantations that direct the spirits to seek out and protect the one she names. As the witch performs the rite, she subtly manipulates a lock of hair or scrap of clothing from the one she wishes to protect. The rite requires 45 minutes to perform, but at the end of that time the creature she named for protection receives a +4 deflection bonus to armor class and a +4 divine bonus to saving throws. The beneficiary of the witch's protection can be any distance from her, so long as both the witch and her target are on the same plane of existence. The benefits of the rite stay with the target for 24 hours.

Rite of Righteousness (Su): At 17th level, the witch learns the rite of righteousness. As with the battle rite, the rite of righteousness grants the witch power she can use in melee combat.

The witch casts her circle, then while inside the circle she prays fervently for her god and goddess to guide her arm and smite her enemies so that she may protect those in her charge. Over the course of 1 hour, the witch is filled with the power of her god and goddess — power which she can take with her after she leaves the circle or it expires.

For the next 24 hours, the witch can Smite her enemies up to 5 times. Good protectors will Smite Evil while evil protectors (rare, but they do exist) will Smite Good. Neutral protectors can choose to Smite Evil or Good while performing the rite, but once chosen cannot be changed until the rite is performed again. A neutral witch that follows even one good deity cannot choose to Smite Good. Likewise, a neutral witch that follows even one evil deity cannot choose to Smite Evil.

When the witch uses her Smite ability, she designates a target and receives a bonus to attack equal to her Wisdom bonus and a bonus to damage equal to her witch level. The witch also receives a deflection bonus to her armor class equal to her Wisdom bonus that applies only to the target of her Smite. If the target of her Smite is not of an alignment that would be affected, the attempt is wasted.

Keep Me from Harm (Su): At 20th level, the witch learns the keep me from harm rite. With this rite, the witch is able to protect herself to a great extent, allowing her to better function as a protector of others.

The witch first casts her circle and then sits within the circle as she softly recites prayers and incantations, drawing power to her from the earth and from her god and goddess. For 2 hours, the witch chants as she performs the rite and at the end of the rite she gains DR 10/ Evil/Good (depending on the witch's alignment, in similar fashion to the rite of righteousness). The protector also becomes immune to all mind-affecting spells, so she cannot be charmed, tricked with illusions, or otherwise mentally influenced. Both effects last for 1 full month.

The keep me from harm rite can only be performed once per month, and must be performed under a full moon. If it is performed at any other time of the month, the rite does not work.

SEER

Most witches on the path of the seer found themselves on the path as children, already able to see things before they happened, or know things about people that they should not have been able to know. Some trained their mind's eye to foresee the future or look into the past. However they came to their skills, witches of the seer tradition often make their livings as fortune tellers or oracles.

Familiar Types: The seer witch can choose her familiar from the owl, raven and toad.

Bonus Spells: detect chaos/evil/good/law (4th), augury (6th), scrying (8th), divination (10th), true seeing (12th), scrying, greater (14th), vision (16th), discern location (18th), foresight (20th).

Bonus Feats: Craft Wondrous Item, Heighten Spell, Iron Will, Skill Focus: Sense Motive, Spell Focus: Divination, Spell Penetration.

Circle Power: *Focusing Circle* - Whenever you are within a circle you have cast, the subject of any *scrying* attempt you make receives a -5 penalty to its Will save. In addition, you receive a +5 bonus to your Intelligence check to avoid a decrease in Intelligence and Charisma whenever you cast *contact other plane* within your circle.

Rites: Seer witch rites give guidance to the witch, make her immune to scrying attempts and grant her the ability to see all things as they really are. Some seer rites only affect the witch so long as she remains within her circle, but others grant her powers even after she leaves the circle. All of a seer witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

Guidance of the Spirits (Su): At 5th level, the seer learns the guidance of the spirits rite. With this rite, the seer asks the spirits to guide her hand in a variety of

tasks she may perform over the course of the day.

The witch begins by casting her circle, then sits within it to softly chant for 15 minutes and ask the spirits for guidance. At the end of the 15 minutes the spirits grant the witch a +5 bonus to all Appraise, Craft, Knowledge, Perform, Profession and Survival skill checks. The bonus lasts for 1 hour per 2 witch levels. The witch can leave her circle at the end of the rite and still benefit from the skill bonus.

Out of Sight, Out of Mind (Su): At 9th level, the witch learns the out of sight, out of mind rite. Through this rite, the witch is able to hide herself from the attempts of others to *scry* her.

The witch first casts a circle, then she sits within the circle and chants softly, asking the spirits to mask her body and shield her mind from others. The rite takes 30 minutes to perform, and at the end of that time the witch becomes immune to all attempts to *scry* her. Anyone that attempts to locate her through divine magic simply cannot locate her; it is as if the witch no longer exists.

The power of the rite lasts for 1 hour per witch level, and the witch can leave her circle at the end of the rite and still benefit from the power.

Searching the Past (Su): At 13th level, the witch learns the searching the past rite. With the power of this rite, the witch is able to peer into the past in areas that she scrys, seeing what may have transpired there earlier.

The witch casts her circle, then she sits within it and chants softly, asking the spirits to open her eyes and mind, allowing her to catch glimpses of the past. The rite takes 45 minutes to perform, and at the end of the rite the witch gains the ability to look backward into the past up to 72 hours on any location she can scry (whether with a spell or a magic item), as per the spell *scrying*.

The witch must remain within her circle to use the power of this rite, and if her circle expires, so do the powers of this rite.

Soothsaying (Su): At 17th level, the witch learns the soothsaying rite. This is a powerful rite that gives the seer the ability to catch glimpses of the future. This power is dangerous, however, in that the witch is not always able to know exactly how far into the future she sees, nor is she always able to correctly interpret the meaning of what she sees.

The witch begins by casting her circle, then for the next hour she sits within the circle and silently prays for guidance, asking the spirits to allow her to see the future. The witch is not able to ask to look for a specific time and place in the future, and the spirits grant her what they wish. In fact, sometimes the spirits are fickle and choose not to show her anything at all.

To determine what the witch sees of the future, the GM should secretly make two checks for her -a Wisdom check determines how far into the future the witch peers and an Intelligence check

TABLE 1-7: SOOTHHSAYING RESULTS

Wisdom Check		Intelligence Cl	Intelligence Check	
DC	Result	DC	Result	
5 or less	failure	5 or less	Extremely vague	
6 to 10	1 day	6 to 10	Few details of the area, no time period	
11 to 15	1 week	11 to 15	Some details, some people, no time period	
16 to 20	1 month	16 to 20	Good details, rough time period	
21 to 25	1 year	21 to 25	Lots of detail, a general time period	
26+	GM's choice	26+	Full details	

determines how well she interprets what she sees. The results of her Wisdom and Intelligence checks are shown in Table 1-7. If a natural 1 is rolled on either check, the result is a false vision — nothing in the vision will actually come true, though the witch is not aware of this (though she may figure this out as time passes).

GM's SUGGESTION

Soothsaying can be used as a great tool for motivating players. By giving the witch a vision of horrible things that may transpire in the future, the players may feel an increased need to do whatever it takes to prevent the future from transpiring in that manner. Soothsaying witch NPCs can make really good sources of information and drive for the PCs!

The GM must do some legwork to determine the specific nature of what the witch sees. It can be as simple as "You see your friend Norgi cut down in the market place sometime in the next week." Naturally, some events can be avoided — just because the witch sees them does not mean that it will absolutely happen in the manner she sees it. She could be seeing a future that is the result of inaction, but actions taken by her and her heroic companions can alter the outcome.

Soothsaying is taxing to the witch, and the rite can only be performed once per month (though it may be performed at any time of the month). The witch is always left exhausted at the end of the rite because of the mental stress.

The Rite of Knowledge (Su): At 20th level, the seer learns the rite of knowledge. Through this rite the seer is able to see things as they truly are and is able to communicate telepathically with others.

The witch casts her circle, then sits within it and chants softly, asking the spirits to clear her mind, open her eyes and grant her the power to see and hear all things. The rite takes 2 full hours to perform and at the end of the rite the witch's eyes cloud over, giving them a milky-white appearance. At the same time, she gains the ability to see all things as they truly are. She can see through magical darkness as well as normal

darkness, she can spot doors and passageways

hidden by magic, she is not affected by creatures with *blur* or *displacement* effects upon them, she can see invisible creatures, ignore illusions, and see polymorphed creatures in their true form.

In addition, the witch gains the ability to link her mind telepathically with any one other creature within 100 feet of her. The creature must have an Intelligence of 6 or higher, and the creature receives a Will save (DC 10 + $\frac{1}{2}$ witch level + Wisdom bonus) to resist the connection. The witch can attempt to connect to a creature as a free action, and can break the connection as an immediate action. The witch can attempt to connect with an unlimited number of people each day, but only one person at a time.

Both powers of the rite remain with the witch for one month. The rite of knowledge can only be performed once per month, and must be performed under a first quarter moon. If it is performed at any other time, the rite has no effect.

NPC CLASSES

The *Pathfinder Roleplaying Game Core Rulebook* provides several NPC classes that fill the roles of the majority of any game world's inhabitants. Sometimes, though, the GM has need of a specific NPC that goes beyond the aristocrat or warrior, and is more than can be built with the expert, yet needs to be distinct from a base (PC) class. Presented here are three new choices for niche NPCs — the captain, the courtesan and the sycophant. Each NPC class is less powerful than the base PC classes, but each has enough skill and power that some players may be interested in the roleplaying challenge of playing one of these classes.

Captain: The captain is part warrior and part entrepreneur. He is a little like the voyageur, but far more martial than that class. The captain is primarily an organizer of expeditions, an employer for PCs looking for work.

Courtesan: The courtesan is aristocratic, but not an aristocrat. Whereas an aristocrat is usually born into her role, the courtesan achieves her position through skill and training. Often considered nothing more than a high-class, expensive prostitute, the courtesan is actually much more than that. **Sycophant**: Where the courtesan uses charm, grace and beauty, the sycophant is an individual who uses guile and cunning to work their way through the ranks of society. They may not be born into aristocracy, but quickly take on the airs of high society. The uninformed often confuse the courtesan and the sycophant, thinking they are simply male and female versions of the same thing. In truth, men and women can be both.

CAPTAIN

A captain is usually the leader of a free company, which is to say an armed body of people with at least nominal organization. Most often this is an organized rabble of runaway peasants and criminals, but with a competent leader even these dregs should be reckoned with. A captain is more than just a military leader, though. They are independent commanders, entrepreneurs of violence who treat military force like a business. More than a few have extorted their own employers and even let their troops ransack a less-thancompliant host territory. Despite these misdeeds, a free company is often the only hope for isolated settlements too unimportant and small to have their own soldiers. Hiring a captain and his men may bankrupt a town, but compared to being annihilated, few town elders see a choice. For each story of a free company being more of a menace than a boon, there is another telling of hired soldiers fighting against overwhelming odds, going beyond their contract to preserve those who hired them. Whether a company is a plague or a boon is often entirely dependent on the nature of the captain.

It is worth noting that while some captains are of warrior stock, the majority are of noble heritage, primarily landless nobles with title but little income, who have taken up the profession of soldiering as a business venture more than anything else. Because of this, a captain may be a much more wily and subtle individual than their rough surroundings would imply. That makes them only more dangerous.

Role: For adventurers, captains may be many different things. They may be short-term employers. They may be mentors, teaching young warriors the trade. They may be rivals or even archenemies to a character or party. Indeed, much of a campaign could be based around constantly clashing with a marauding company and its diabolical leader. In some cases, a party may even ally with a captain and act as support or as a specialist unit separate from his forces.

For good or evil, a captain is a professional leader of men, be it on ship, across land, or in the ranks of war. They are not as strategically-minded as generals or kings, dealing instead with tactics of the fairly small groups of troops they command. Their talents, in addition to leadership and ability to recruit people to their banner, include working contacts, assessing political situations, negotiating contracts (and other matters), using subordinates, scrounging gear, and more than anything else, seizing opportunity. Every captain is something of a gambler, and more than a few battles have been won by one of these unorthodox leaders taking incredible risks at the right moment.

Alignment: Any. Hit Die: d10.

CLASS SKILLS

The captain's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str)

Skill Ranks per Level: 4 + Int bonus.

CLASS FEATURES

All of the following are class features of the captain.





TABLE 1-8: CAPTAIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Campaigning, extortion, logistics, opportunism +2, resourcefulness, recruiting
2nd	+2	+0	+0	+3	
3rd	+3	+1	+1	+3	
4th	+4	+1	+1	+4	
5th	+5	+1	+1	+4	Opportunism +3, recruiting
6th	+6/+1	+2	+2	+5	
7th	+7/+2	+2	+2	+5	
8th	+8/+3	+2	+2	+6	
9th	+9/+4	+3	+3	+6	Recruiting
10th	+10/+5	+3	+3	+7	Opportunism +4
11th	+11/+6/+1	+3	+3	+7	
12th	+12+7/+2	+4	+4	+8	
13th	+13/+8/+3	+4	+4	+8	Recruiting
14th	+14/+9/+4	+4	+4	+9	
15th	+15/+10/+5	+5	+5	+9	Opportunism +5
16th	+16/+11/+6/+1	+5	+5	+10	
17th	+17/+12/+7/+2	+5	+5	+10	Recruiting
18th	+18/+13/+8/+3	+6	+6	+11	
19th	+19/+14/+9/+4	+6	+6	+11	
20th	+20/+15/+10/+5	+6	+6	+12	Opportunism +6

What equipment a captain uses in particular is often determined by what sort of troops he commands — if his men are harriers (light cavalry) then probably halfplate and swords; if heavy infantry, probably full plate and pole arms, and so on.

Opportunism (Ex): Many a battle has been won by one leader acting at the right moment. Whether it is taking advantage of weather, terrain, or a lapse in the enemy lines, captains are expert at seizing these moments and often make disproportionately major contributions during campaigns. Starting at 1st level, a captain has the ability, once per adventure session, to use their opportunism ability. If not in combat, all characters in the captain's party or under his command get a +2 circumstance bonus to any skill check for the first task he gives them. If in combat, the group of enemies faced by his troops is considered flat-footed for one round (even if the enemy has already acted in the round) and the captain's troops receive a + 2 bonus to attack. At 5th level, and every 5 levels thereafter, the skill bonus increases by +1 and in combat, his troops receive an additional +1 to attack for an additional round (though the enemy is still only flat-footed for one round).

Extortion (Ex): Only a fool comes between a mercenary and his pay, as many a noble and city

have learned to their regret. Victory is rarely cheap and many a captain has found their employers reluctant to fully pay for services rendered. The reasons may vary, from empty treasuries to simple avarice, but for whatever reason, payment may not be forthcoming. It can be surprisingly easy to justify; after all, captains and their men are not part of their employers' community, they usually are not citizens and thus are not under the protection of local laws. Mercenaries have a reputation for treachery and greed as well, and so who will listen if they complain about being defrauded? In such cases, even the most compassionate and moral of captains has been driven to extreme actions. Make no mistake; these men will get their pay, one way or another. More than one city has found itself ransacked by its own hired troops after the war was over. Most instances are written off as atrocities, and some may be, but more than a few started as an honorable captain showing what happens when he and his men are double-crossed.

With a successful Diplomacy or Intimidate check (versus an opposed check by the employer) during initial negotiations, the captain can increase the fee by 5% + 1% per captain level. When collecting on that fee, another successful Intimidate check (also opposed by the employer) will add a 5% bonus. If a successful Sense Motive check indicates that the employer is unwilling to pay, the captain can launch an immediate assault. All his troops involved are +1 to attack and +2 to damage for the duration of the assault and will be prone to looting, arson, rape, and vandalism.

When holding a siege, the captain can make the same check during negotiations; a successful Intimidation role will allow him to extort 1d4 x 100 gp in coin and/or goods to hold off from attacking for at least one week.

Recruiting (Ex): A captain will have 1d6 1st level warriors following him per two captain levels. Every four levels thereafter (5th, 9th, 13th and 17th levels), he also gains one new recruit in a warrior or expert of levels 1d4+1. The more experienced warriors serve as sergeants and standard bearers in the captain's free company, while the experts serve as auxiliaries. However, each warrior costs 5 gp/level per week; triple that during combat. If the captain cannot support his troops, those he cannot pay will desert, unless the captain makes a successful Bluff, Diplomacy, or Intimidate check (player's choice) with a DC equal to his Leadership score.

Campaigning (Ex): Traveling through potentially hostile terrain, foraging, keeping discipline in a deployed company, these are all the skills needed when campaigning with a free company. A captain adds a +2 circumstance bonus to all Climb, Ride, Survival, and Swim checks of their men because of their skill at moving troops of soldiers, and his troops receive a +2 morale bonus to saving throws when they are directly under his orders (within line of sight and/or hearing range). If the captain has the Leadership feat, he receives a +5 bonus to his leadership score and a +5 bonus to Intimidate checks when giving orders to his troops.

Resourcefulness (Ex): Expert scroungers, ruthless foragers, and rapacious looters, captains can squeeze blood from a stone and while a thief might leave nothing that isn't nailed down, a captain will take what's left, and the nails as well. To that end, captains can roll a Perception check (DC 25) once per month when campaigning. If successful, they find an extra 1d6 days worth of rations and basic supplies, 1d10 rounds of ammunition per missile weapon, and 1d6 x 10 gp that were somehow "overlooked". This ability can only be used in towns, cities, castles and other settled areas. In the wilderness or in ruins, the standard Survival check applies.

Logistics (Ex): Resourcefulness may help find the supplies, but understanding logistics helps get them where they need to be. Captains get a 10% discount to the cost of hired wagons, pack animals, and teamsters, and give a +2 circumstance bonus to all Handle Animal checks made on pack animals in supply trains or caravans under his command.

CAPTAIN STARTING GOLD

If a player decides they would like the roleplaying

challenge of the captain, despite the class being less powerful than base (PC) classes, they begin play with $5d6 \times 10 \text{ gp} + 10\%$ bonus.

COURTESAN

The courtesan is a heady mixture of grace, sensuality and politics, filling a niche in noble courts and elite circles. She is more than a pretty face or a sexual servant, and she lives in a world apart from the tavern girl and the streetwalker. Instead, a courtesan is hand picked and well trained to provide companionship to those in power — and to gain power in return. She can be a confidant, a performer, a spy, or a dangerously influential enemy. Her weapons are beauty and pleasure, and the social stage is her battleground.

Courtesans are chosen because they stand out from the crowd in a thoroughly pleasing way. They are usually beautiful, and the more striking they look, the greater their pay tends to be. They are also known for personal magnetism and an ability to put others at their ease. On the dance floor they are lithe and supple, and in conversation they are quick-witted and well versed. A rare few are prized for their keen insight and fine advice.

Courtesans can be of any alignment, although the predominant alignment of their city or region influences their training. Good cities usually focus on entertainment, while evil cities train courtesans as spies. The institution itself is an orderly one and tends to become a matter of tradition - even law. The culture dictates the boundaries of the courtesan tradition: whether they can come from slaves or citizens, whether they must be of a particular gender, and so on.

Courtesans revere deities of beauty and passion, their stock in trade, although some prefer gods of luck and wealth. Those of an evil bent follow gods of deception. Courtesans sometimes act as official liaisons between temples and local nobles, and they can become generous church patrons.

Courtesans can be chosen from virtually any social class, but they spend the rest of their lives among the wealthy. They are often removed from their homes for training and become the property of a temple, a training guild, or a noble house. Once training is complete, courtesans find themselves in competition with one another for patrons and attention, so they do not always form bonds of friendship. Their services are too expensive for commoners to afford and their livelihood depends on their masters or patrons. They also work to receive favors, money, and gifts from admirers. The tools of their trade are numerous and by no means cheap; musical instruments, clothing, and perfumes are just the beginning, and owners may not pay for everything.

Role: A courtesan loves to accompany people of power and prestige, and adventurers often fit the bill. Heroes add romance to her image, and traveling
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allows her to spread her reputation far and wide. On the road, a courtesan can represent the party by making contacts and striking deals with merchants. At home, she can gain access to the upper crust of society and might provide access to the party, as well.

Alignment: Any. Hit Die: d6.



CLASS SKILLS

The courtesan's class skills are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 6 + Int bonus.

CLASS FEATURES

All of the following are class features of the courtesan.

Weapon and Armor Proficiency: Courtesans are proficient with the dagger, rapier, quarterstaff, light crossbow, dart, shortbow and whip. They are proficient with light armor and with bucklers. They learn such things through performing professional (non-lethal) duels for entertainment and private instruction on personal defense.

Negotiator (Ex): Courtesans are experts at judging the attitudes of people they meet and swaying them over to specific ways of thinking. As such, a courtesan receives a +2 circumstance bonus to all Diplomacy and Sense Motive skill checks.

Healing Touch/Poison Use (Ex): At 2nd level, courtesans of evil alignment (and sometimes those of neutral alignment) are taught the types and delivery methods of various poisons. A courtesan skilled with poison never risks accidentally poisoning themselves when applying poison.

Good courtesans (and neutral courtesans not trained in poison use) are trained to apply mundane healing skills — mostly massage and muscle therapy, but including basic wound care — and gain Heal as a class skill instead of poison use. A courtesan can never be trained in both healing and poison use.

Skill Focus (Ex): At 4th level and at every three levels beyond (at 7th, 10th, 13th and ending at 16th levels) courtesans gain the Skill Focus feat, which adds a +3 bonus to a skill. Each time this feat is taken, it must be applied to a different skill; the effects do not stack.

COURTESAN STARTING WEALTH

If a player decides they would like the roleplaying challenge of the courtesan, despite the class being less powerful than base (PC) classes, use the following table to determine the courtesan's starting gold.

Charisma Score	Starting Wealth
11 or lower	1d4 x 10
12-13	3d4 x 10
14-15	4d4 x 10
16-17	6d4 x 10
18+	7d6 x 10

TABLE 1-9: COUR	TESAN
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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Negotiator
2nd	+1	+0	+0	+3	Poison Use or Healing Touch
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	Skill Focus feat
5th	+2	+1	+1	+4	
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	Skill Focus feat
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Skill Focus feat
11th	+5	+3	+3	+7	
12th	+6/+1	+4	+4	+8	
13th	+6/+1	+4	+4	+8	Skill Focus feat
14th	+7/+2	+4	+4	+9	
15th	+7/+2	+5	+5	+9	
16th	+8/+3	+5	+5	+10	Skill Focus feat
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	
19th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	

SYCOPHANT

While usually not a member of the aristocracy or nobility themselves, these hangers-on fill the population of the court. Scheming, fawning, duplicitous, and very well informed, sycophants vie for prestige, aiming ultimately to be one of the peerage themselves. Usually of merchant or professional social class, sycophants are not adventurers themselves, but will often have unusual information they will deal in, for a price — one rarely paid in coin.

Sycophants tend to emulate the trappings of nobility, and as such are as richly dressed and well appointed as their social betters. However, because sycophants aren't born to land or title like true aristocrats, they generally attain their position through extensive social climbing and quite a lot of hard work. They are much more studious than actual nobles as well, and take pride in their knowledge and intelligence. Indeed, one of the direst insults a sycophant can give or receive is 'fool'. Being made to look foolish in front of other members of the court is particularly devastating and indeed will often result in a clandestine feud between rivals that inevitably ends in bloodshed. However, most sycophants can also answer questions of honor in person, and most are accomplished duelists, expert with rapier and dagger.

Sycophants do provide valuable services in a noble

court — they are often very familiar with rumors (being responsible for their fair share) and the attitude of the people through their sources, their intelligence and diligence allows them to perform important functions in managing a noble estate and keeping the coffers full, and they are always keen for new opportunities. They are not reckless, however, and many frequent diviners to advise them on what opportunities to take.

For adventurers, sycophants are both the obstacles and the path to the seat of real power. A wandering sellsword and friends simply won't be able to march in and see the duke, after all. But the various functionaries and attendants in the castle, well, that's another story. A few greased palms, some covert interviews later, and perhaps the party will meet someone who can grant them an audience. There's just one little thing he needs taken care of, first...

Role: Adventuring has no appeal for sycophants, as they consider their skills and energy better expended in the halls of power than in the muck and mire of the wilderness or a dungeon. They are by nature not prone to wanderlust and for them the court is their chosen battlefield. Adventuring sycophants are usually those who have fallen out of favor with some noble and are seeking to make amends, or on a personal quest or errand assigned by a member of the aristocracy. Alignment: Any. Hit Dice: d8

CLASS SKILLS

The sycophant's class skills are: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis).

Skill Ranks per Level: 4 + Int bonus.



CLASS FEATURES

All of the following are class features of the sycophant.

Weapon and Armor Proficiency: Sycophants are proficient with all simple and martial weapons, all shields (except tower shields), and all forms of armor. However, sycophants generally avoid heavy armor since they are rarely to be found on the battlefield. They often wear an ornate breastplate over their fine clothes and carry a rapier and dagger. They prefer a crossbow for ranged fighting and especially for participating in organized hunts, accompanying nobles as they chase foxes or boars.

Rumor-mongering (Ex): Sycophants are extensively well-versed in gossip, and can be counted on not only to know all of the current rumors, but to know how to gauge their reliability, how to spread the rumors quickly, effectively, and most importantly, anonymously. When dealing with rumors, sycophants get a +1 bonus to their Diplomacy, Sense Motive, and Linguistics skills. This bonus increases by +1 per 4 sycophant levels to a maximum of +5 at 17th level.

Patronage (Ex): Sycophants are creatures of habit and as such, tend to find a favored artisan, locale, entertainer, etc, and hire them for a term, sometimes even years. By being an artist or tradesman's patron, the sycophant has the devotion of their employee and can control who is able to hire their services. Gaining the services of someone under another's patronage may involve simple negotiations and competitive pay, or may involve extortion, kidnapping, and blackmail. A surprising number of adventures could begin simply with a sycophant wanting a certain artist to do their portrait.

Patronage requires the sycophant pay the employee's entire weekly salary (based on a Profession skill check). In return, the sycophant receives a +5 bonus to Charisma checks and Diplomacy skill checks due to others being impressed with the sycophant's patronage.

Weapon Focus: Rapier: Sycophants usually prefer to settle things in a more subtle manner, but they are well capable of defending themselves and their honor with the blade. They prefer rapiers because they are lightweight and well-suited for civilian wear, as well as nimble and elegant in action.

Détente (Ex): Alliances made by sycophants aren't long-standing arrangements based on mutual goals and shared responsibility. Rather, sycophants forge shortlived agreements that suit a mutual purpose or are at least against a common enemy. Whereas a genuine alliance may be founded on trust, détente is founded on distrust or dislike. Such bonds are quickly broken, though not without consequence. As such, no sycophant enters into an arrangement without expecting betrayal. Indeed, a sycophant may well manipulate or hire a group of adventurers to violate such an agreement to give them a justification to take hostile action. The main benefit of such arrangements is to match strength

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Patronage, rumor-mongering +1, weapon focus: rapier
2nd	+1	+0	+3	+0	Détente
3rd	+1	+1	+3	+1	Scheming
4th	+2	+1	+4	+1	Favoring
5th	+2	+1	+4	+1	Rumor-mongering +2
6th	+3	+2	+5	+2	
7th	+3	+2	+5	+2	
8th	+4	+2	+6	+2	
9th	+4	+3	+6	+3	Rumor-mongering +3
10th	+5	+3	+7	+3	
11th	+5	+3	+7	+3	
12th	+6/+1	+4	+8	+4	
13th	+6/+1	+4	+8	+4	Rumor-mongering +4
14th	+7/+2	+4	+9	+4	
15th	+7/+2	+5	+9	+5	
16th	+8/+3	+5	+10	+5	
17th	+8/+3	+5	+10	+5	Rumor-mongering +5
18th	+9/+4	+6	+11	+6	
19th	+9/+4	+6	+11	+6	
20th	+10/+5	+6	+12	+6	

TABLE 1-10: SYCOPHANT

against stronger, more immediate enemies, or to join in an enterprise neither partner is capable of individually. While mainly a political tool, such arrangements can lead to internal or external warfare. Two unfriendly cities joining against a third would be such an arrangement.

Beginning at 2nd level, because the sycophant expects betrayal he receives a +5 bonus to his Sense Motive and Diplomacy checks when dealing directly with the one he has made an alliance with. This bonus will stack with the bonus received from Rumormongering, so long as rumors are involved in the conversation or communications. In addition, because the sycophant most likely intends betrayal of his own, he receives a +5 bonus to all Bluff checks when dealing with his temporary ally.

Scheming (Ex): Sycophants are incessant socialclimbers and will backstab, blackmail, slander, and plot to advance their own position in the court. Such schemes can be relatively minor, meant to merely humiliate a rival, but at times have enveloped entire cities or nations: inciting riots to weaken the ruler, then supporting a rival's claim to the throne; dealing with foreign agents to further their own position, etc.

As such, at 3rd level, the sycophant receives Deceitful as a bonus feat.

Favoring (Ex): The art and science of trading favors, of granting boons and holding onto debts until

the moment is right, of cashing in on what's owed you when necessity demands, is known as favoring. To a sycophant, favors are calculated as exactly as a ledger and cultivated even more carefully than wine. In fact, very often, the only way to get any sort of help from a sycophant is by gaining their favor.

Beginning at 4th level, a sycophant has enough power of their own to begin trading favors. A sycophant has enough favors due him equal to his Charisma bonus, but can acquire more by trading favors with others.

A favor can get the sycophant invited to a ball or dinner (or get his employees invited), can be used to secure up to 500 gp worth of goods at 50% of the actual value, or can be used to get the sycophant (or those in his patronage) out of even the most serious trouble. Multiple favors can be traded or called in at once.

SYCOPHANT STARTING GOLD

If a player decides they would like the roleplaying challenge of the sycophant, despite the class being less powerful than base (PC) classes, they begin play with $200 + 2d6 \times 10$ gp.



PRESTIGE CLASSES

In the *Pathfinder Roleplaying Game Core Rulebook* players can find several very good prestige classes that allow them to take their character down a custom path, making the character very different from the typical wizard, rogue or ranger. Presented here are three more prestige classes players can choose from — the child of Bast, crypt stalker and envenomed.

Child of Bast: The child of Bast is a devout follower of the goddess Bast, a special divine spellcaster (though the ability to cast divine spells is not a prerequisite) who works to serve the goddess on special missions.

Crypt Stalker: The crypt stalker is a ranger whose favored enemy of undead has led him to become a specialized hunter of those foul creatures, tracking them to their crypts or lairs and destroying them.

The Envenomed: The envenomed are specialized assassins who work with poisons. Over her career, an envenomed slowly exposes herself to more and more poison until she becomes immune to the effects. However, the contact with poison takes a physical toll and the envenomed's physical features suffer for it.

CHILD OF BAST

They are the most loyal, noble, and fearsome servants of the goddess Bast. Their numbers may be few, but their influence has been great, if not well known. They are the children of Bast. Most of them are female but there are more than a few males among their ranks. Females are generally referred to as daughters of Bast, while males are usually known as sons of Bast.

The children of Bast have existed for as long as recorded history. They are a relatively small organization with only a handful of temples and shrines around the world, but they are shown great respect by all that worship Bast (and by many who do not). Only those chosen by Bast herself are allowed to become members.

The children have few rituals and rules and have only two standing orders: confront evil, wherever they find it, and serve Bast faithfully. Indeed it is said that where a child of Bast goes, so goes the goddess herself.

Most children of Bast are usually friendly and outgoing, and more than happy to help those in need, provided their goals are just. A few, though, are dour and taciturn thanks to the evil they have seen and confronted throughout their careers.

The aspect to which a child of Bast is bound can be identified by the color of her temple garments. In addition, many children incorporate the same color into their other wardrobes as well, signaling other faithful of their presence.

Those bound to Bast's vengeance aspect identify themselves with crimson — the color of shed blood. Those who follow her protector aspect wear sky blue

to soothe and calm the fears of those for whom they intervene. Those who care for mothers wear saffron yellow — the color of the fields at harvest time. Last, those who dedicate themselves to rooting out evil dress themselves in black, always with a touch of purest white — a sleeve, a stripe, etc — to remind themselves of the dangers they seek to eliminate and of Bast's light.

For all children, their status is identifiable in their temple clothing by the amount of color present. All children come to Bast as they come to the world — nude — and are quickly given white garments to wear. As their training progresses, the color rises up the garment from the bottom until a fully trained child is wearing a garment of a solid color.

Role: A child of Bast can fill an interesting niche for a party, serving as part scout and part divine spellcaster. Children of Bast also serve well as leaders, especially of parties or groups who seek out wrongs to be righted and justice to be served.



Alignment: A child of Bast must be chaotic good, chaotic neutral or neutral good. Children of Bast are far less concerned with law and legalities than they are with seeing that justice is handed down. However, meting out justice does not equal cold-blooded murder. A child of Bast is still usually a good person.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a child of Bast, a character must fulfill all the following criteria.

Skills: Acrobatics 2 ranks, Knowledge (religion) 5 ranks, Stealth 2 ranks

Special: Must have Bast as a patron deity.

Spells: Able to cast 2nd level arcane or divine spells.

CLASS SKILLS

The child of Bast class skills are: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 6 + Int modifier

CLASS FEATURES

All the following are class features of the child of Bast prestige class.

Weapon and Armor Proficiency: A child of Bast gains Exotic Weapon Proficiency (claw bracer).

Domain: At 1st level, a child of Bast chooses one of the following cleric domains: Charm, Good, Liberation,

RETRIBUTION DOMAIN

Deity: Bast

Granted Powers: Your touch can fill enemies with Bast's retribution, and you can smite foes with a retributive strike.

Retributive Touch (Su): You can touch a creature as a melee touch attack. If your touch attack is successful, you fill your foe's mind with visions of retribution, leaving them with the shaken condition for 1 round.

Retributive Strike (Su): At 8th level, once per day you can strike the ground with your fist or with a melee weapon. From the point of your strike, you release a 30 ft. burst of powerful force energy, dealing 8d4 points of damage to all foes within the burst. Those affected may make a Reflex save for half damage. The DC to resist the damage is $10 + \frac{1}{2}$ your cleric level + your Charisma bonus. Anyone you normally consider a friend or ally is not affected by the retributive strike.

Domain Spells: 1st – divine strike*, 2nd – retribution*, 3rd – bestow curse, 4th – retribution, greater*, 5th – mark of justice, 6th – geas/quest, 7th – destruction, 8th – holy aura, 9th – storm of vengeance. Protection, Retribution (detailed below). If the child was a cleric of Bast before entering the prestige class, this gives her a third domain.

To determine the level at which a child of Bast receives a domain ability with a level requirement, add her divine spellcasting class levels to her child of Bast class levels.

Spells per Day: At the indicated levels, a child of Bast gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class.

If the child of Bast did not have levels in a divine spellcasting class before taking the prestige class, then she only receives her bonus domain spells for the domain she chose and can cast each domain spell a number of times per day equal to her Wisdom bonus.

Cat Empathy (Ex): Beginning at 2nd level, a child of Bast gains the ability to communicate with domestic and wild cats (including feline magical beasts) and gains +4 divine bonus on Charisma-based checks concerning felines.

Bonus Feats: At 3rd, 6th and 9th levels, a child of Bast can choose one of the following feats as a bonus feat: Acrobatic, Agile Maneuvers, Alertness, Athletic, Improved Lightning Reflexes, Lightning Reflexes, Run, or Stealthy.

Skill Bonuses: At 4th level, a child of Bast gains a +2 divine bonus to the following skills: Acrobatics, Climb, and Stealth. At 8th level, the bonus increases to +4.

Darkvision, 60 ft. (Ex): At 5th level, a child of Bast's eyesight improves, allowing her to see in complete darkness to a distance of 60 feet. If the child of Bast already had darkvision, the range increases by half.

Scent (Ex): At 7th level, a child of Bast's sense of smell improves, allowing her to detect opponents within 30 feet by sense of smell alone. If the opponent is upwind the distance increases to 60 feet; if downwind, it decreases to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the listed distances. Overpowering scents, such as a skunk, musk or troglodyte stench can be detected at triple normal range.

When a child of Bast detects a scent, the exact location of the source is not revealed-only its presence somewhere within range. She can take a move action to note the direction of the scent. Whenever she comes within 5 feet of the source, she pinpoints the source's location.

A child of Bast with the Survival skill can follow tracks by smell, making a Survival skill check to find or follow a track. The typical D C for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increased or decreases depending on how strong the quarry's odor is, the number of creatures and the age of the trail. For each hour that the trail is cold the DC increases by 2. The ability otherwise

TABLE 1-11: CHILD OF BAST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+1	+1	Domain, exotic weapon proficiency (claw bracer)	+1 level of existing divine spellcasting class
2nd	+2	+1	+1	+1	Cat empathy	+1 level of existing divine spellcasting class
3rd	+3	+1	+2	+2	Bonus feat	+1 level of existing divine spellcasting class
4th	+4	+1	+2	+2	Skill bonuses	+1 level of existing divine spellcasting class
5th	+5	+2	+3	+3	Darkvision	+1 level of existing divine spellcasting class
6th	+6	+2	+3	+3	Bonus feat	+1 level of existing divine spellcasting class
7th	+7	+2	+4	+4	Scent	+1 level of existing divine spellcasting class
8th	+8	+3	+4	+4	Skill bonuses	+1 level of existing divine spellcasting class
9th	+9	+3	+5	+5	Bonus feat	+1 level of existing divine spellcasting class
10th	+10	+3	+5	+5	Felid Apotheosis	+1 level of existing divine spellcasting class

follows the rules for tracking using the Survival skill. Tracking by the scent ignore the effects of surface conditions and poor visibility.

Feline Apotheosis: At 10th level, a child of Bast is transformed. She gains physical features and characteristics that mark her as a child of Bast and remake her in her goddess' image. No two children of Bast look exactly the same after the transformation. They may have a tail, cat-like eyes, claw-like nails, small fangs, skin with spots like a cheetah or leopard, hair like a lion's mane, or any other cat-like

characteristics. The child's type and subtype (if it has one) do not change.

As part of the apotheosis, the child of Bast gains a +2 bonus to her Dexterity and her Charisma; she becomes light on her feet and develops a bit of animal magnetism. If she does not already have low-light vision, she develops that trait.

Like a cat, the child of Bast develops a tendency to land on her feet. For falls of 15 feet or less, she takes no damage and for falls of more than 15 feet but less than 50 feet she takes only half damage (the child suffers full damage for falls over 50 feet).

Finally, her hardened, claw-like nails can be used to make two claw attacks per round, dealing 1d6 points of damage (1d4 for small-sized children of Bast). Her claws are considered magic weapons for the purposes of overcoming damage reduction.

EX-CHILDREN OF BAST

Any child whose alignment changes to an incompatible one is expelled from the order. She immediately loses her domain access, plus her cat empathy, darkvision, and scent abilities (if any), and also loses the felid template (if she has it). All skill bonuses and bonus feats remain.

DON'T USE THE GODDESS BAST IN YOUR CAMPAIGN?

The goddess Bast was detailed in our last product, *The Book of Divine Magic*, but if your campaign does not incorporate Bast you might be wondering how to use the Child of Bast prestige class in your game. Here are different ways to go about it. Perhaps your campaign world includes a deity of similar alignment (Chaotic Good) and portfolios (felines, protectors, avengers of the wronged, mothers, stalkers of evil). If so, simply remove "Bast" from the class name and substitute the name of the deity from your game.

Or, you could remove the perquisite of worshipping Bast from the class altogether and keep the class as a divinely inspired stalker of evil that anyone could potentially qualify for. In this case, perhaps the name "Child of Bast" is a reference to an ancient hero that founded the group.

Just because you do not use the goddess Bast in your game doesn't mean you cannot use the Child of Bast prestige class. Talk it over with your GM and the other players and incorporate one of the two ideas above, or even one of your own.

CRYPT STALKER

Hunter of the unnatural and undead, this self-reliant adventurer specializes in delving through catacombs and graveyards to return the risen dead to peace. His most hated foes are liches and vampires, both formerly mortals who chose to cheat death and become immortal. A keen eye may easily discern a crypt stalker by his penchant for wooden, silver, and cold-iron weapons. These are devastating against lesser undead and experienced crypt stalkers can fight even vampires and greater undead successfully.

Crypt stalkers spend years studying the weaknesses of undead and as such, can deal devastating blows impossible for regular warriors. While many use special

weapons to combat their enemies, as they grow in experience even their bare hands become lethal against the normally nigh-invulnerable monsters.

While many crypt stalkers are agents of their church, there are some itinerant professionals who sell their services in areas preyed upon by the undead. Goodhearted crypt stalkers will ask only for room and board for payment, but some levy outrageous fees in return for their services, even going so far as to extort their pay from a village by threatening to release a captive undead.

Role: Crypt stalkers tend to start their career as rangers; however they eschew the freedom of the open wilderness for the dank hallowed terrain of crypts, tombs, and dungeons. In addition, they must also spend time as a devoted servant of their god. The combination of their faith and independent stubborn natures make them a foe of the undead on par with any paladin. Crypt stalkers can perform admirably as a scout, especially in dungeons and ruins; however they come into their own when leading a party of adventurers in the destruction of a lich's lair or vampire's keep.

Alignment: Crypt stalkers may be of any alignment, but the vast majority are good. Nearly half of all crypt stalkers are neutral good.

Hit Dice: d10.

REQUIREMENTS

To qualify to become a crypt stalker, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Knowledge (dungeoneering) 6 ranks, Knowledge (religion) 4 ranks

Spells: Must be able to cast 1st level ranger spells *and* 2nd level cleric spells.

Special: Favored Enemy: Undead and Favored Terrain: Underground or Urban.

CLASS SKILLS

The crypt stalker class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Knowledge (religion) (Int), Knowledge (planes) (Int), Knowledge (local) (Int), Linguistics (Int), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the crypt stalker prestige class.

Weapons and Armor Proficiency: A crypt stalker is proficient with all simple and martial weapons, all light and medium armor and with shields (except tower shields).

Spells per Day: At the indicated levels, a crypt stalker gains new spells per day as if he had also gained a level in the indicated divine spellcasting class. He

does not, however, gain any other benefits a character of those classes would gain.

Resist Undead Attacks (Ex): Crypt stalkers rely on their faith and their unwavering hatred of the undead to inure them to the effects of undead attacks. As they grow more experienced, crypt stalkers grow unaffected by many of these ailments.

At 1st level, the crypt stalker resists fear instilled by undead and resists the stench of ghouls, ghasts and other such undead, receiving a +4 divine bonus to saving throws against such affects.

At 3rd level, the crypt stalker adds the +4 bonus to saving throws versus paralysis and mummy rot.

At 5th level, the bonus is applied to any undead gaze attacks.

At 7th level, the bonus applies to Fortitude saves against temporary negative levels becoming permanent. The bonus increases to +8 at 10th level.

At 8th level, the crypt stalker becomes immune to a ghoul, ghast, or similar undead's stench.



TABLE 1-12: CRYPT STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Resist undead attacks, sense unlife, slay the undead	_
2nd	+2	+1	+1	+1	Smite the lifeless	+1 level of ranger
3rd	+3	+2	+1	+2	Resist undead attacks, slay the undead	+1 level of cleric
4th	+4	+2	+1	+2	Smite the lifeless	+1 level of ranger
5th	+5	+3	+2	+3	Resist undead attacks, sense unlife, slay the undead	_
6th	+6	+3	+2	+3	Smite the lifeless	+1 level of cleric
7th	+7	+4	+2	+4	Resist undead attacks, slay the undead	+1 level of ranger
8th	+8	+4	+3	+4	Resist undead attacks, smite the lifeless	+1 level of cleric
9th	+9	+5	+3	+5	Resist undead attacks, slay the undead	_
10th	+10	+5	+3	+5	Resist undead attacks, sense unlife, smite the lifeless	+1 level of ranger

At 9th level, the crypt stalker becomes immune to paralysis caused by undead and mummy rot.

At 10th level, he becomes immune to undead gaze attacks.

Slay the Undead (Ex): Due to a crypt stalker's knowledge, training, and spiritual focus on the undead, he is able to strike the weaknesses of the undead like no other can. As such, for crypt stalkers, critical strikes work exceptionally well on undead.

At 1st level, a crypt stalker gains the Improved Critical feat in the weapon of his choice. He gains the feat again (in a different weapon) at 3rd and 5th level.

At 7th level, the crypt stalker gains the Critical Focus feat and at 9th level he gains the Favored Critical: Undead feat (see below).

FAVORED CRITICAL

Your critical threats against your favored enemy automatically confirm

Prerequisites: Favored enemy class feature, Critical Focus

Benefit: Whenever you roll a critical threat against your favored enemy, it automatically confirms.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different favored enemy.

Sense Unlife (Su): At 1st level, a crypt stalker can *detect undead* (as the spell) in a 20 foot radius around him. This range doubles at 3rd level to 40 feet, and doubles again at 7th level to 80 feet. He can also identify a lich's phylactery on sight with a successful Perception check, receiving a +2 bonus to the check at 5th level and again at 10th level to a maximum bonus of +4.

Smite the Lifeless (Ex): Weapons of wood, silver, or cold iron count as magical weapons in the hands of a slayer. In addition, these types of weapons receive a

+1 attack and damage bonus at 2nd, 4th, 6th, 8th and 10th levels. Also, at 6th level, a crypt stalker's unarmed attacks do lethal damage to undead, as if the stalker had the Improved Unarmed Strike feat, and receiving a +1 attack and damage bonus per level past 6th to a maximum of +4 at 10th level.

THE ENVENOMED

Legend tells of assassins so deadly that their entire bodies were filled with venom, and that even their lightest touch could kill a man. According to stories, unwanted children raised by death cults were bathed in poison until their very flesh was toxic. Trained in the arts of death, these poisonous assassins were known as 'the envenomed' and held entire cities in terror. A religious purge eventually started with the intention of wiping out the entire order of the envenomed, and for centuries they were thought to have been successful. However, a number of mysterious deaths with no explanation have resurrected the legend of the envenomed. The stories are not far from the truth.

The envenomed are members of a monastic order of elite assassins, devoted murderers who spend months transforming themselves into living weapons, their every tissue soaked with poison. While still outwardly human, they sacrifice every chance at a human life for a better ability to kill. The envenomed can literally slay with a kiss, a touch, even sharing a glass with one is a death sentence. They are exceptionally difficult to trace and their very existence is known to surprisingly few.

Role: Not as dedicated to studying their prey as traditional assassins, the envenomed are more opportunistic in their kills, focusing less on making a clean killing blow — their poison does the work, after all — then planning their escape.

Alignment: Evil only. This class is devoted to committing murder and as such, the envenomed cannot be good. Due to their discipline and code of honor, the majority are Lawful Evil, though the more megalomaniacal are Neutral or Chaotic Evil.

Hit Die: d8.

REQUIREMENTS

To qualify to become one of the envenomed, a character must fulfill all the following criteria.

Alignment: Any evil.

Feats: Stealthy and either Throw Anything or Caught Off Guard.

Special: Must have the Uncanny Dodge class feature and at least three rogue talents. Must have a Constitution of 16 or higher. Must have completed at least 1 paid assassination without being caught.

Race: Human only. Half-orcs and dwarves can endure the process of becoming an envenomed, but their bodies purge the toxins; half-elves, halflings, gnomes, and elves not only cannot survive the envenomation process, but consider it anathema to existence.

CLASS SKILLS

The envenomed class skills are: Acrobatics (Dex), Climb(Str), Craft (Int), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), Use Magic Device (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the envenomed prestige class.

Weapons and Armor Proficiency: The Envenomed are proficient with all simple weapons, plus crossbows (including hand and repeating versions), handaxes, kamas, nunchaku, rapiers, sais, shuriken, saps, shortbows, short swords, siangham, starknives, and whips. They can use light armor only, and no shields.

Venomous Bite (Ex): At 1st level, the envenomed gains a bite attack that does 1 point of piercing damage, plus delivers toxic venom into the victim's bloodstream. The victim must make a Fortitude save (DC is $10 + \frac{1}{2}$ the envenomed's character level + the envenomed's Con bonus) or suffer 2d4 hit points damage. If the save is failed, the victim must save once again every round for 2 rounds or suffer another 2d4 points of damage each round.

Resist Poison (Ex): Beginning at 2nd level, the envenomed takes only ¹/₂ actual damage (whether hit point or ability damage, minimum of 1) from poisons on failed saving throws, and only ¹/₄ actual damage (minimum of 1) on a successful save.

At 8th level, the envenomed takes only ¹/₄ actual damage (whether hit point or ability damage, minimum of 1) from poisons on failed saving throws, and no damage at all on a successful save.

Poisons that have an initial effect of death or unconsciousness are not affected by this ability.

Venomous Claws (Ex): At 3rd level, the envenomed's nails have grown hard and sharp, twisted and deformed by the poisons he has exposed himself to. The envenomed can use the claws to make two claw attacks per round, each attack delivering 1d3 hit points damage, plus poison.

The victim must make a Fortitude save (DC 10 + $\frac{1}{2}$ the envenomed's character level + the envenomed's Con bonus) or suffer 2d4 hit points damage. If the save is failed, the victim must save once again every round for 2 rounds or suffer another 2d4 points of damage each round.

If a victim is bitten and clawed in the same round, saves against both poison attacks must be made.

Extended Poison (Ex): At 4th level, the envenomed's bite and claw poison duration is extended from 2 rounds to 4 rounds for those that fail saving throws.



TABLE 1-13: THE ENVENOMED

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Venomous bite
2nd	+1	+1	+1	+1	Resist poison
3rd	+2	+2	+2	+1	Venomous claws
4th	+3	+2	+2	+1	Extended poison
5th	+3	+3	+3	+2	Venomous lips
6th	+4	+3	+3	+2	Delayed venom
7th	+5	+4	+4	+2	Venomous flesh
8th	+6	+4	+4	+3	Resist poison
9th	+6	+5	+5	+3	Potent venom
10th	+7	+5	+5	+3	Poison immunity

Venomous Lips (Ex): At 5th level, the envenomed's very lips become toxic, so that kissing one or sharing a glass of wine results in a potentially deadly poison. The victim must make a Fortitude save (DC 10 + $\frac{1}{2}$ the envenomed's character level + the envenomed's Con bonus) or suffer 1d2 Constitution damage. Failing the save results in the victim needing to make another save every round for 6 rounds, or until a successful saving throw is made.

Delayed Venom (Ex): At 6th level, the envenomed can choose to have their poison (bite, claw or lip) have an onset time of 10 minutes instead of immediately after exposure.

Venomous Flesh (Ex): At 7th level, the envenomed's very flesh is so toxic to others that any and all contact is potentially deadly. Unarmed or natural attacks, casual touches and especially intimate contact all result in the victim suffering 1 Constitution and 1 Wisdom damage unless a successful Fortitude save is made (DC 10 + $\frac{1}{2}$ the envenomed's character level + the envenomed's Con bonus). The poison has an onset time of 10 minutes and a failed save results in the victim also needing to save again each round after onset for 6 rounds, or until a successful save is achieved.

Potent Venom (Ex): At 9th level, the envenomed's toxin is so potent that the damage dealt by each type is doubled.

Poison Immunity (Ex): At 10th level, the envenomed becomes immune to all types of poisons.

PENALTIES OF THE ENVENOMED

The process of becoming an envenomed takes a terrible toll on the body.

Characters who follow this path suffer a permanent -2 penalty to Charisma. The process of becoming the envenomed leads to a number of unpleasant changes in appearance, including mercury-colored irises, broken blood vessels in their skin leaving them with permanent bruises, and about 40% of all envenomed suffer massive hair loss.

In addition, the envenomed suffer a permanent -1 penalty to Constitution checks and a -2 penalty to all Fortitude saves (except saves against poison of any type).

The character loses the Endurance, Toughness and Diehard feats if they possessed them, and cannot gain or regain these feats. Their body takes a tremendous toll from the envenoming process and as a result, they suffer from reduced health, sterility, and a reduced ability to resist injury.

CHAPTER 2 - SKILLS AND FEATS



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Aiken blushed a bit again, not only out of embarrassment over talking about himself, but also in pleased embarrassment over his uncle being so proud of his accomplishments. "Well, I stayed on with the university guard for a couple months after you all followed Uncle Marcus to Urnauld. It was a good job, and naturally I really liked spending my free time with all the pretty young university girls," he grinned, laughing as Teela shook her head. "But, I started feeling like I was just too young to be locked into a job like that, stuck on a campus and never really going anywhere."

"Sounds like you have a bit of your uncle's lust for adventure."

"Maybe so," Aiken smiled. "So, when I heard there was a fellow in town recruiting for his group of mercenaries, I had to check it out. I went into town, met Head Captain Eugene Blackstorm, and went straight back to the school to turn in my resignation. I left town with the Blackstorm Company a few days later."

"The Blackstorm Company is a higher-class group of mercenaries, from all I've ever heard," Teela said, reaching behind her to lift Samhain out of the back of the wagon and into her lap.

"We sure are. I mean, we'll work as swords for hire, but only if we agree with the cause. More often than not, we work as guards, leaders, and escorts. Captain Blackstorm is a real stand-up fellow, and as much a businessman as he is a soldier. He wants his name to invoke images of good deeds, but also strength and power. He always says, 'I want people to think of me and hope I'm always on their side, and that they never get on my bad side.' I couldn't have asked for a better man to train under, and when he promoted me to captain of my own regiment of the company, I'd never felt more accomplished in my life. I have to admit I was rather proud of myself." "As well you should be! What all have you done since you made captain?"

"My first job, actually, was leading a group of voyageurs on a trade mission for one of the merchants in Moonarrow. A motley crew of characters, that's for sure, but mighty talented at what they do. They managed to secure some great trade deals with the barbarian tribes in the Wildlands. I wouldn't have been able to even enter the tribal territory without finding a spear at my back and an arrow leveled at my head, and those voyageurs got us invited to join every single tribe for supper and dancing," Aiken laughed. "No two jobs have been the same since. The only constant is the gladiatorial arena – all the Blackstorm regiments rotate through guard duty there. It's my regiment's turn right now, but since I had a commitment to escort a pretty little witch to the other side of the Dryad's Wood, I left my second in command until I get back."

"You really are a shameless flirt, aren't you?" Teela giggled, a pink blush rising to her cheeks.

"Absolutely. Captains have no shame!"

he skills that are presented in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook* cover nearly every possible situation that can arise. The skills there cover everything from jumping chasms, to climbing walls, to tracking creatures in the woods and so much more.

Presented here are a number of new uses for existing skills, along with a single new skill — Handle Canoe. The new uses for existing skills are class skills for any character that already has the skill on their class skill list. The Handle Canoe skill is a class skill for the Voyageur character class presented in Chapter 1 of this book. GMs may want to make the Handle Canoe skill a class skill for rangers and barbarians, and possibly even fighters as well.

NEW SKILL

HANDLE CANOE

(STR; TRAINED ONLY)

You are proficient at handling canoes and other similar watercraft. You can maneuver canoes through rapids, shallow water, and across deepwater lakes.

Check: A Handle Canoe check is usually not required to maneuver a canoe through most calm waterways. However, some particular maneuvers do require a check.

Maneuver through shallow, slow rapids: Maneuvering through shallow, relatively slow rapids is not as difficult as some other maneuvers. Shallow rapids are those with few protruding rocks and not much whitewater. This is a full round action.

Task	Skill DC
Maneuver through shallow, slow rapids	10
Traverse deepwater lakes	10
Maneuver through swift, deep rapids	15
Reverse direction	15
Right an overturned canoe	15
Traverse shoals and shallows	15
Perform a 90 degree turn	20
Traverse low (10 ft. or less) falls	20
Maneuver through dangerous rapids	25
Traverse medium (11 ft. to 20 ft.) falls	30
Traverse high (20 ft. to 30 ft.) falls	40

Traverse deepwater lakes: Deepwater lakes — lakes with a maximum depth of 50 feet or more — are not always as easy to cross as a slow-flowing, calm river. Deepwater lakes can have hidden currents that can take a canoe, and winds often gust over the surface of the water, creating whitecaps. One check represents up to an hour of travel, however if any other action of any type is made during that hour, another check to traverse deepwater lakes must be made following that action.

Maneuver through swift, deep rapids: Swift, deep rapids are those rapids with some protruding rocks and at least a small amount of whitewater. They are more dangerous and difficult to move through than shallow, slow rapids. This is a full round action.

Reverse direction: Reversing direction is a difficult maneuver even in the best of conditions. The maneuver consists of first bringing the canoe to a relative stop, then working the canoe back in the other direction. The maneuver is a full round action.

Some conditions can make this maneuver more difficult. Rapids of any type add +5 to the DC. Strong winds also add +5 to the DC. If the canoe is within 50 feet of the top of a waterfall, the DC is increased by +10. The DC increase for multiple conditions stack, so that trying to reverse direction in rapids within 50 feet of the top of a waterfall on a windy day would add +20 to the DC. Only the most skilled canoeists could perform such a maneuver.

Right an overturned canoe: A canoe that has overturned (whether completely upside down or on its side and swamped with water) can quickly become a deadly situation. Righting an overturned canoe is not easy, but can be done. This maneuver is full round action.

Some conditions can make this maneuver more difficult. Rapids of any type add +5 to the DC. Strong winds also add +5 to the DC. If the canoe is within 50 feet of the top of a waterfall, the DC is increased by +10. The DC increase for multiple conditions stack, so that trying to reverse direction in rapids within 50 feet of the top of a waterfall on a windy day would add +20 to

the DC. Only the most skilled canoeists could perform such a maneuver.

Traverse shoals and shallows: Traversing shoals and shallows along rivers is not as easy as some might think. It requires picking a way through the shallow water without running aground. One check represents up to a half-hour of travel, however if any other action of any type is made during that half-hour, another check to traverse shoals and shallows must be made following that action.

Weight in the canoe can increase the difficulty of this maneuver. For every 100 pounds in the canoe — cargo and passengers combined — add +2 to the DC. If the shoals prove too difficult to cross, having some or all passengers wade alongside the canoe usually lightens the load enough to allow the canoe to continue.

Perform a 90 degree turn: Like reversing direction, performing a 90 degree turn is an extremely difficult maneuver. Usually, this involves swinging the canoe crossways against either the current or the wind. Performing this maneuver is a full round action.

Some conditions can make this maneuver more difficult. Rapids of any type add +5 to the DC. Strong winds also add +5 to the DC. If the canoe is within 50 feet of the top of a waterfall, the DC is increased by +10. The DC increase for multiple conditions stack, so that trying to turn 90 degrees in rapids within 50 feet of the top of a waterfall on a windy day would add +20 to the DC. Only the most skilled canoeists could perform such a maneuver.

Traverse low (10 ft. or less) falls: Some skilled canoeists are able to steer a canoe over a waterfall in such a way that the canoe does not overturn at the bottom, and no cargo is spilled. Performing this maneuver is a full round action.

If the maneuver fails, the canoe overturns, some or all cargo is spilled, and all passengers are sent into the water. Even if the maneuver succeeds, passengers (except the character performing the skill check) must succeed at a DC 10 Strength or Dexterity check to keep from being thrown out.

Maneuver through dangerous rapids: Dangerous whitewater rapids are one of the most difficult conditions for a canoeist to maneuver through. Dangerous rapids are those rapids with many large boulders or rocks protruding from the water and more whitewater than other types of rapids. Performing this maneuver is a full-round action.

Traverse medium (11 ft. to 20 ft.) falls: Even more difficult than falls of 10 feet or less are those waterfalls between 11 feet and 20 feet high. Performing this maneuver is a full round action.

If the maneuver fails, the canoe overturns, some or all cargo is spilled, and all passengers are sent into the water. Even if the maneuver succeeds, passengers (except the character performing the skill check) must succeed at a DC 15 Strength or Dexterity check to keep from being thrown out.

Traverse high (21 ft. to 30 ft.) falls: The most experienced and skilled of all canoeists are able to guide their canoes in relative safety over waterfalls between 21 feet high and 30 feet high. Performing this maneuver is a full round action.

If the maneuver fails, the canoe overturns, some or all cargo is spilled, and all passengers are sent into the water. Even if the maneuver succeeds, passengers (except the character performing the skill check) must succeed at a DC 20 Strength or Dexterity check to keep from being thrown out.

Waterfalls of 31 feet or more in height cannot be safely maneuvered over.

Action: Varies, as detailed above. Generally, getting in and out of a canoe is a move action.

Special: A 3rd level voyageur using a canoe paddle made by him or another voyageur receives a +5 bonus to Handle Canoe checks. A 10th level voyageur adds his Dexterity bonus to his Handle Canoe checks in addition to his Strength bonus.

<u>NEW USES FOR EXISTING</u> SKILLS

CRAFT

Craft (canoe): A character with the Craft (canoe) skill is proficient in building canoes of various types. See Table 2-1: Craft Skills for the DCs of various types of canoes.

Craft (meditative garden): The Craft (meditative garden) skill allows a character to construct a peaceful garden in which to meditate. Samurai, monks and some clerics are the typical types that would construct a meditative garden, though sometimes an expert may craft such gardens for others.

Craft (paddle making): With the Craft (paddle making) skill, a character is able to construct fine paddles for use in canoes or other small watercraft.

Craft (spiritual tool): A witch uses the Craft (spiritual tool) skill to construct her athame, boline and grimoire. A black magic witch may also use the skill to construct idols for some of her rites (the Craft (doll) skill may also be used to make an idol).

PERFORM

Perform (games): There are many types of games in the world, and some people are better at them than others. Games can include both games of chance and games of skill, such as card games, chess, mahjong, dice, and many, many more. Every participant in a game makes a Perform (games) check, with the highest roll winning the game. In the result of a tie, the tied characters roll again until a winner is determined.

TABLE 2-1: CRAFT SKILLS

Item	Skill	DC
Birchbark canoe	Canoe	15
Dugout canoe	Canoe	10
Elven canoe	Canoe	20
Voyageur canoe	Canoe	15
Meditative garden	Meditative garden	15
Canoe paddle	Paddle making	10
Athame	Spiritual tool	15
Boline	Spiritual tool	15
Grimoire	Spiritual tool	20
Idol	Spiritual tool	10

Characters with 5 or more ranks in Bluff receive a +2 bonus to their Perform (games) check.

Characters who wish to cheat can make a DC 15 Sleight of Hand check. The check is opposed by Perception checks for each other character in the game (the Perception check DC is equal to the Sleight of Hand check total). Succeeding on the Sleight of Hand check without being discovered by the other characters means the cheating character receives a +10 circumstance bonus to their Perform (games) check. If the Sleight of Hand succeeds but the cheater is discovered, the +10 bonus still applies, but others know the character cheated.

Perform (tea ceremony): The tea ceremony is highly ritualized and performing it correctly is a means of showing reverence, refinement, contemplation, patience, and skill. The focus is on the correct subtle techniques of preparing powdered green tea, ritual purification, including cleansing of the instruments, as well as washing one's hands and rinsing one's mouth in a prepared stone basin.

The utensils are arranged in exact accordance with the ceremony, the powdered tea is added to the bowl, hot water is added, and the tea is whisked in ritual fashion. There are set courtesies between host and guest that must be observed as well, as well as formal exchanges of conversation.

A tea ceremony may take up to four hours to be properly executed. Correct performance is considered a great virtue for the samurai class and improperly preparing tea will cause considerable loss of reputation among one's peers. The tea ceremony, if conducted properly, focuses and refreshes the mind the same as a period of meditation.

There is a -10 penalty to the skill check if the proper utensils are not used and a -5 penalty for using tea leaves that have not been ground into powder.

GMs might consider making Perform (tea ceremony) a class skill for courtesan characters from Easternthemed lands.

PROFESSION

The Profession skill as described in the *Pathfinder Roleplaying Game Core Rulebook* covers two uses of the skill — determining how much coin a character can earn for a week's work and determining how well the character can answer questions concerning their profession.

What the skill does not cover is how well the character performs their job. A character with the Profession skill can make a check to determine how well they do at their job for a given day or given project. If the job in question involves crafting an item (such as a suit of armor or a canoe), the Craft skill should be used instead of the Profession skill.

For some jobs and tasks, such as cooking a meal, baking a pie, catching accounting errors, accurately scribing a document, and so on, the character can make a Profession skill check. The typical DC is 10, modified by the GM depending on conditions and specifications of the job. For every five points over the DC the character rolls, the job is performed exceptionally well. For each five points over the DC the character receives a +1 bonus to Charisma-based skill checks with the character's employer for that day or project. A natural 1 rolled results in complete failure (the cake falls, the eggs burn, the extra os in the account book are missed, etc.).

SURVIVAL

Survival: The Survival skill covers most everything characters might need to do in the wilderness, including hunting and tracking. The skill can also be used to prepare meals over an open fire, which as any cook or baker knows is a completely separate skill from cooking or baking in a kitchen.

The skill can also be used to find a good camping spot, with a water source nearby. The spot has either natural windbreaks, or plenty of trees nearby with branches that could be used to construct a windbreak. The camping spot is also easily defendable. For every 5 points over the DC the character rolls to find a campsite, each character in the camp receives a +1 bonus to Stealth to remain hidden from their enemies. This represents the skill at picking a well-hidden campsite.

Skill Use	DC
Cook a camp meal	10
Find a campsite	15

FEATS

The feats presented here (summarized on Table 2-2) follow the standard rules for feats presented in Chapter 5 of the *Pathfinder Roleplaying Game Core Rulebook*. Many of these feats can be taken by any character, but some have a prerequisite of particular class features or the ability to cast spells of a certain type or level.

Feat	Prerequistes	Benefits
Bard's Gift	1st level bard	Know 2 extra spells per bard level
Beauteous	_	+1 bonus to Cha
Blind Shot	<i>Kyujutsu</i> combat style, BAB +8, Precise Shot	Reroll miss chance due to concealment on ranged attacks
Bloody Windmill	<i>Sojutsu</i> combat style, BAB +8	Slash all within range with spearpoint with single attack
Called Shot	<i>Kyujutsu</i> combat style, BAB +12, Precise Shot	Pick the part of your opponent's body that your shot hits
Continuous Cut	<i>Kenjutsu</i> combat style, BAB +8	Make all your attacks in a round in one slice across your opponent
Coureur de Bois	_	+2 bonus on Perception and Survival checks and +5 ft. movement in forests
Courtesan's Touch	4 ranks in Heal	+3 bonus to Heal checks for long-term care and certain injuries
Coven Casting	Ability to cast witch spells	Witch spells are cast at a higher caster level
Daredevil	BAB +2	+5 bonus to action when attempting something risky
Demon Pin	<i>Sojutsu</i> combat style, BAB +8	Pin your opponent to wall or ground
Element Focus	Elemental wizard specialist	+1 bonus on save DCs for one element
Extend Circle	Cast circle class feature	Circle lasts one hour longer
Extra Divine Punishment	Divine punishment class feature	Use divine punishment two additional times per week
Falling Leaves Cut	<i>Kenjutsu</i> combat style, BAB +5	Knock aside your opponent's weapon or disarm them
Fame/Infamy	BAB +3	+2 bonus to Cha-based checks when dealing with strangers
Fire-and-Stones Cut	<i>Kenjutsu</i> combat style, BAB +5	+2 bonus on sunder weapon attempts
Friendly Face	Cha 11	+3 bonus on Bluff and Diplomacy checks when dealing with strangers
Greater Aura of Despair	Aura of despair class feature	Doubles aura's range to 20 ft.
Hanging Shot	Kyujutsu combat style, BAB +8	Make normal ranged attacks from a hanging position
Hardy	_	+1 bonus to Con
Heron Spearing a Frog	<i>Sojutsu</i> combat style, BAB +8	Double normal reach with spear
Ishizuki Strike	<i>Sojutsu</i> combat style, BAB +8, Two-weapon Fighting	Use spear as a double weapon
Jack of All Trades	_	Gain twice as many new skill points when going up a level
Joint Strike	<i>Sojutsu</i> combat style, BAB +8	Strike opponents in vulnerable points
Kabuto Wari	<i>Iaijutsu</i> combat style, BAB +12	Strike your opponent in the head
Keen Insight	_	+1 bonus to Wis
Kiss Spell	Caster level 1st	Cast touch or personal spells with a kiss
Blown Kiss Spell	Kiss Spell	Cast ranged touch spells by blowing a kiss
Leaping Shot	<i>Kyujutsu</i> combat style, BAB +8, 4 ranks in Acrobatics	Can make ranged attacks while jumping or leaping
Many Enemies Attack	<i>Kenjutsu</i> combat style, BAB +12, Two-weapon Fighting	Attack multiple opponents without penalty
Muscles		+1 bonus to Str
Mystery of the Gods	Ability to cast 3rd level divine spells	Gain access to an extra domain of your deity
Nine Lives	_	Nine rerolls on rolls that leave you at negative hp if you fail them

TABLE 2-2: FEATS

Feat	Prerequisites	Benefits
Perfect Shot	<i>Kyujutsu</i> combat style, BAB +12, Improved Precise Shot	Automatic critical shot when taking the time for a precise aim
Piercing Shot	<i>Kyujutsu</i> combat style, BAB +5	Bonus to attack and damage with bow attack, plus chance to sunder armor
Precocious	—	+1 bonus to Int
Quicken Circle	Cast circle class feature	Cuts time to cast circle to 1 round
Raijuken-Guri	<i>Iaijutsu</i> combat style, BAB +8	Attack all opponents within reach with a single attack
Ram Strike	<i>Kenjutsu</i> combat style, BAB +5, Improved Bull Rush	Deal additional non-lethal damage on a successful bull rush
Reverse Draw	<i>Iaijutsu</i> combat style, BAB +5	Use your primary weapon in your off hand
Senbongiri	<i>Iaijutsu</i> combat style, BAB +12	Take double you normal number of attacks against a single target
Sitting Draw	<i>Iaijutsu</i> combat style, BAB +5	Draw and attack while kneeling or sitting without penalty
Sitting Shot	<i>Kyujutsu</i> combat style, BAB +5	Fire your bow from a seated position
Prone Shot	<i>Kyujutsu</i> combat style, BAB +5, Sitting Shot	Fire your bow when fully prone
Skillful	_	+1 bonus to any three skills
Sorcerer's Gift	1st-level sorcerer	Know 2 extra spells per sorcerer level
Spear of the Dawn-Goddess	<i>Sojutsu</i> combat style, BAB +12	Charge and attack all enemies along your path
Sticky Blade	<i>Kenjutsu</i> combat style, BAB +8	Keep your blade pressed against your opponent's when disarming
Flowing Water Cut	<i>Kenjutsu</i> combat style, BAB +12, Sticky Blade	Gain an extra attack of opportunity in certain situations
Swallow-Tail Cut	<i>Iaijutsu</i> combat style, BAB +12, Quick Draw	Automatically go first in first round of combat
Swiftness	_	+1 bonus to Dex
Taijima-Giri	<i>Sojutsu</i> combat style, BAB +5	Deflect arrows with spear or polearm
Tameshigiri	<i>Iaijutsu</i> combat style, BAB +5	+2 bonus to damage rolls
Treading Down the Enemy	<i>Kenjutsu</i> combat style, BAB +8	Attack of opportunity against opponents with missile weapons
Turning Draw	<i>Iaijutsu</i> combat style, BAB +8	Attack of opportunity against someone trying to sneak attack or flank you
Unbendable Will	—	+3 bonus on saves against mind-affecting spells
Witch's Gift	1st-level witch	Know 2 extra spells per witch level

A few new subcategories of feats are introduced here — Ability feats and the various samurai combat style feats. Ability feats are feats that increase a character's ability scores by one point when the feat is taken. This represents another way for a character to increase ability scores beyond magic or the pre-set increases with leveling up.

BARD'S GIFT

You know more spells than most other bards.

Prerequisite: 1st level bard.

Benefit: You know two extra spells per bard level than what is listed in the spells known table for the bard, in Chapter 3 of the *Pathfinder Roleplaying*

Game Core Rulebook. For example, with this feat a 1st level bard would have six o-level spells and four 1st level spells, and a 3rd level bard would have eight o-level spells and six 1st level spells.

BEAUTEOUS (ABILITY)

You are exceptionally pleasing to look at and talk to.

Benefit: You gain a permanent +1 to your Charisma score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Charisma. You can only take this feat once per character level.

BLIND SHOT (KYUJUTSU)

You can make ranged attacks while blinded, blind-folded or in complete darkness.

Prerequisite: *Kyujutsu* combat style, base attack bonus +8, Precise Shot.

Benefit: Whenever one of your ranged attacks misses because the target has concealment you can reroll the miss chance again to see if you actually hit.

BLOODY WINDMILL (SOJUTSU)

You make a devastating attack against all within reach by spinning your spear around your head.

Prerequisite: *Sojutsu* combat style, base attack bonus +8.

Benefit: Spinning your spear overhead, you slash the spearpoint across everyone within reach (this can hit allies as well as enemies) by making a single attack roll at your highest attack bonus. This attack is a full attack action and provokes an attack of opportunity.

BLOWN KISS SPELL (METAMAGIC)

You can cast your spells by blowing the target a kiss.

Prerequisite: Kiss Spell.

Benefit: By blowing a kiss, you can cast any touch or ranged touch spell you know or have prepared. The target of the spell must be within your line of sight and cannot be blinded or otherwise unable to see you. If the target is unwilling to receive the blown kiss, you must make a ranged touch attack, even if the spell does not normally call for one.

You do not need any normal spell components for the spell, so long as the components cost 1 gp or less. Components costing more than 1 gp must still be used. Spells cast or prepared with this feat take up a spell slot one level higher than the spell's normal level.

CALLED SHOT (KYUJUTSU)

You have the ability to make a specific attack against a declared point no smaller than the head of a nail.

Prerequisite: *Kyujutsu* combat style, base attack bonus +12, Precise Shot.

Benefit: As a full round action, you can make a single attack at your highest attack bonus against a specific target. If your attack hits a target that is susceptible to critical hits, the attack has the following effects in addition to the normal damage. You pick the location your attack hits.

Location	Effect
Head	1d4 Int & 1d4 Wis damage
Leg	Target reduced to 1/2 movement
Arm/Shoulder	1d4 Str damage & -5 attack penalty
Chest	1d4 Con or 1d4 Str damage
Abdomen	1d4 Con of 1d4 Str bleed

CONTINUOUS CUT (KENJUTSU)

You are skilled at making a single, deep, long cut to your opponent.

Prerequisite: *Kenjutsu* combat style, base attack bonus +8.

Benefit: As a full attack, make a single attack roll at your highest base attack bonus against a single opponent. If the attack hits, roll damage once for each attack you would normally receive in a round and apply it to the target.

COUREUR DE BOIS

You are at home in the forests and woodlands.

Benefit: When in woodlands or forests, your base movement rate increases by 5 feet and you receive a +2 bonus to Perception and Survival checks. You do not benefit from this feat in any other type of terrain.

COURTESAN'S TOUCH

You have exceptional skill at healing massage.

Prerequisite: 4 ranks in Heal.

Benefit: You receive a +3 bonus to Heal checks when attempting long-term care or when attempting to treat wounds from caltrops, *spike growth* or *spike stones*. Your treatment method is a deep muscle/tissue massage, with the massage taking 30 minutes. With a DC 10 Heal check you can also remove fatigue or change exhaustion to fatigue.

COVEN CASTING (METAMAGIC)

You and at least one other witch can combine power to increase the caster level of a spell.

Prerequisite: Ability to cast witch spells.

Benefit: At least half of the witches involved must have the coven casting feat. When using coven casting, your spells (and the spells of all other witches with the coven casting feat) are cast with a caster level equal to the caster level of the highest level witch present, +1 for every other witch present. For example, if four witches use coven casting and the highest level witch is 7th level, spells cast with coven casting are 10th caster level.

All spells cast with coven casting have their casting time increased. Spells with a casting time of 1 standard action increase to 1 full round. One full round increases to 1 minute. One minute increases to 10 minutes. All other casting times are doubled. This feat cannot be applied to spells with casting times of 1 immediate action or 1 swift action.

DAREDEVIL

You regularly take extremely risky actions.

Prerequisite: Base attack bonus +2.

Benefit: Whenever you attempt a particularly risky action, you get a +5 luck bonus to any one ability check, skill check, attack roll or saving throw. You must state which risky action you are

performing in order to receive the bonus ("I'm using the Daredevil feat to jump the gorge," for example, receiving a +5 luck bonus to your Acrobatics roll). This feat may be used a total of twice per day, and no more than once per round. **DEMON PIN (SOJUTSU)** weapon. You can make a devastating strike with your spear to pin an enemy to the ground or a wall. FAME/INFAMY Prerequisite: Sojutsu combat style, base attack bonus +8. Benefit: By making a successful attack, you pierce go.

your enemy's defenses and pin them to a wall or the ground. The target suffers normal damage from the attack if it is successful. Your target is considered flatfooted until freeing themselves from the spear (DC 25, using either a Strength check or an Escape Artist check). This attack is a full attack action and you cannot use your spear so long as it holds your opponent.

ELEMENT FOCUS

The spells you cast of a particular element are harder to resist.

Prerequisite: Elemental wizard specialist.

Benefit: Choose one of the four elements and apply it to this feat. Spells you cast of that element receive a +1 bonus to the DC. You cannot apply this feat to your element of opposition. The effects of Element Focus and Spell Focus do not stack.

Special: You can gain this feat multiple times. Each time you do, you apply it to a different element.

EXTEND CIRCLE

Your witch's circle lasts longer than circles cast by other witches.

Prerequisite: Cast circle class feature.

Benefit: When you cast a circle, the circle's duration increases by one extra hour.

EXTRA DIVINE PUNISHMENT

You can use your divine punishment class feature more times per week than normal.

Prerequisite: Divine punishment class feature.

Benefit: You can use your divine punishment two extra times per week.

FALLING LEAVES CUT (KENJUTSU)

You are skilled at knocking aside your opponent's weapon, or even disarming them without provoking an attack of opportunity.

Prerequisite: *Kenjutsu* combat style, base attack bonus +5.

Benefit: You can attempt to knock your opponent's weapon aside by making a successful disarm combat maneuver. You receive a +2 bonus to your attempt and if you are successful your opponent suffers a -2 penalty to attacks against you for one round and cannot make multiple attacks against you in that round.

You can also use this feat to disarm your opponent by making a successful disarm combat maneuver. You receive a +2 bonus to your attempt and this bonus stacks with the bonus from the Improved Disarm feat. If the attempt is successful, your opponent drops his

Your reputation precedes you nearly everywhere you

Prerequisite: Base attack bonus +3.

Benefit: Your reputation – good or bad – precedes you, granting you a +2 bonus to all Charismabased skill checks when dealing with strangers. This represents either their fear of you (if you have a bad reputation) or their eagerness to meet you (if you have a good reputation). All encounters begin with a starting attitude of indifferent at worst.

Special: A gladiator with this feat also adds the +2 bonus to his Reputation Score.

FIRE-AND-STONES CUT (KENJUTSU)

You are extremely proficient at sundering your opponent's weapons without provoking an attack of opportunity.

Prerequisite: Kenjutsu combat style, base attack bonus +5.

Benefit: You receive a +2 bonus to attempts to sunder your opponent's weapon. This bonus stacks with the bonus from the Improved Sunder feat. The bonus improves to +3 at 10th level, +4 at 15th level and +5 at 20th level.

FLOWING WATER CUT (KENJUTSU)

When you are engaged blade-to-blade with an opponent you can make sudden, swift cuts at unexpected moments.

Prerequisite: Kenjutsu combat style, base attack bonus +12, Sticky Blade.

Benefit: If you are engaged in a sticky blade situation with an opponent or if an opponent attempts to disarm you or sunder your weapon, you can make an extra attack of opportunity beyond those you are normally allowed in a round, receiving a +5 bonus to your attack roll.

FRIENDLY FACE

There is something about your face that people recognize and trust.

Prerequisite: Cha 11.

Benefit: You gain a +3 bonus to Bluff and Diplomacy checks involving complete strangers. You cannot benefit from this bonus if you have previously met the other person.

GREATER AURA OF DESPAIR

Your aura of despair extends further than that of most anti-paladins.

Prerequisite: Aura of despair class feature.

Benefit: The range of your aura of despair is 20 feet. **Normal**: An anti-paladin's aura of despair has a 10 foot radius.

HANGING SHOT (KYUJUTSU)

You can make accurate shots with your bow while hanging by your feet.

Prerequisite: *Kyujutsu* combat style, base attack bonus +8.

Benefit: You can make normal ranged attacks while hanging by your feet/legs from a tree, cliff, roof, etc, even if you are completely upside down.

HARDY (ABILITY)

You are exceptionally tough.

Benefit: You gain a permanent +1 to your Constitution score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Constitution. You can only take this feat once per character level.

HERON SPEARING A FROG (SOJUTSU)

You can extend your reach with a spear beyond what most folks can.

Prerequisite: *Sojutsu* combat style, base attack bonus +8.

Benefit: You shift your hands to the very butt of your spear and lunge forward with the entire length of the shaft extended, giving your weapon double the normal reach. This is a full attack action and you get only one attack, at your highest attack bonus.

ISHIZUKI STRIKE (Sojutsu)

You know how to use your spear as a double weapon

Prerequisite: Sojutsu combat style, base attack bonus +8, Two-weapon Fighting.

Benefit: You can strike with the iron pommel of your spear or polearm, treating the weapon as a double weapon and doing 1d4 + Strength bonus damage. If the weapon is a magic weapon, the magic bonuses are not applied unless the weapon was created as a double weapon.

Normal: Most spears and polearms are not double weapons and cannot be used as such without suffering a -6 penalty to attack and -2 penalty to damage.

JACK OF ALL TRADES

You milk everything you can from whatever you learn.

Benefit: When this feat is taken, you have twice as many skill points to use for the level in question

using this formula: (Skill ranks per level + Intelligence modifier) x 2. This feat may be taken more than once, but only once per class level.

JOINT STRIKE (SOJUTSU)

You are skilled at finding gaps and joints in your enemy's armor.

Prerequisite: *Sojutsu* combat style, base attack bonus +8.

Benefit: As a full attack, make a single attack at a -5 penalty. If you are successful, the opponent is struck at a vulnerable point and injured. The target suffers normal damage plus his movement rate is reduced by ¹/₂ and he suffers a -4 penalty to Dexterity or a -5 penalty to attack and -4 to Strength (attacker's choice).

KABUTO WARI (IAIJUTSU)

Kabuto wari is the art of helmet cleaving, and you are very skilled at it.

Prerequisite: *Iaijutsu* combat style, base attack bonus +12.

Benefit: By taking a -8 penalty to your attack roll you can strike your opponent's head. If your attack succeeds, in addition to suffering normal damage, your opponent suffers 1d4 Intelligence and Wisdom damage and must make a Fortitude save (DC equals your attack roll) or also be permanently blinded and deafened.

KEEN INSIGHT (ABILITY)

You are exceptionally wise.

Benefit: You gain a permanent +1 to your Wisdom score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Wisdom. You can only take this feat once per character level.

KISS SPELL (METAMAGIC)

You can cast spells with just a kiss.

Prerequisite: Caster level 1st.

Benefit: You can cast any spell you know or have prepared that has a range of touch or personal by giving the target a kiss. Your lips must make contact with some part of the target in order to cast the spell. If the target is willing to receive the kiss, you do not need to make an attack roll, even if you normally would need to do so. If the target resists the kiss, you must make a combat maneuver roll using your Combat Maneuver Bonus.

You do not need any normal spell components for the spell, so long as the components cost 1 gp or less. Components costing more than 1 gp must still be used. The casting time of spells cast with the Kiss Spell feat is increased to 1 full round if it is normally less than that. If the casting time is already 1 full round or greater, the casting time is not increased. Spells cast or prepared with this feat do not take up a higher level spell slot.

LEAPING SHOT (KYUJUTSU)

You have the ability to make an attack roll while leaping or jumping.

Prerequisite: *Kyujutsu* combat style, base attack bonus +8, 4 ranks in Acrobatics.

Benefit: Any time you attempt to leap or jump (whether up, down, or over/across something) you may also make a single ranged attack at your lowest attack bonus.

MANY ENEMIES ATTACK (Kenjutsu)

When you are faced with multiple opponents and are wielding two weapons, your arms spin like a whirlwind to strike each opponent.

Prerequisite: *Kenjutsu* combat style, base attack bonus +12, Two-weapon Fighting.

Benefit: When wielding two weapons, your attacks against multiple opponents are made alternating with the left and right hand so that each weapon strikes as the primary weapon on a different opponent. This attack counts as a full attack and no movement beyond a 5 foot step can be made. Each attack must be against different, alternating opponents (you may be faced with only two opponents, but so long as you alternate back and forth and never strike the same opponent twice in a row with the same weapon you benefit from this feat), and you suffer no attack penalties to your attacks since each weapon alternates as the primary.

MUSCLES (ABILITY)

You are exceptionally strong.

Benefit: You gain a permanent +1 to your Strength score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Strength. You can only take this feat once per character level.

MYSTERY OF THE GODS

You gain access to one of the domains of your patron deity.

Prerequisite: Ability to cast 3rd level divine spells. **Benefit**: You gain access to a domain listed under the description of your patron deity. This is an extra domain in addition to any already chosen. For characters other than clerics, use the character's divine spellcaster class levels to determine level for purposes of gaining domain

NINE LIVES

You are exceptionally hard to kill.

powers. This feat may be taken only once.

Benefit: You have nine lives when you take this feat. Whenever you fail a skill check or saving throw (or any other type of roll) that would leave you with -1 or fewer

hit points, you may reroll with a bonus equal to ¹/₂ your character level and use up one of your nine

lives. If you fail again, another life can be used up and you may reroll yet again. You get a total of nine lives to use up in such a fashion. You may take this feat only once, and when all nine lives are used the feat no longer applies (though it still takes up a feat slot).

PERFECT SHOT (Kyujutsu)

Your ranged attacks are devastatingly accurate.

Prerequisite: *Kyujutsu* combat style, base attack bonus +12, Improved Precise Shot.

Benefit: You spend two rounds drawing a bead on your target and aiming precisely. You make a single attack at your highest attack bonus, with a +10 circumstance bonus to attack and damage. If the target is susceptible to critical hits, a successful attack is an automatic critical hit (no confirmation roll necessary).

PIERCING SHOT (KYUJUTSU)

You can make devastatingly penetrating attacks with your bow.

Prerequisite: *Kyujutsu* combat style, base attack bonus +5.

Benefit: As a full round action, you can make a single ranged attack in which you carefully target your enemy. You receive an attack bonus equal to ½ your samurai level and a damage bonus equal to your samurai level. Your attack also acts as a sunder maneuver against your opponent's armor and any damage you deal applies separately to the target and the target's armor.

PRECOCIOUS (ABILITY)

You are exceptionally intelligent.

Benefit: You gain a permanent +1 to your Intelligence score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Intelligence. You can only take this feat once per character level.

PRONE SHOT (KYUJUTSU)

You can fire your bow from a prone position at no penalty.

Prerequisite: *Kyujutsu* combat style, base attack bonus +5, Sitting Shot.

Benefit: You can make ranged attacks with your bow from fully prone position with no penalty.

QUICKEN CIRCLE

You can cast your witch's circle faster than normal. **Prerequisite**: Cast circle class feature.

Benefit: You can cast your circle as a full round action.

Normal: It requires one full minute to cast a circle.

RAIJUKEN-GIRI (IAIJUTSU)

You are very proficient at the Lightning Sword Cut, striking at all opponents you can reach with one swift strike.

Prerequisite: *Iaijutsu* combat style, base attack bonus +8.

Benefit: As a full round action, you can make a single melee attack roll against all opponents within reach, dealing full damage to each opponent the attack hits. Roll damage once and apply it to each target you hit.

RAM STRIKE (KENJUTSU)

Your bull rush is so powerful that your opponent is left battered and bruised.

Prerequisite: *Kenjutsu* combat style, base attack bonus +5, Improved Bull Rush.

Benefit: Whenever you successfully bull rush an opponent you also deal your opponent 1d6 + Strength bonus non-lethal damage.

REVERSE DRAW (IAIJUTSU)

You are skilled at drawing and cutting with your blade in your off-hand.

Prerequisite: *Iaijutsu* combat style, base attack bonus +5.

Benefit: You can use your off hand to draw your primary weapon at no penalty and can wield your primary weapon in your off hand with only a -4 penalty to attack rolls, and you gain your full Strength bonus to damage on a successful strike.

Note: Those that take this feat are very rarely dual wielders. This feat offers no bonuses to two-weapon fighting.

SENBONGIRI (IAIJUTSU)

You are very proficient at the art of 1,000 cuts, slashing your target multiple times.

Prerequisite: *Iaijutsu* combat style, base attack bonus +12.

Benefit: You make double your normal number of attacks against a single target, with all attacks made at your highest attack bonus. This is considered a full attack and you can take no other actions in the round and cannot move other than to take a 5 foot step. You are left fatigued after using this feat.

SITTING DRAW (IAIJUTSU)

You are skilled at drawing and using your blade from a sitting position.

Prerequisite: *Iaijutsu* combat style, base attack bonus +5.

Benefit: You can draw your weapon and attack while you are sitting or kneeling, suffering no penalty to your attack rolls, and no penalty to your armor class.

Normal: Prone or sitting characters suffer a -4 penalty to attack and a -2 penalty to armor class.

SITTING SHOT (KYUJUTSU)

You can fire your bow from a seated position.

Prerequisite: *Kyujutsu* combat style, base attack bonus +5.

Benefit: You may make ranged attacks with your bow from a seated position, with all attacks made at your lowest attack bonus.

SKILLFUL

You are very good at certain varied skills.

Benefit: You gain a +1 bonus to any three skills of your choice. This feat may be taken multiple times, applying it to different skills each time. You cannot apply this feat to the same skill more than once.

SORCERER'S GIFT

You know more spells than most sorcerers.

Prerequisite: 1st level sorcerer.

Benefit: You know two extra spells per sorcerer level than what is listed in the spells known table for the sorcerer, in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*. For example, with this feat a 1st level sorcerer would have six o-level spells and four 1st level spells and a 3rd level sorcerer would have seven o-level spells and five 1st level spells.

SPEAR OF THE DAWN-GODDESS (SOJUTSU)

You can make a devastating charge, attacking all enemies along your path.

Prerequisite: *Sojutsu* combat style, base attack bonus +12.

Benefit: As a full attack action, you can make a charge attack, moving up to twice your base movement rate. You make a single attack roll at your highest attack bonus against any enemies along your path (which must be in a straight line). If any attack succeeds by 10 or more the enemy struck must make a Dexterity or Acrobatics check (DC is equal to your attack roll) or be knocked prone. After performing this attack, you may make only one attack the following round.

STICKY BLADE (KENJUTSU)

You know how to keep your blade pressed against your opponent's, preventing him from making an effective attack.

Prerequisite: *Kenjutsu* combat style, base attack bonus +8.

Benefit: By making a successful disarm combat maneuver, you keep your blade pressed against your opponent's blade. Your opponent does not drop his weapon, but does suffer a -4 penalty to his attack rolls and a -2 penalty to his damage.

SWALLOW-TAIL CUT (IAIJUTSU)

You are able to draw and cut so quickly and precisely it is said you can clip the tail of a swallow in flight.

Prerequisite: *Iaijutsu* combat style, base attack bonus +12, Quick Draw.

Benefit: You automatically go first in the first round of combat, but go on your initiative roll for each successive round. You also receive a +10 bonus to attack on your first attack in the first round. All other attacks in that round receive no bonus beyond your normal bonuses.

SWIFTNESS (ABILITY)

You are exceptionally dexterous.

Benefit: You gain a permanent +1 to your Dexterity score. You may take this feat up to three different times and the effects stack. You may not take this feat at the same time you gain an ability increase from gaining a level unless you increase an ability other than Dexterity. You can only take this feat once per character level.

TAIJIMA-GIRI (Sojutsu)

You are skilled at deflecting arrows by spinning your spear or polearm rapidly.

Prerequisite: *Sojutsu* combat style, base attack bonus +5.

Benefit: You make a spinning parry with your spear, polearm or other similar weapon. This is a full round action and you can take no other actions in the round (except free actions) but you receive a +4 deflection bonus to your armor class against all ranged weapon attacks in that round. If you make a successful disarm combat maneuver (using the archer's attack roll as your DC) as part of your parry, you can deflect the arrows in the direction of your choice using your CMB roll as the new attack roll. The benefits of this feat do not apply to massive ranged weapons such as boulders or ballistae bolts, nor does it apply to spells and spell-like effects.

TAMESHIGIRI (IAIJUTSU)

The consistent practice of cutting rolled up bamboo mats in once slice has given you great precision and strength.

Prerequisite: *Iaijutsu* combat style, base attack bonus +5.

Benefit: You receive a +2 bonus to damage rolls. If your base attack bonus is +10 the damage bonus increases to +4.

TREADING DOWN THE ENEMY (Kenjutsu)

You have no fear of archers and crossbowmen, and regularly face them down.

Prerequisite: *Kenjutsu* combat style, base attack bonus +8.

Benefit: When facing an opponent using missile weapons, you get an attack of opportunity against that enemy so long as they are within your base movement rate. You can advance to melee range against the ranged attacker and make your attack of opportunity without penalty. If you have already moved more than 5 feet in the round, you are left fatigued after this attack. If you have not already moved in this round, you cannot move next round without being fatigued.

TURNING DRAW (IAIJUTSU)

You are skilled at drawing your blade and cutting an opponent behind or beside you.

Prerequisite: *Iaijutsu* combat style, base attack bonus +8.

Benefit: Anytime you are the target of a sneak attack that comes from behind or beside you, or anytime your opponent receives a flanking bonus to attack you, you can make one immediate attack of opportunity before your opponent's attack, even if your blade is sheathed when the attack comes. If your attack of opportunity succeeds, your opponent loses their flanking bonus and/ or sneak attack damage, though their attack proceeds as normal otherwise.

Making an attack of opportunity with this feat does not increase the number of attacks of opportunity you can make in a round.

UNBENDABLE WILL

You are very resistant to most enchantment spells and many illusions.

Benefit: You gain a +3 bonus to all saving throws against mind-affecting spells and effects, including *charm* spells and illusions. This bonus stacks with any racial or class features that provide similar bonuses. It does not stack with similar bonuses granted by other feats.

WITCH'S GIFT

You know more spells than most other witches.

Prerequisite: 1st level witch.

Benefit: You know two extra spells per witch level than what is listed in the spells known table for the witch, in Chapter 1 of this book. For example, with this feat a 1st level witch would have seven o-level spells and five 1st level spells, and a 4th level witch would have eight o-level spells, six 1st level spells, and four 2nd level spells.



A iken and Teela had camped for the night near the northwestern edge of the Dryad's Wood, and now daybreak had them on the road again toward the northeastern corner of the forest, where Teela had grown up and where her mother still lived. Skies were overcast this day, so Teela had decided against wearing her hat, instead letting the wind blow through her hair, causing the glass beads woven and braided into her tresses to clink softly against each other.

The witch and the captain resumed their conversation, passing the hours on the trail with more tales of what they had been up to since they'd seen each other last, as well as reminiscing of past adventures. As the wagon rolled near a cluster of broken and jagged boulders, their surfaces scorched with black streaks, Teela shivered.

"Are you cold?" Aiken turned slightly in his seat to look for an extra cloak or blanket.

"Oh, no, I'm fine. I'm sorry, it's just this place that gives me the shivers," Teela explained, pointing out the boulders. "Years ago, my mother fought a wizard there. I wasn't there — I wasn't even born yet — but I've heard the tale so many times that my blood runs cold every time I pass this spot."

"Not a wizard from the college, I hope?"

"No, I doubt he was - he might have been in the area to do some research at the library there before heading this direction, but I doubt one of his ilk would have been welcome as student or staff at the university. *He was an air elementalist, and by and large they're* not all a bad sort, but you know how it is -a bad apple or two in every barrel. As far as anyone knew, he was from the mainland, and had traveled here after hearing about some treasure in the heart of the Dryad's Wood. What that treasure might have been, if it even existed, no one else knew. If there was something in the Dryad's Wood, the dryads would have been protecting it, and everyone he encountered tried to tell him that, but he was bound and determined to get it. And he used his lightning spells and his summoned air elementals on anyone who dared to stand in his way. My mother heard about his path of destruction, and she and some the other witches of her coven came out to stop him."

Aiken looked back over his shoulder at the battle site as the horses drew the wagon past it and could not help but shudder a bit himself — for signs of the fight to remain several decades later, it must have been quite the clash. "What happened to the wizard?"

"Once he realized he'd been beaten, he teleported away before he could be captured, the coward," Teela snorted. "Mama and the others did their best to hold him until the mercenaries Moonarrow had sent out after him could get there, but they were all healers at the time, no protectors among them — they weren't cut out for heavy battle. Really, considering the elementals he sent against them, and the powerful spells he kept casting, it's a wonder only one of them died in the fight. By the time the mercenaries got past the elementals the wizard had summoned to keep them at bay, the wizard was gone."

"Guys like that always run," Aiken sighed. "At least he never got in the forest, and your mom came out of it alright."

At that, Teela smiled. "She actually came out of it more than alright. When the mercenaries finally arrived, battered and bleeding from their skirmish with the air elementals, she set to healing them, and one of them caught her eye. That awful day was also wonderful, because it was the day my parents met."

S pells are the life-blood for many classes, including several that are presented in Chapter 1 of this book. This chapter begins with spell lists and concludes with spell descriptions for new spells introduced here. The anti-paladin and witch have their own unique spell lists, and sorcerer/wizard spells have been broken down into the four elemental schools for the elemental wizard.

Most of the spells in the spell lists are from the *Pathfinder Roleplaying Game Core Rulebook*. Spells marked with an * are from *The Book of Arcane Magic* while those marked with two ** are from *The Book of Divine Magic*. Spells marked with three *** can be found later in this chapter. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch or otherwise readily available.

ANTI-PALADIN SPELLS

1ST-LEVEL ANTI-PALADIN SPELLS

Ball of Smoke**: Provides total concealment in a 5-ft. radius ball for 1 round.

Bane: Enemies take -1 on attack rolls and saves against fear. **Bleed**: Cause a stabilized creature to resume dying.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Curse Water[™]: Makes unholy water.

Detect Magic: Detects spells and magic items within range.

- Detect Poison: Detects poison in one creature or object.
- **Divine Mark****: Etch a personal rune or mark upon any substance.
- Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
- **Obscuring Mist**: Fog surrounds you.
- **Protection from Good/Law**: +2 to AC and saves, plus additional protection against good or law.
- **Read Magic**: Read scrolls and spellbooks.
- **Resistance**: Subject gains +1 on saving throws.

Summon Monster I: Summons extraplanar creature to fight for you.

2ND-LEVEL ANTI-PALADIN SPELLS

Align Weapon: Weapon becomes evil or chaotic. Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

- Darkness: 20-ft. radius of supernatural shadow.
- **Death Knell**: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- **Deceitful****: Gain a +2 bonus to Bluff and Disguise checks.

Desecrate^M: Fills area with negative energy, making undead stronger.

Doom: One subject takes -2 on attack rolls, damage rolls, saves and checks.

Hold Person: Paralyzes one humanoid for 1 round/level. **Inflict Moderate Wounds**: Touch attack, 2d8 damage +1/level (max +10).

- **Resist Energy:** Ignores 10 (or more) points of damage/ attack from specified energy type.
- **Silver Tongue****: Gain a +2 bonus to Diplomacy checks.
- Summon Monster II: Summons extraplanar creature to fight for you.
- **Undetectable Alignment**: Conceals alignment for 24 hours.

3RD-LEVEL ANTI-PALADIN SPELLS

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves and checks; or 50% chance of losing each action.

- Blindness/Deafness: Makes subject blinded or deafened.
- Contagion: Infects subject with chosen disease.
- **Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius.
- Dispel Magic: Cancels one magical spell or effect.
- **Inflict Serious Wounds:** Touch attack, 3d8 damage +1/level (max +15).
- Limited Telepathy*: Mentally communicate with another creature within range.
- Magic Circle against Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Obscure Object: Masks object against scrying.

- **Protection from Energy:** Absorbs 12 points/level of damage from one kind of energy.
- **Red Rain****: Heavy, blood red rain deals 4d6 damage and potentially spreads a disease.
- **Retribution****: Target takes an equal amount of damage as he deals on his next round.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

- Summon Monster III: Summon extraplanar creature to fight for you.
- **Voice of the Gods****: Your voice makes allies immune to fear, but potentially frightens your foes.

4TH-LEVEL ANTI-PALADIN SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

- **Bleeding Wound****: All the target's wounds from piercing or slashing weapons bleed 1 hp/round until target is healed or dies.
- Chaos Hammer: Harms and slows lawful creatures (1d8 damage/2 levels).
- **Command, Greater:** As *command* but affects one subject/ level.
- Divine Power: You gain attack bonuses and 1 hp/level.
- **Dogs of War****: Summon 1d4+1 hell hounds to serve you for 24 hours.
- **Freedom of Movement**: Subject moves normally despite impediments to movement.
- Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
- **Inflict Critical Wounds**: Touch attack, 4d8 damage +1/level (max +20).
- **Planar Ally, Lesser**^M: Exchange services with a 6 HD extraplanar creature.

Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.

- Sending: Delivers short message anywhere, instantly.Spell Immunity: Subject is immune to one spell per 4 levels.
- Summon Monster IV: Summons extraplanar creature to fight for you.
- Tongues: Speak and understand any language.
- **Unholy Blight**: Harms and sickens good creatures (1d8 damage/2 levels).

ELEMENTAL WIZARD SPELLS

Sorcerer/Wizard spells not included in this list are not considered to be elemental spells. Those spells can still be learned by an elemental wizard though, just as any sorcerer/wizard can learn those spells, so long as the spells are not from his opposition element.

Also, note that some spells are considered to belong to more than one element due to the way the spell works or the composition of the effects. An elemental wizard can cast a spell that belongs to his element as well as his opposing element with no penalty.

There are also a handful of spells that are classified as Universal Element spells, which are elemental spells that any elemental wizard can learn, no matter what his element of opposition is (though there may be some restrictions on what the wizard can do with the spell).

<u>O-LEVEL ELEMENTAL WIZARD SPELLS</u> (CANTRIPS)

AIR

Ball of Air**: Knocks a target off balance for 1 round.

- **Ball of Smoke****: Provides total concealment in a 5-ft. radius ball for 1 round.
- **Blowing Dust****: Target has 50% miss chance on all attacks for 1 round.

Dancing Lights: Creates torches or other lights.

- **Ghost Sound**: Figment sounds.
- **Mage Hand**: 5-pound telekinesis. **Message**: Whisper conversation at distance.
- **Spellbook Protection***: Anyone besides you touching your spellbook takes 1d3 electricity damage.
- **String***: Conjures a small ball of string that vanishes after 10 min./level.

EARTH

Detect Poison: Detects poison in one creature or small object.

Disrupt Undead: Deals 1d6 damage to one undead. **Lockslip***: Cast on a lock to reduce the Disable Device DC by 1.

- **Mending**: Makes minor repairs on an object.
- **Open/Close**: Opens or closes small or light things. **Touch of Fatigue**: Touch attack fatigues target.

FIRE

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).

Dancing Lights: Creates torches or other lights.

False Blink*: You appear to wink out of existence for a brief moment.

Flare: Dazzles one creature (-1 on attack rolls).

Finger Flame*: Creates a small flame at the tip of finger which deals 1 point of damage.

Light: Object shines like a torch.

UNIVERSAL ELEMENT

Prestidigitation: Performs minor tricks (cannot perform trick from element of opposition).
Resistance: Subject gains +1 on saving throws.

WATER

Acid Splash: Orb deals 1d3 acid damage.

Bleed: Cause a stabilized creature to resume dying. **Detect Poison**: Detects poison in one creature or small object.

Double Take*: Reroll one Perception check.

Makeshift Quill*: Fills a regular feather with enough ink for 1 page/level.

Ray of Frost: Ray deals 1d3 cold damage.

1ST-LEVEL ELEMENTAL WIZARD SPELLS

AIR

- **Alarm**: Wards an area for 2 hours/level. **Bird's Eye View***: See your surroundings as if from
- above. Call of the Wild*: Creates the frightening sound of
- howling wolves. **Comprehend Languages**: You understand all spoken
- and written languages. **Feather Fall**: Objects or creatures fall slowly.

- Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.
- Jump: Subject gets a bonus on Acrobatics checks.
- **Mage Armor**: Gives subject +4 armor bonus.

Obscuring Mist: Fog surrounds you.

- **Peep Hole***: Creates a small hole in a non-magical door, wall or window shutter so you can see through to the other side.
- Perfect Balance*: Gain +10 to an Acrobatics check.
- **Shield**: Invisible disc gives +4 to AC, blocks *magic missile*.
- **Shocking Grasp**: Touch delivers 1d6/electricity damage (5d6 max).
- **Sonic Missile*****: As *magic missile*, except sonic damage.
- **Unseen Servant**: Invisible force obeys your commands. **Ventriloquism**: Throws voice for 1 min./level.

EARTH

- Animate Rope: Makes a rope move at your command. Detect Secret Doors: Reveals hidden doors within 60 ft.
- Detect Undead: Reveals undead within 60 ft.
- Disguise Self: Changes your appearance.
- **Dwarfsense***: Gain most benefits of dwarven racial trait Stonecunning.
- Enlarge Person: Humanoid creature doubles in size.
- Fool's Gold*: Temporarily transforms copper and silver coins into gold.
- Heartache*: Subject remembers a lost loved one and is left shaken.
- Hold Portal: Holds door shut.
- Mace Hand*: Transforms you hand and forearm into a light mace.
- Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- Magic Weapon: Weapon gains +1 bonus.
- **Reduce Person**: Humanoid creature halves in size. **Sleep**: Puts 4 HD of creatures into magical slumber. **True Strike**: +20 on your next attack roll.

FIRE

- Awe*: Gain +10 to an Intimidate check.
- Burning Hands: 1d4/level fire damage (max 5d4). Charm Person: Makes one person your friend. Erase: Mundane or magical writing vanishes. Fire Missile***: As *magic missile*, except fire damage.
- Fireshape*: Affects size of normal fires or extinguishes them.
- Hot Foot*: Creates flame on subject's feet, 1d3 fire damage, 1 round/level.
- Hypnotism: Fascinates 2d4 HD of creatures.
- Magic Weapon: Weapon gains +1 bonus. Silent Image: Creates minor illusion of your design.

UNIVERSAL ELEMENT

- **Endure Elements**: Exist comfortably in hot or cold regions.
- Summon Monster I: Summons extraplanar creature to fight for you.

WATER

- **Chill Touch**: Once touch/level deals 1d6 damage and possibly 1 Str.
- **Cold Feet***: Ice forms around subject's feet, immobilizing them and causing minor damage.
- **Color Spray**: Knocks unconscious, blinds, and/or stuns weak creatures.
- Expeditious Retreat: Your base speed increases by 30 ft.
- Grease: Makes 10-ft. square or one object slippery.
- Ice Missile***: As magic missile, except cold damage.
- Ice Slick***: Slippery sheet of ice causes creatures to slip and fall.
- **Obscuring Mist**: Fog surrounds you.
- **Pacifist***: Subject will avoid combat and casting spells that cause damage.
- Magical Quill*: Enchants a quill to write down all words spoken within your range of hearing. Net*: Rope knots and weaves itself into a net.
- **Snowshoes***: Move across ice or snow at normal speed without penalty.

2ND-LEVEL ELEMENTAL WIZARD SPELLS

AIR

- Blur: Attacks miss subject 10% of the time.
- Fog Cloud: Fog obscures vision.
- **Gust of Wind**: Blows away or knocks down smaller creatures.
- Hideous Laughter: Subject loses actions for 1 round/ level.
- Levitate: Subject moves up and down at your direction. Magic Mouth^M: Object speaks once when triggered.
- **Miss***: Subject suffers -10 penalty to an attack.
- **Protection from Arrows**: Subject gains DR 10/magic against ranged attacks.
- **Rope Trick**: As many as eight creatures hide in extradimensional space.
- **Shatter**: Sonic energy damages objects or crystalline creatures.
- **Special Delivery***: Transports one of your small items to an ally.
- **Spectral Hand**: Creates disembodied glowing hand to deliver touch attacks.
- Whispering Wind: Sends a short message 1 mile/level.

EARTH

- Arcane Lock^M: Magically locks a portal or chest. Command Undead: Undead creature obeys your commands.
- Darkness: 20-ft. radius of supernatural shadow.
- Darkvision: See 60 ft. in total darkness.
- **Ghoul Touch**: Paralyzes one subject, which exudes stench that makes those nearby sickened.
- **Glitterdust**: Blinds creatures, outlines invisible creatures.
- Knock: Opens locked or magically sealed doors.
- **Locate Object**: Senses direction toward object (specific or type).
- Make Whole: Repairs an object.

Mental Cartography*: You cannot get lost.

- Misdirection: Misleads divinations for 1 creature or object.
- **Sense of Place***: You gain geographical, historical and social knowledge about your current location.
- **Spider Climb**: Grants ability to walk on walls and ceilings.
- Touch Me Not*: Gain +2 to AC, deal damage to foes who touch you.
- Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.

FIRE

Blindness/Deafness: Makes subject blinded or deafened.

Continual Flame^M: Makes a permanent, heatless light.

Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.

Friendly Face*: Improve strangers' reactions towards you.

Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.

Minor Image: As *silent image*, plus some sound.

- **Pyrotechnics**: Turns fire into blinding light or thick smoke.
- **Scorching Ray**: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Sweetness*: Create a sweet scent that dazes those in a 20-ft. radius.

Twinkle*: You body sparkles, dazzling those around you.

UNIVERSAL ELEMENT

Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.

Resistance, **Improved***: As *resistance*, except bonus lasts 1 min./caster level.

Summon Monster II: Summons extraplanar creature to fight for you.

WATER

- Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
- Alter Self: Assume form of a Small or Medium humanoid.

Darkness: 20-ft. radius of supernatural shadow.

False Life: Gain 1d10 temporary hp + 1 /level (max +10).

Fog Cloud: Fog obscures vision.

Mirror Image: Creates decoy duplicates of you.

Obscure Object: Masks object against scrying. **Scare**: Frightens creatures of less than 6 HD.

Sticky Fingers*: Subject's hand oozes a very sticky substance.

Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.

3RD-LEVEL ELEMENTAL WIZARD SPELLS

AIR

Blink: You randomly vanish and reappear for 1 round per level.

Displacement: Attacks miss subject 50% of the time. **Fly**: Subject flies at speed of 60 ft.

Freezing Fog*: As fog cloud, plus thick slippery frost covers ground.

- **Gaseous Form**: Subject becomes insubstantial and can fly slowly.
- Hold Person: Paralyzes one humanoid for 1 round/ level.

Lightning Bolt: Electricity deals 1d6/level damage.
Phantom Steed: Magic horse appears for 1 hour/level.
Ray of Exhaustion: Ray makes subject exhausted.
Stinking Cloud: Nauseating vapors, 1 round/level.
Tongues: Speak and understand any language.
Wind Wall: Deflects arrows, smaller creatures, and gases.

EARTH

Back to Back*: Pull two subjects back to back with unseen force.

- **Beast Shape I**: You take the form and some of the powers of a Small or Medium animal.
- **Black and Blue***: Subject takes an equal amount of non-lethal damage from each hit with a bludgeoning weapon.

Deep Slumber: Puts 10 HD of creatures to sleep. **Gentle Repose**: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level. Keen Edge: Doubles normal weapon's threat range.

Nondetection^M: Hides subject from divination, scrying.

Secret Page: Changes one page to hide its real content.

- Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
- **Slow:** One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.

Tiny Hut: Creates shelter for 10 creatures.

Vampiric Touch: Touch deals 1d6 temporary damage per two levels; caster gains damage as temporary hp.

FIRE

Daylight: 60-ft.-radius of bright light.

- Explosive Runes: Deals 6d6 fire damage when read. Fire and Ice*: 2d4 damage, alternating fire and cold each round.
- **Fireball**: 1d6 damage per level, 20-ft.-radius.
- **Flame Arrow:** Arrows deal +1d6 fire damage.
- Haste: One creature/level moves faster, +1 on attack rolls, AC and Reflex saves.
- Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Illusory Script[™]: Only select creatures can read text.

- **Major Image**: As *silent image*, plus sound, smell and thermal effects.
- **Rage**: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

Wall of Light*: Creates a wall of blinding bright light.

UNIVERSAL ELEMENT

- **Protection from Energy:** Absorbs 12 points/level of damage from one kind of energy.
- Summon Monster III: Summons extraplanar creature to fight for you.

WATER

- **Displacement**: Attacks miss subject 50% of the time. **Fire and Ice***: 2d4 damage, alternating fire and cold each round.
- Freezing Fog*: As fog cloud, plus thick slippery frost
 covers ground.
- Sleet Storm: Hampers vision and movement. Slippery Grip*: Subject suffers penalties to attack. Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, attack rolls.
- Vampiric Touch: Touch deals 1d6 temporary damage per two levels; caster gains damage as temporary hp.
 Water Breathing: Subjects can breathe underwater.

4TH-LEVEL ELEMENTAL WIZARD SPELLS

AIR

- **Contagion**: Infects subject with chosen disease. **Dimension Door**: Teleports you a short distance.
- **Ghost Touch****: Affected objects can interact with incorporeal creatures.
- **Illusory Wall**: Wall, floor, or ceiling looks real, but anything can pass through.
- **Phantasmal Killer**: Fearsome illusion kills subject or deals 3d6 damage.
- Rainbow Pattern: Lights fascinate 24 HD of creatures.
- **Resilient Sphere**: Force globe protects but traps one subject.
- **Shout**: Deafens all within cone and deals 5d6 sonic damage.
- Sleepless Night*: Subject cannot fall asleep for 24 hours.
- Solid Fog: Blocks vision and slows movement.
- Unseen Sentinel*: As *unseen servant*, except this one acts as a guard.

EARTH

- Animate Dead^M: Creates undead skeletons and zombies.
- **Black Tentacles**: Tentacles grapple all creatures within a 20-ft. spread.
- **Crushing Despair**: Subjects take -2 on attack rolls, damage rolls, saves and checks.
- **Dimensional Anchor**: Bars extradimensional movement.
- Enlarge Person, Mass: 1 humanoid creature/level doubles in size.
- Minor Creation: Creates one cloth or wood object.
- Reduce Person, Mass: As *reduce person*, but affects 1 humanoid creature/level.
- Sandblast*: 2d6 + 1d6/4 caster levels, subjects blinded 1d4 rounds.
- Secure Shelter: Creates sturdy cottage.
- Staggering Blow*: Subject's next successful melee attack is an automatic critical hit.
- Stone Shape: Sculpts stone into any shape.
- Stoneskin[™]: Grants DR 10/adamantine.
- **Transparency***: Temporarily see through up to 6 inches of wood, metal or stone.

FIRE

- **Dogs of War****: Summon 1d4+1 hell hounds to serve you for 24 hours.
- **Fire Shield**: Creatures attacking you take fire damage; you're protected from heat or cold.
- **Fire Trap**^M: Opened object deals 1d4 damage +1/level.
- **Rainbow Pattern**: Lights fascinate 24 HD of creatures. **Spell Hold***: Cause another caster's spell of 3rd level or
- lower to internalize its power within him.
- Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

UNIVERSAL ELEMENT

Elemental Body I: Turns you into a Small elemental (cannot be from opposition element).

- **Resistance**, **Mass***: As *resistance*, but affects multiple creatures.
- Summon Monster IV: Summons extraplanar creature to fight for you.

WATER

Contagion: Infects subject with chosen disease. **Crushing Despair**: Subjects take -2 on attack rolls,

damage rolls, saves and checks. Fear: Subjects within cone flee for 1 round/level.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Poison Arrow*: Imbue 2 projectiles/level with poison. **Rainbow Pattern**: Lights fascinate 24 HD of creatures.

Solid Fog: Blocks vision and slows movement.

- Stench of the Polecat*: Creates putrid fumes that blind and nauseate creatures.
- **Wall of Ice**: *Ice plane* creates wall or *hemisphere* creates dome.

5TH-LEVEL ELEMENTAL WIZARD SPELLS

AIR

- Ash Cloud*: As *solid fog*, plus potential for subject to choke on hot ash.
- **Cloudkill**: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
- **Dream**: Sends message to anyone sleeping.
- Hold Monster: As hold person, but any creature.
- **Mage's Faithful Hound**: Phantom dog can guard a location and attack intruders.
- Mind Fog: Subjects in fog get -10 to Wis and Will checks.
- **Overland Flight**: You fly at a speed of 40 ft. and can hustle over long distances.
- **Secret Chest**^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.
- Sending: Delivers short message anywhere, instantly.
- **Suffering Wind***: 1d4+1 Constitution damage due to loss of body moisture.
- **Telekinesis**: Moves object, attacks creature, or hurls object or creature.
- Wall of Force: Wall is immune to damage.

EARTH

Animal Growth: One animal doubles in size. Blight: Withers one plant or deals 1d6/level damage to plant creature.

- **Fabricate**^M: Transforms raw materials into finished items.
- **Force Disk*****: Disk of force deals 1d6/level when thrown and then returns to you.
- Interposing Hand: Hand provides cover against 1 opponent.
- Major Creation: As *minor creation*, plus stone and metal.
- **Mirage Arcana**: As *hallucinatory terrain*, plus structures.
- Passwall: Creates passage through wood or stone wall.
- **Planar Binding, Lesser**: Traps extraplanar creature of 6 HD or less until it performs a task.
- **Plant Shape I**: Turns you into a Small or Medium plant. **Seeming**: Changes appearance of 1 person per 2 levels.
- Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
- Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
- **True Strike**, **Mass***: As *true strike*, but affects multiple creatures.
- Wall of Stone: Creates a stone wall that can be shaped.

FIRE

- Ash Cloud*: As *solid fog*, plus potential for subject to choke on hot ash.
- Dominate Person: Controls humanoid telepathically.
- **Drow's Folly***: Outlines subjects in light that deals 2d4 damage/round.
- Major Creation: As *minor creation*, plus stone and metal.
- **Symbol of Pain**^M: Triggered rune wracks creatures with pain.

UNIVERSAL ELEMENT

- Baleful Polymorph: Turns subject into harmless animal.
- **Elemental Body II**: Turns you into a Medium elemental (cannot be from opposition element).
- **Polymorph**: Gives one willing subject a new form.
- **Spirit Sight***: See creatures and items according to their life force.
- Summon Monster V: Summons extraplanar creature to fight for you.
- **Teleport**: Instantly transports you as far as 100 miles per level.

WATER

- **Black Ice***: 1d6 negative energy damage/level (max 10d6).
- Cone of Cold: 1d6/level cold damage.
- **Magical Quill, Improved***: As *magical quill*, plus translation to your choice of language.
- Mind Fog: Subjects in fog get -10 to Wis and Will checks.
- Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL ELEMENTAL WIZARD SPELLS

AIR

- Acid Fog: Fog deals acid damage.
- **Blue Thunder**^{F***}: Deals 1d6 electricity damage/level and potentially deafens target.
- Chain Lightning: 1d6/level damage and 1 secondary bolt/level.
- **Disintegrate**: Reduces one creature or object to dust. **Forceful Hand**: Hand pushes creatures away.
- Suggestion, Mass: As suggestion, affects 1 subject/ level.
- **Zorra's Magic Missile***: Six missiles each deal 2d4 damage.

EARTH

- Create Undead^M: Raises ghouls, ghasts, mummies, or mohrgs from physical remains.
- Flesh to Stone: Turns subject creature into stone. Move Earth: Digs trenches and builds hills.
- **Planar Binding**: As *lesser planar binding*, but up to 12 HD.
- **Plant Shape II**: Turns you into a Large plant creature. **Stone to Flesh**: Restores petrified creature.
- **Tar Pit***: Turns the ground beneath a subject to tar and they begin to sink.
- Wall of Iron^M: 30 hp/four levels; can topple onto foes.

FIRE

Circle of Death^M: Kills 1d4/level HD of creatures.

- **Disintegrate**: Reduces one creature or object to dust. **Kiss of Life**^{M*}: Bring a dead creature back to life with a kiss.
- **Sulfuric Fog*****: As *solid fog*, but vapors are also flammable.
- Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

UNIVERSAL ELEMENT

Elemental Body III: Turns you into a Large elemental (cannot be from opposition element).

- Flesh and Blood*: Non-living creatures have DR temporarily reduced by 5.
- **Form of the Dragon I**: Turns you into a Medium dragon (cannot be from opposition element).
- **Resistance, Greater***: As *resistance*, except bonus is +5.
- **Summon Monster VI**: Summons extraplanar creature to fight for you.
- Transformation^M: You gain combat bonuses.

WATER

Acid Fog: Fog deals acid damage.

- **Control Water**: Raises or lowers bodies of water.
- Freezing Sphere: Freezes water or deals cold damage. Poisoned Blood**: Your blood becomes poisonous to others.
- **Wall of Water*****: Wall of rapidly moving water deflects arrows and deals cold damage to those who try to pass through.

7TH-LEVEL ELEMENTAL WIZARD SPELLS

AIR

Control Weather: Changes weather in local area. Ethereal Jaunt: You become ethereal for 1 round/level. Forcecage: Cube or cage of force imprisons all inside. Hold Person, Mass: As *hold person*, but all within 30 ft.

- Mage's Magnificent Mansion^F: Door leads to extradimensional space.
- **Mage's Sword**^F: Floating magic blade strikes opponents.
- **Phase Door:** Creates an invisible passage through a barrier.

Reverse Gravity: Objects and creatures fall upward.

Zorra's Hellbane*: 1d6 cold damage/level; 1d6 good damage/level to creatures immune to cold.

EARTH

Control Undead: Undead don't attack you while under your command.

- **Grasping Hand**: Hand provides cover, pushes or grapples.
- **Phase Door:** Creates an invisible passage through a barrier.

Plant Shape III: Turns you into a Huge plant. **Statue**: Subject can become a statue at will.

FIRE

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.

Fire Cage***: Create a 20-ft. cubicle flame prison. **Fire Jump*****: Step from one fire to another far away. **Flame Speak*****: Speak with non-magical fires.

UNIVERSAL ELEMENT

Elemental Body IV: Turns you into a Huge elemental (cannot be from opposition element).

- **Entropic Sphere****: Sphere of force grows as it travels; deals 1d8 points damage per ft. diameter.
- Form of the Dragon II: Turns you into a Large dragon (cannot be from opposition element).

Limited Wish^M: Alters reality (within limits).

- **Polymorph, Greater**: Gives one willing subject a new, more powerful form.
- **Prismatic Spray**: Rays hit subjects with variety of effects.
- Summon Monster VII: Summons extraplanar creature to fight for you.
- **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- **Teleport Object**: As *teleport*, but affects a touched object.

WATER

66

Control Weather: Changes weather in local area. **Simulacrum**^M: Creates partially real double of a creature.

Water Blast***: Jet of water deals 1d6/level and potentially pushes creatures back.

Waves of Exhaustion: Several targets become exhausted.

Zorra's Hellbane*: 1d6 cold damage/level; 1d6 good damage/level to creatures immune to cold.

<u>8TH-LEVEL ELEMENTAL WIZARD SPELLS</u>

AIR

- Incendiary Cloud: Cloud deals 6d6 fire damage/round. Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.
- **Telekinetic Sphere**: As *resilient sphere*, but you move the sphere telekinetically.

Temporal Stasis^M: Puts subject into suspended animation.

EARTH

- **Binding**^M: Utilizes an array of techniques to imprison a creature.
- **Clenched Fist**: Large hand provides cover, pushes, or attacks your foes.

Horrid Wilting: Deals 1d6/level damage within 30 ft. **Iron Body**: Your body becomes living iron.

Trap the Soul^M: Imprisons subject within a gem.

FIRE

Incendiary Cloud: Cloud deals 6d6 fire damage/round. Scintillating Pattern: Twisting colors *confuse*, stun or render unconscious.

Spell Hold, Greater*: Cause another caster's spell of 7th level or lower to internalize its power within him. **Sunburst**: Blinds all within 10 ft., deals 6d6 damage.

UNIVERSAL ELEMENT

Form of the Dragon III: Turns you into a Huge dragon (cannot be from opposition element).

Polymorph Any Object: Changes a subject into anything else (cannot be from opposition element).

Prismatic Wall: Wall's colors have array of effects. **Summon Monster VIII**: Summons extraplanar creature to fight for you.

WATER

Clone^{MF}: Duplicate awakens when original dies. **Polar Ray**: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.

Temporal Stasis^M: Puts subject into suspended animation.

<u>9TH-LEVEL ELEMENTAL WIZARD SPELLS</u>

AIR

- **Astral Projection^M**: Projects you and companions onto Astral Plane.
- Etherealness: Travel to Ethereal Plane with companions.

Freedom: Releases creature from *imprisonment*.

- Hold Monster, Mass: As *hold monster*, but all within 30 ft.
- Wail of the Banshee: Deals 10 damage/level to 1 creature/level.

Weird: As phantasmal killer, but affects all within 30 ft.

EARTH

Crushing Hand: Large hand provides cover, pushes or crushes your foes.

Imprisonment: Entombs subject beneath the earth. **Soul Bind**^F: Traps newly dead soul to prevent resurrection.

FIRE

- **Energy Drain**: Subject gains 2d4 negative levels. **Fire Burst*****: Burst of flame deals 10d8 fire damage and ignites combustible.
- **Meteor Swarm**: Four exploding spheres each deal 6d6 fire damage.

UNIVERSAL ELEMENT

- **Prismatic Sphere**: As *prismatic wall*, but surrounds on all sides.
- **Shapechange**^F: Transforms you into certain creatures, and lets you change forms once per round (cannot be from opposition element).
- Summon Monster IX: Summons extraplanar creature to fight for you.
- **Teleportation Circle**^M: Teleports creatures inside the circle.

Wish^M: As *limited wish*, but with fewer limits.

WATER

- **Drought**^{M***}: Dries up all water sources within range. **Drown**^{***}: Creature begins to drown due to water in the lungs.
- **Tsunami*****: Create a deadly wave of water.
- Waterspout***: As *whirlwind*, except the cyclone is composed of water.

WITCH SPELLS

Witch spells are divine in nature, but because of the way witchcraft works, many witch spells are drawn from arcane spell lists. For spells that require a divine focus, a witch uses her athame.

O-LEVEL WITCH SPELLS (CANTRIPS)

Alleviate**: Ends a sickened condition for a target.

Analyze Fertility***: Determines how fertile the target is and reveals any means to block conception.

Bleed: Cause a stabilized creature to resume dying.

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action. **Depilatory****: Removes hair and prevents its regrowth for 24 hours.

Detect Magic: Detects spells and magic items within range. **Detect Poison**: Detects poison in one creature or object.

- **Detect Pregnancy*****: Determine if the target creature is carrying a natural or implanted young.
- **Finger Flame***: Creates a small flame at the tip of finger which deals 1 point of damage.

Ghost Sound: Figment sounds.

Guidance: +1 on one attack roll, saving throw, or skill check.

Housewifery***: As *prestidigitation*, but used for more practical purposes.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

- Message: Whisper conversation at distance.
- **Moment of Darkness***: Creates darkness in a 20-ft. radius for 1 round.
- **Muscle Spasm****: Target suffers from twitching muscles for 1 round and potentially drops held items.
- **Open/Close**: Opens or closes small or light things.
- **Read Magic**: Read scrolls and spellbooks.
- **Resistance**: Subject gains +1 on saving throws.

Settle Stomach**: Ends a nauseated condition for a target. **Stabilize**: Cause a dying creature to stabilize.

1ST-LEVEL WITCH SPELLS

Bane: Enemies take -1 on attack rolls and saves against fear. **Bless**: Allies gain +1 on attack rolls and saves against fear. **Block the Seed*****: You cannot become pregnant, or

- impregnate anyone else, for 1 day/level.
- **Call of the Wild***: Creates the frightening sound of howling wolves.
- **Calm Animals**: Calms 2d4 + level HD of animals.
- **Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
- Charm Animal: Makes one animal your friend.
- Charm Person: Makes one person your friend.
- **Comprehend Languages**: You understand all spoken and written languages.
- **Cure Light Wounds**: Cures 1d8 damage +1/level (max +5). **Deathwatch**: Reveals how near death subjects within 30 ft.

are.

Deceitful**: Gain a +2 bonus to Bluff and Disguise checks.

- **Detect Blight****: Detect the presence of disease in plants and plant creatures and further details about the blight.
- **Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- **Detect Disease****: Detect the presence of disease and further details about it.
- Detect Undead: Reveals undead within 60 ft.
- Endure Elements: Exist comfortably in hot or cold regions.

Expeditious Retreat: Your base speed increases by 30 ft.

- **Facrie Fire**: Outlines subjects with light, canceling *blur*, concealment, and the like.
- **Fireshape***: Affects size of normal fires or extinguishes them.
- Healing Stones**: Three stones each remove 1 point of temporary ability damage when placed on a target creature's skin.
- **Heartache***: Subject remembers a lost loved one and is left shaken.
- Hide from Animals: Animals can't perceive one subject/ level.
- Hide from Undead: Undead can't perceive one subject/ level.
- Hypnotism: Fascinates 2d4 HD of creatures.
- Ice Slick***: Slippery sheet of ice causes creatures to slip and fall.
- Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
- Jump: Subject gets a bonus on Acrobatics checks.
- Land on your Feet**: Fall short distances with little or no damage.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Mouth^M: Object speaks once when triggered.

Obscure Object: Masks object against scrying.

Obscuring Mist: Fog surrounds you.

Pacifist*: Subject will avoid combat and casting spells that cause damage.

Pass without Trace: One subject/level leaves no tracks.

Pleasant Dreams**: Protects a creature from influenced dreams.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Shield: Invisible disc gives +4 to AC, blocks magic missile. Silver Tongue**: Gain a +2 bonus to Diplomacy checks.

Sleep: Puts 4 HD of creatures into magical slumber.

Speak with Animals: You can communicate with animals.

Spirit Guide**: You gain a +1 divine bonus to skill checks for 1 hour.

Summon Nature's Ally I: Summons creature to fight. **Unseen Servant**: Invisible force obeys your commands.

2ND-LEVEL WITCH SPELLS

Analyze Ancestry^{M**}: Learn a creature's genealogy, going back ten generations.

Animal Messenger: Sends a Tiny animal to a specific place.

Augury^{MF}: Learns whether an action will be good or bad.

Bleed No More**: Target's open wounds clot and stop bleeding, preventing further bleed damage.

Blindness/Deafness: Makes subject blinded or deafened. Blur: Attacks miss subject 10% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Eyes*: Gain low-light vision 60 feet.

Comfort Food*: Food takes on special healing properties. **Continual Flame^M**: Makes a permanent, heatless light.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max + 10).

Darkness: 20-ft. radius of supernatural shadow. Darkvision: See 60 ft. in total darkness.

Daze Monster: Living creature of 6 HD or less loses its next action.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Delayed Reaction*: Subject's next action is delayed until after your next turn.

Detect Thoughts: Allows "listening" to surface thoughts. Enthrall: Captivates all within 100 ft. + 10 ft./level. **Fire Trap^M**: Opened object deals 1d4 damage +1/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Hold Animal: Paralyzes one animal for 1 round/level. Hold Person: Paralyzes one humanoid for 1 round/level. Hypnotic Pattern: Fascinates 2d4 + level HD of creatures. Ierena's Coy Clothing*: Distract creatures that would normally find you attractive.

Ierena's Luscious Lips*: Gain +2 to Cha and +5 to Diplomacy and Bluff checks.

Identify: Gives +10 bonus to identify magic items.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/ level (max +10).

Knock: Opens locked or magically sealed doors.

Levitate: Subject moves up and down at your direction.

Limited Telepathy*: Mentally communicate with another creature within range.

Locate Object: Senses direction toward object (specific or type).

Make Whole: Repairs an object.

Mantle of Love^{F**}: Grants a +4 bonus on saving throws to one living creature.

Memory of Love*: Subject won't attack you because you remind them of a loved one.

Misdirection: Misleads divinations for 1 creature or object.

Miss*: Subject suffers -10 penalty to an attack.

Phantom Trap^M: Makes item seem trapped.

Premonition**: You keep your Dex bonus to AC while flatfooted, cannot be surprised and do not provoke attacks of opportunity; gain +2 bonus to Ref saves and Dex checks.

Remove Paralysis: Frees creature from paralysis or slow effect.

Resist Energy: Ignores 10 (or more) points of damage/ attack from specified energy type.

Resistance, Improved*: As resistance, except bonus lasts 1 min./caster level.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Scare: Frightens creatures of less than 6 HD.

See Invisibility: Reveals invisible creatures or objects.

Shield Other^F: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Status: Monitors condition, position of allies.

Suggestion: Compels subject to follow a stated course of action.

Summon Nature's Ally II: Summons creature to fight. Summon Swarm: Summon swarm of bats, rats, or spiders. Sweetness*: Create a sweet scent that dazes those in a

20-ft. radius.

Tongues: Speak and understand any language.

Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.

Touch Me Not*: Gain +2 to AC, deal damage to foes who touch you.

Whispering Wind: Sends a short message 1 mile/level.

Windows to the Soul*: Learn subject's general alignment and gain +10 to a Sense Motive Check.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL WITCH SPELLS

Beast Shape I: You take the form and some of the powers of a Small or Medium animal.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves and checks; or 50% chance of losing each action.

Broken Arrow*: Projectiles fired from subjects' weapons break or shatter.

Charm Monster: Makes monster believe it is your ally.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Conception***: Guarantees the conception of a child. Confusion: Subjects behave oddly for 1 round/level. Contagion: Infects subject with chosen disease.

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Copycat *: Subject mimics all the actions of an adjacent	S
creature.	
Crushing Despair: Subjects take -2 on attack rolls, damage	S
rolls, saves and checks.	
Cure Serious Wounds : Cures 3d8 damage +1/level (max	S
+15)	S
Daylight: 60-ftradius of bright light.	S
Deep Slumber : Puts 10 HD of creatures to sleep.	
Deeper Darkness: Object sheds supernatural shadow in	S
60-ft. radius.	S
Detect Scrying : Alerts you to magical eavesdropping.	
Diabolic Fiddler *: Calls a fiddling imp to play a frightening	S
tune.	_
Dispel Magic : Cancels one magical spell or effect.	S
Dominate Animal: One animal obeys your silent mental	
commands and orders.	S
Envy *: Subject obsessively covets a possession of a	S
companion	
Fear: Subjects within cone flee for 1 round/level.	S
Freezing Fog*: As <i>fog cloud</i> , plus thick slippery frost	U
covers ground.	
Fly: Subject flies at speed of 60 ft.	V
Geas, Lesser: Commands subject of 7 HD or less.	V
Good Fortune *: Subject can reroll three attacks, ability	V
checks, skill checks, and/or saving throws within 1 min.	V
Good Hope : Subjects gain +2 on attack rolls, damage rolls,	
saves, and checks.	
Halt Undead: Immobilizes undead for 1 round/level.	2
Healing Sphere **: From a distance, heal a creature of 2d8	B
points +1/level (max +10).	_
Healing Stones, Greater**: Three stones each remove 2	В
points total of 1 or 2 types of temporary ability damage	-
when placed on a target creature's skin.	В
Helping Hand: Ghostly hand leads subject to you.	_
Inflict Serious Wounds: Touch attack, 3d8 damage +1/	
level (max +15).	В
Invisibility Purge : Dispels invisibility within 5 ft./level.	-
Lifebond **: Target can permanently monitor his true love	C
as if by a <i>status</i> spell.	-
Magic Circle against Chaos/Evil/Good/Law: As	C
protection spells, but 10-ft. radius and 10 min./level.	
Magic Fang, Greater: One natural weapon gets +1/four	Γ
levels (max +5).	Γ
Magic Hat*: Turn any non-magical headgear into a	Ī
temporary extra-dimensional space.	-
Neutralize Poison: Immunizes subject against poison,	Ι
detoxifies venom in or on subject.	F
Nondetection ^M : Hides subject from divination, scrying.	-
Phantom Ambush**: Target believes himself surrounded	H
by enemies that no one else can see.	-
Phobia *: Subject develops a sudden and severe fear.	H
Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.	I
Protection from Energy: Absorbs 12 points/level of	
damage from one kind of energy.	I
Quench: Extinguishes fires.	1
Remove Blindness/Deafness: Cures normal or magical	т
blindness of deafness.	I
Remove Curse: Frees object or person from curse.	Ι
Parrova Disease: Curves all diseases affecting subject	L

Re Remove Disease: Cures all diseases affecting subject.

Reveal Curse**: Learn what curses are in place on a creature or object, and what needs to be done to remove the curses.

fe Burial^{M**}: Protects one dead body from rising as undead, being looted, or destroyed for up to 12 weeks.

ving Grace**: If the target drops below **o** hp, he gains temporary hp equal to half his normal amount.

rying^F: Spies on subject from a distance.

epless Night*: Subject cannot fall asleep for 24 hours. undproof*: Insulates an area so that no sound can escape.

eak with Dead: Corpse answers one question/two levels.

- eak with Plants: You can talk to plants and plant creatures.
- irit Guide, Greater**: You gain a +5 divine bonus to skill checks for 1 hour.
- w: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.
- nking Cloud: Nauseating vapors, 1 round/level.
- **op Thief**^{F***}: Protects house, campsite, or room against break-in and thievery.

mmon Nature's Ally III: Summons creature to fight.

- seen Sentinel*: As unseen servant, except this one acts as a guard.
- llage Idiot*: Subject's Wis score drops to three.
- all of Light*: Creates a wall of blinding bright light.
- **ind Wall**: Deflects arrows, smaller creatures, and gases.

olf Guardian***: Create a life-energy wolf to attack those who attack you.

H-LEVEL WITCH SPELLS

- **ast Shape II**: You take the form and some of the powers of a Tiny or Large animal.
- auty of Youth^{M**}: You appear younger than you actually are.
- eeding Wound**: All the target's wounds from piercing or slashing weapons bleed 1 hp/round until target is healed or dies.
- eak Enchantment: Frees subjects from enchantments, transmutations, and curses.
- **Il Totem Animal****: Summon a totem animal to complete a task for you.
- re Critical Wounds: Cures 4d8 damage +1/level (max +20).

scern Lies: Reveals deliberate falsehoods.

smissal: Forces a creature to return to a native plane.

vination^M: Provides useful advice for specific proposed actions.

minate Person: Controls humanoid telepathically.

eedom of Movement: Subject moves normally despite impediments to movement.

Illucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).

ld Monster: As hold person, but any creature.

- usory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
- flict Critical Wounds: Touch attack, 4d8 damage +1/ level (max +20).
- gend Lore^{MF}: Lets you learn takes about a person, place, or thing.
- Liar's Curse*: Subject's nose grows a little larger with every lie told.

Locate Creature: Indicates direction to known creature.

Mind to Mind*: Forge a mental link with another creature, and experience what they see and hear.

Minor Creation: Creates one cloth or wood object. Mirror Talk^{F*}: Look into one mirror and see out of its matched twin anywhere on the same plane.

Modify Memory: Changes 5 minutes of subject's memories.

- **Repel Vermin**: Insects, spiders, and other vermin stay 10 ft. away.
- **Resistance**, **Mass***: As *resistance*, but affects multiple creatures.

Restoration^M: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Hold*: Cause another caster's spell of 3rd level or lower to internalize its power within him.

- **Spell Immunity**: Subject is immune to one spell per 4 levels.
- **Spirit Snake****: Create a life-energy snake to attack on your command.
- **Succor****: Prevents negative levels, energy drain, and ability damage and drain.

Summon Nature's Ally IV: Summons creature to fight.

- Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/ level.
- Wall of Ice: *Ice plane* creates wall or *hemisphere* creates dome.
- **Zone of Silence**: Keeps eavesdroppers from overhearing you.

5TH-LEVEL WITCH SPELLS

Ash Cloud*: As *solid fog*, plus potential for subject to choke on hot ash.

Baleful Polymorph: Turns subject into harmless animal. **Beast Shape III**: You take the form of a Diminutive or

Huge animal, or Small or Medium magical beast.

- **Cause Fear, Mass****: Frightens multiple creatures of 7 HD or less.
- **Charm Animal, Mass****: Makes multiple animals friendly toward you.
- **Contact Other Plane**: Lets you ask question of extraplanar entity.
- **Commune with Nature**: Learn about terrain for 1 mile/level.
- Cure Light Wounds, Mass: Cures 1d8 damage +1/level, affects 1 subject/level.

Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.

Dispel Magic, Greater: As *dispel magic*, but with multiple targets.

Dream: Sends message to anyone sleeping.

Fabricate^M: Transforms raw materials into finished items. **False Vision**^M: Fools scrying with an illusion.

Feeblemind: Subject's Int and Cha drop to 1.

- Inflict Light Wounds, Mass: Deals 1d8 damage +1/level, affects 1 subject/level.
- Kiss of Life^{M*}: Bring a dead creature back to life with a kiss.

Major Creation: As *minor creation*, plus stone and metal. **Nightmare**: Sends vision dealing 1d10 damage, fatigue. **Opportunity****: Choose the best out of three rolls for every

- attack, save, skill or ability check made.
- **Overland Flight**: You fly at a speed of 40 ft. and can hustle over long distances.

Polymorph: Gives one willing subject a new form.

Raise Dead^M: Restores life to subject who died as long as one day/level ago.

Shadow Walk: Step into shadow to travel rapidly.

Spell Resistance: Subject gains SR 12 + level.

Spirit Sight*: See creatures and items according to their life force.

Suggestion, Mass: As suggestion, affects 1 subject/level.
Summon Nature's Ally V: Summons creature to fight.
Telepathic Bond: Link lets allies communicate.
True Seeing^M: Lets you see all things as they really are.
Wall of Thorns: Thorns damage anyone who tries to pass.
Waves of Fatigue: Several targets become fatigued.

6TH-LEVEL WITCH SPELLS

Analyze Dweomer^F: Reveals magical aspects of a subject. **Animate Objects**: Objects attack your foes.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Beast Shape IV: You take the form of a Diminutive to Huge animal, or a Tiny to Large magical beast.

Body to Body**: As *shield other*, but affects multiple targets, and spells you cast on yourself can also affect your targets.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Child of Ill Fortune**: Target suffers -2 penalty to attack, damage, skill and ability checks; spells cast by target have their DC reduced by 5.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/ level, affects 1 subject/level.

- **Flesh and Blood***: Non-living creatures have DR temporarily reduced by 5.
- Flesh to Stone: Turns subject creature into stone.
- Geas/Quest: As lesser geas, but affects any creature.

Heal: Cures 10 points/level damage, all diseases and mental conditions.

Hindsight*: See recent past events in an area.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/ level, affects 1 subject/level.

- **Mirrored Wall*****: You can see through glass while those on the other side see only their reflections.
- **Poisoned Blood****: Your blood becomes poisonous to others.
- **Projection*****: Deliver a short message and mental pictures anywhere, instantly.

Repulsion: Creatures can't approach you.

Resistance, Greater*: As resistance, except bonus is +5.

Scrying, Greater: As scrying, but faster and longer.

Stone Tell: Talk to natural or worked stone.

Stone to Flesh: Restores petrified creature.

- Summon Nature's Ally VI: Summons creature to fight.
- **Undeath to Death^M**: Destroys 1d4/level HD of undead (max 20d4).
- **Unfazed**^M*: Cannot suffer from a number of conditions, easier to cast spells after being injured.

7TH-LEVEL WITCH SPELLS

Animate Plants: One or more plants animate and fight for you.

- **Blue Thunder**^{F***}: Deals 1d6 electricity damage/level and potentially deafens target.
- **Control Undead**: Undead don't attack you while under your command.

- **Creeping Doom:** Swarms of centipedes attack at your command.
- **Cure Serious Wounds, Mass**: Cures 3d8 damage +1/ level, affects 1 subject/level.
- **Fire Jump*****: Step from one fire to another far away. **Form of the Dragon I**: Turns you into a Medium dragon. **Hold Person, Mass**: As *hold person*, but all within 30 ft. **Inflict Serious Wounds, Mass**: Deals 3d8 damage +1/

level, affects 1 subject/level. Insanity: Subject suffers continuous *confusion*.

- Mirror Walk^{F*}: Step into one mirror and step out of its matched twin anywhere on the same plane.
- **Night Terrors****: Target suffers horrifying nightmares and loses Wis if he cannot wake up.
- **Polymorph, Greater**: Gives one willing subject a new, more powerful form.

Power Word Blind: Blinds creatures with 200 hp or less.

Restoration, Greater^M: As *restoration*, plus restores all levels and ability scores.

Resurrection[™]: Fully restore dead subject.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

- **Sleepwalker***: Subject rises from natural sleep to do one task at your bidding.
- **Slow Death****: Target suffers Con drain at 1 point/hour due to internal damage.

Spell Turning^M: Reflect 1d4+6 spell levels back at caster.

Summon Nature's Ally VII: Summons creature to fight. **Sunbeam**: Beam blinds and deals 4d6 damage.

True Form**: Removes effects that alter a creature's true form, forces shapechangers back into natural form.

Vision^M: As *legend lore*, but quicker.

Want You Not***: Causes one creature to avoid you at all costs.

8TH-LEVEL WITCH SPELLS

- **Bayv's Wrath****: Concussive wave of evil energy deals 1d6/ level to creatures and objects; can knock Large creatures and smaller prone.
- **Binding**^M: Utilizes an array of techniques to imprison a creature.

Bleeding Wound, Mass**: Cause multiple targets' wounds from piercing or slashing weapons to bleed 1 hp/ round until targets are healed or die.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/ level, affects 1 subject/level.

Demand: As sending, plus you can send suggestion.

Discern Location: Reveals exact location of creature or object.

Dreamwalker^{M**}: Enter, witness, and influence the dreams of another creature.

Form of the Dragon II: Turns you into a Large dragon.

Horrid Wilting: Deals 1d6/level damage within 30 ft. **Inflict Critical Wounds**, **Mass**: Deals 4d8 damage +1/

- level, affects 1 subject/level. Mind Blank: Subject is protected from mental/emotional magic and scrving.
- **Peace Aura****: Wards an area against violence; anyone attacking someone within warded area takes 1d6 points force damage/level.

Polymorph Any Object: Changes a subject into anything else.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Spell Hold, Greater*: Cause another caster's spell of 7th level or lower to internalize its power within him.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Summon Nature's Ally VIII: Summons creature to fight. Sunburst: Blinds all within 10 ft., deals 6d6 damage. Temporal Stasis^M: Puts subject into suspended animation. Trap the Soul^M: Imprisons subject within a gem.

9TH-LEVEL WITCH SPELLS

Bound Prophecy**: Make a prophecy about a creature and his descendants, which will drive them as if affected by a permanent *geas/quest*.

Dominate Monster: As *dominate person*, but any creature.

Energy Drain: Subject gains 2d4 negative levels.

Foresight: "Sixth sense" warns of impending danger.

Forevermore^{MF*}: Subject is unable to forget a specific memory/event.

Form of the Dragon III: Turns you into a Huge dragon. **Freedom**: Releases creature from *imprisonment*.

- Gate^M: Connects two planes for travel or summoning.
- Heal, Mass: As *heal*, but affects 1 subject/level.
- Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Imprisonment: Entombs subject beneath the earth. **Nevermore**^{M*}: Erases all memories of subject's existence

from all living creatures on the prime material plane.

Soul Bind^F: Traps newly dead soul to prevent *resurrection*. **Spell Meld**^{MF*}: You and another spellcaster can cast each

- other's spells. Summon Nature's Ally IX: Summons creature to fight.
- **True Resurrection**^M: As *resurrection*, plus remains aren't needed.

NEW SPELLS

ANALYZE FERTILITY

School divination; Level cleric o, druid o, paladin 1,

ranger 1, witch 0

Casting Time 1 standard action

Components V, S, DF **Range** touch

Target one living creature touched

Duration instantaneous

Duration instantan

Saving Throw Will negates (harmless); Spell Resistance no

Through casting this spell, you gain instant insight into the reproductive capabilities of the target. You can identify problems such as impotence, sterility, or infertility, and can determine when a female is most fertile. The spell also reveals if the subject is under the influences of any magical or herbal means of blocking conception.

BLOCK THE SEED

School abjuration; Level bard 1, cleric 1, sorcerer/ wizard 1, witch 1Casting Time 1 standard action
Components V, S, M (a piece of citrus peel or a drop of citrus juice)

Range personal

Target you **Duration** 1 day/level

For the spell's duration, you are incapable of becoming pregnant, or impregnating someone else. This spell provides no protection against diseases.

While this is a personal-effect spell, many witches brew potions of *block the seed* for others.

BLUE THUNDER

School evocation [electricity]; Level cleric 7, sorcerer/ wizard 6, witch 7

Casting Time 1 standard action

Components V, S, F (a piece of blue quartz or another blue gemstone)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 2 rounds

Saving Throw special; see text; **Spell Resistance** yes A bright blue bolt of lightning leaves your fingertips and races toward the target, dealing 1d6 points of electricity damage per caster level (Reflex save for half damage).

On your turn 1 round later, a loud crack of sound much like natural thunder — explodes around the target. The target creature must make a Will save or by deafened. All creatures within 10 feet of the target must make a Will save or be stunned for 1 round. As the target may move before the thunder cracks, you should take care to cast the spell only from a distance, otherwise you or your allies may also become stunned.

CONCEPTION

School transmutation; Level cleric 3, witch 3

Casting Time 1 standard action

Components V, S, M (three damiana leaves, steeped in a cup of hot water and drank by you)

Range personal

Target you

Duration until activated, up to 1 month With the casting of this spell, you guarantee that on your next attempt, you and your partner will conceive a child. *Conception* overcomes sterility or infertility in either you or your partner, whether natural or due to an injury, illness, or curse, as well as herbal remedies that normally block conception. Alchemical or magical means of blocking conception, such as *block the seed*, counter *conception* and make the spell ineffective. If an attempt to conceive a child is not made within one month of casting, the spell's effects are lost.

While this is a personal-effect spell, many witches brew potions of conception for others.

DETECT PREGNANCY

School divination; Level cleric o, druid o, paladin o, ranger 1, witch o
 Casting Time 1 standard action

Components V, S, DF **Range** touch

Target one creature touched Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance no

By casting this spell, you immediately learn if the creature touched is pregnant and, if so, how far along it is in its pregnancy. The spell does not reveal who fathered the child, nor the gender of the child. The spell can also detect the presence of implanted parasitic young, such as xill eggs.

Potions of *detect pregnancy* are generally easy to find, and witches who work as midwives keep a number in supply at all times.

DROUGHT

School transmutation; Level druid 9, sorcerer/wizard 9 Casting Time 10 min. Components V, S, M (a 1-ft. square block of rock salt) Range personal

Area 25-mile radius, centered on you **Duration** instantaneous

Saving Throw none; Spell Resistance no

All water sources — lakes, rivers, streams, ponds, marshes, wells, etc. — within a 25-mile radius of you dry up completely. Natural water sources, unless restored by other magic such as *create water*, will not recover until enough precipitation has fallen to refill them. Magical water sources will recover at a rate of 10% per day. Seas and oceans are not affected by *drought*.

DROWN

School necromancy [water]; Level cleric 9, sorcerer/ wizard 9

Casting Time 1 standard action

Components V, S, M (the gills of a fish)

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

Target one living creature

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes *Drown* causes the target creature's lungs to instantly fill with water. The target suffers 1d3 points of constitution damage and begins drowning (as per the rules for drowning in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). A *heal* spell, or a DC 20 Heal check (performed by a creature other than the target himself), expels the water from the lungs and ends all drowning effects, but does not restore lost constitution. A *water breathing* spell will not remove the water from the creature's lungs or restore lost constitution, but will allow them to resume breathing normally. A creature that makes their Fortitude save does not lose constitution or begin drowning, but will be sickened for 1 minute as they regurgitate the water.

FIRE BURST

School evocation [fire]; Level sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a lump of sulfur and a tindertwig) **Range** personal

Area 25-ft. radius, centered on you

Duration instantaneous

Saving Throw Reflex half; Spell Resistance.yes

Flames burst out in a 25-foot radius circle around you. You are unharmed, but all others within the burst take 10d8 points of fire damage. All combustibles within the burst are ignited, and creatures that remain in the area take an additional 1d8 fire damage until the flames are put out.

FIRE CAGE

School evocation [fire]; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a fist-sized chunk of red obsidian) Range close (25 ft. + 5 ft./2 levels) Area barred cage of flames (20-ft. cube) Duration 1 round/level (D)

Saving Throw Reflex half; see text; **Spell Resistance** no This spell creates an immobile cubicle prison made of bands of flame. Any creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. All creatures caught inside must make a Reflex save or take 3d6 points of fire damage from coming in contact with the flames. All creatures outside the cage who touch it also take 3d6 points of fire damage. The bands are 1/2 inch wide and 2 inches apart; even creatures small enough to fit through those tight spaces will take 3d6 points of fire damage if they try to slip through. Teleportation and other forms of astral travel offer a means of escape, but ethereal travel is blocked.

Creatures within the *fire cage* have cover, and can only be hit with ranged, magical, and breath weapon attacks. The cage itself has 20 hp per caster level, and can be destroyed by cold damage. It is also affected by *mage's disjunction* and *disintegrate*, or by a *sphere of annihilation* or *rod of cancellation*.

FIRE JUMP

 School conjuration (teleportation) [fire]; Level sorcerer/ wizard 7, witch 7
 Casting Time 1 standard action
 Components V, S
 Range personal

Target you

Duration 1 hour/level or until expended; see text When you cast this spell, you gain the ability to step into a non-magical fire without harm, magically infusing yourself with the flames. Once within a fire, you can teleport from that particular fire to another one, and know the location of other fires instantly. The fires you enter must be of the same kind, must be in full flame (not died down to embers), and must be the same size category as you or larger. By moving into a fireplace (for example), you instantly know the location of all other fireplaces within transport range (see below) and may choose whether you want to pass into one or simply step back out of the fire you moved into. You may choose to pass to any fire of the appropriate kind within the transport range as shown below.

Type of Fire	Transport Range
Bonfire (Large or larger)	3 miles
Blacksmith's Forge (Large)	2 miles
Fireplace (Medium)	1 mile
Campfire (Medium)	3,000 feet

You may move into a fire up to one time per caster level (passing from one fire to another counts only as moving into one fire). The spell lasts until the duration expires or you exit a fire. Each transport is a full round action.

You can, at your option, remain within a fire without transporting yourself, but you are forced out when the spell ends. If the fire in which you are concealed burns out due to lack of fuel or is extinguished, you are slain if you do not exit before the fire dies out.

FIRE MISSILE

School evocation [fire]; **Level** sorcerer/wizard 1 This spell functions as *magic missile*, except the missiles do fire damage.

FLAME SPEAK

School divination; Level druid 7, sorcerer/wizard 7 Casting Time 1 round Components V, S Range personal Target you Duration 1 min./level You gain the ability to speak with non-magical fires, which relate to you how long they have been burning,

how they were started, what fuel they have been burning, how they were started, what fuel they have already burned, what is hidden behind or under them, and who has passed by them as long as they have been burning. The fires relate complete descriptions if asked. A fire's perspective, perception, and knowledge may prevent the fire from providing the details you wish to know. You cannot speak with magical fires.

FORCE DISK

School evocation [force]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a chip or flake of clear quartz) Range long (400 ft. + 40 ft./level) Effect one shimmering disk of force Duration 1 round/level Saving Throw none; Spell Resistance yes A shimmering disk of force, about the size of a saucer, appears in your hand. You can fling the disk toward

a target creature and, with a successful ranged touch attack, deal 1d6 points of force damage per caster

level. The disk then returns to your hand and can be used until the spell expires. The disk returns to you quickly enough that you can use it for multiple attacks in the same round, with the exception of the round in which the spell is cast.

HOUSEWIFERY

School universal; Level witch o

This spell functions as *prestidigitation*. For all intents and purposes it is exactly the same spell; witches just call it by a different name and tend to use it for practical household purposes — stirring the stew, washing the dishes, cleaning the windows, etc.

ICE MISSILE

School evocation [cold]; **Level** sorcerer/wizard 1 This spell functions as *magic missile*, except the missiles do cold damage.

ICE SLICK

School evocation [cold]; Level sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (a drop of water)
Range close (25 ft. + 5 ft./2 levels)
Effect horizontal plane of ice whose area is up to one 5ft. square/level
Duration 1 min./level (D)
Saving Throw Reflex negates; see text; Spell Resistance

no A thin sheet of perfectly smooth ice spreads out over the ground or floor in the area you designate. Any creature standing on the ice when it appears — or that steps on the ice — must make a Reflex save or fall prone. Those that do fall down take 1d4 points of cold damage. Those that make their saves do not take damage, but are limited to movement at half their normal speed across the ice.

MIRRORED WALL

School evocation; **Level** sorcerer/wizard 6, witch 6 **Casting Time** 1 standard action

Components V, S, M (a shard of glass and a pinch of powdered silver)

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

Effect wall of mirrored glass whose area is up to one 10-ft. square/level

Duration 10 min. + 1 min./level (D)

Saving Throw none; **Spell Resistance** no An immobile, shimmering wall of strong glass springs into existence. To you and all others on your side of the wall, looking through it is much like looking through a dirty window — things and creatures seen through it are only slightly distorted. For creatures on the opposite side of the wall, it is instead a mirror, and they see only themselves if they try to look through it. Nothing physical can pass through an unbroken *mirrored wall.* Spells can be cast through the window

side. Spells, gaze attacks, and breath weapon attacks from the mirrored side are reflected back at those who cast them. Ethereal creatures cannot pass through the wall.

The *mirrored wall* is 1/2 inch thick per four caster levels. Each 10-foot square of glass has 10 hp per 1/2 inch of thickness. Creatures can hit the wall automatically. A section of the wall whose hp total drops to zero is breached. A section can also be breached with a single attack with a corresponding Strength check of DC 20 + 2 per 1/2 inch of thickness. Any creature stepping through a breach in the glass takes 2d6 points of damage from the sharp edges.

A *mirrored wall* can be destroyed by *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation*. It can also be affected by a *shatter* spell as if it were a crystalline creature with no Fortitude save. A destroyed *mirrored wall* crumbles into a pile of harmless powder.

PROJECTION

School evocation; Level cleric 6, sorcerer/wizard 7, witch 6 Casting Time 1 standard action

Components V, S, M (a small piece of a broken mirror and a short piece of fine copper wire)/DF

Range see text

Target one creature

Duration 1 round; see text

Saving Throw none; Spell Resistance no

You are able to contact a creature you are familiar with and send them a message of 50 words or less. In addition, you can send the target creature up to five distinct mental "pictures" of things you have seen with your own eyes — a landmark indicating your location, the state of a battlefield, etc. The subject recognizes you if it knows you. It can, if it wishes, respond immediately with a 50-word response of its own. To include mental images with its response, the target must have an Intelligence score of at least 6.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *projection* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

SONIC MISSILE

School evocation [sonic]; **Level** sorcerer/wizard 1 This spell functions as *magic missile*, except the missiles do sonic damage.

STOP THIEF

School abjuration; Level witch 3 Casting Time 1 standard action Components V, S, F (a small brass lock) Range close (25 ft. + 5 ft./2 levels) Target house, campsite, or inn room up to 10 sq. ft./level Duration 8 hours Saving Throw none; Spell Resistance no This spell protects the area you designate against break-in and thievery. Any creatures actively

attempting to break into your house or room, or sneak



into your campsite, with the intent of theft or harm will suffer -5 penalties to Disable Device, Perception, Slight of Hand, and Stealth checks. *Stop thief* does not affect you or your allies.

SULFURIC FOG

School conjuration (creation) [fire]; Level sorcerer/ wizard 6

Casting Time 1 standard action Components V, S, M (a lump of sulfur) Range medium (100 ft. + 10 ft./level) Effect fog spreads in 20-ft. radius, 20 ft. high Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** no *Sulfuric fog* creates a billowing mass of stinky yellow vapors like the *solid fog* spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly flammable. Any flame brought into the fog — or that is already present when the spell is cast — causes instant ignition. The burning vapors cause 3d6 points of fire damage to creatures within the cloud (Reflex save for half damage), and an additional 2d6 points for each additional round they spend within the fiery vapors. The *sulfuric fog* also affects creatures within it as a *stinking cloud* spell.

TSUNAMI

School transmutation [water]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft./level) Effect wave of water 1 mile long and 100 ft. high Duration 1 round

Saving Throw none; Spell Resistance no

You create a massive wave on the surface of a lake or sea that crashes ashore 1 round after casting. The wave deals massive damage to all in its wake. The waters of the *tsunami* come inland 10 feet per caster level; objects and creatures that are not able to get out of the wave's path before it crashes take 10d10 points of bludgeoning damage. Creatures that fall below o hp and fall unconscious begin drowning (as per the rules in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). The wave immediately washes back out into the body of water after coming on shore; unconscious creatures are automatically swept away, and conscious creatures must make a Swim check equal to the spell's DC or be swept away. The body of water from which the *tsunami* is created must be of significant volume to sustain a wave 1 mile long and 100 feet high.

WALL OF WATER

School evocation [cold, water]; Level druid 6, sorcerer/ wizard 6

Casting Time 1 standard action

Components V, S, M (the contents of a full waterskin) **Range** medium (100 ft. + 10 ft./level)

Effect wall of rapidly moving water whose area is up to one 10-ft. square/level

Duration 1 round/level (D)

Saving Throw Reflex partial; see text; Spell Resistance no

A wall of rapidly moving water — like an ever-cycling waterfall — springs into existence. The *wall of water* deflects normal projectiles as a *wind wall*. Any creature who attempts to move through the water suffers 3d6 points of cold damage and must make a Reflex save or be knocked prone. A creature knocked prone will take an additional 3d6 points of cold damage every round that they are still in the water.

Fire can destroy a *wall of water*, and it deals full damage to the wall. Once the wall has taken a total of 100 points of fire damage, it evaporates into a great cloud of steamy fog that lingers for 10 minutes.

WANT YOU NOT

School enchantment (compulsion [mind-affecting]); Level witch 7

Casting Time 1 standard action

Components V, S, M (a drop each of oil and water)

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration permanent; see text

Saving Throw Will negates (harmless); Spell Resistance yes

The target of this spell finds himself wanting as little to do with you as possible. He will not become violent toward you, but will do all he can to avoid being in your presence. He will never purposefully approach you or enter a building if he knows you are inside. If you enter a building the target is already inside, or approach him on the street, he will move as far away from you as possible. The target suffers no penalties in your presence, simply a personal discomfort. As many witches use this spell to rid themselves of unwanted admirers as do to protect themselves from threatening foes.

This spell cannot be cast during combat or any other situation where the target is currently being threatened or attacked by you. If you attack the target at any time after the spell has been cast, he receives a new saving throw with a +5 bonus to break free of the spell's effects.

WATER BLAST

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School evocation [water]; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature **Duration** instantaneous

Saving Throw none; Spell Resistance no

A powerful jet of water bursts forth from your hand toward a single target. With a successful ranged touch attack, you deal 1d6 points of bludgeoning damage per level. The *water blast* is so forceful that it also has the potential to push the target back as if you had made a bull rush maneuver with a +5 bonus to your CMB.

WATERSPOUT

School evocation [water]; Level druid 9, sorcerer/wizard 9 Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect cyclone of water 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration 1 round/level (D)

Saving Throw Reflex negates; see text; Spell Resistance yes

This spell creates a deadly waterspout over a large open body of water (a large pond, lake, or ocean) that moves as you direct it. It deals damage and is treated as a *whirlwind*, with the exception that it must always remain in contact with a water surface. If you direct the *waterspout* over land or into the air, it immediately dissipates.

WOLF GUARDIAN

School evocation; Level witch 3 Casting Time 1 standard action **Components** V, S, DF Range personal Effect one life-energy wolf Duration 1 round/level Saving Throw none; Spell Resistance no You draw upon the life force of your natural surroundings and coalesce it into a semi-transparent wolf-like form, roughly 3 feet in height. The wolf guardian is not living, nor is it a spirit, ghost, or any other form of undead, just a magically molded force. The wolf guardian constantly circles you, staying within 5 feet of you at all times. Any enemy that makes a melee attack against you draws an attack of opportunity from the wolf guardian. It can make one attack of opportunity per round, plus one attack per 5 additional caster levels (2 attacks per round at 10th level, 3 at 15th, and 4 at 20th). The wolf guardian attacks as a wolf (see the Wolf entry in the Pathfinder *Roleplaying Game Bestiary*) using your BAB, and gains an extra +1 to damage at 10th level and every 5 levels beyond. The wolf guardian makes no other attacks other than the attacks of opportunity it is presented with.

Chapter 4 - Equipment & Magic Items



Though Teela had weakly protested when Dissin had insisted on arranging an escort for her for the journey to her mother's house, as she now stood shaken and sweaty after being ambushed, she was ever so grateful for her husband putting his foot down. A wild and frightening woman had attacked them shortly after they'd settled into their second night's camp, blades flying and teeth and nails — claws, really — bared like an animal. Teela was more than capable of looking out for herself, but she seriously doubted she could have survived the attack without Aiken's help.

The strange woman now lay dead, and as Teela looked down at her, she was filled with both revulsion and curiosity. "God and Goddess, what happened to her?" she asked once she'd finally caught her breath. Samhain, though he was still quivering slightly with fear, inched toward the body as his mistress took a step closer.

"No, Teela, don't touch her!" Aiken rushed to scoop up the rabbit, and held Teela back with his other arm. "She's envenomed. Her very skin might be poisonous." "Envenomed?" Aghast, she looked again at the woman. She might have been pretty, once upon a time, but she was far too thin, with deep bruises all over that looked much older than any she would have sustained in their fight. Most of her hair had fallen out, and the hue of her lifeless eyes reminded Teela of quicksilver. "I thought the envenomed were only a legend."

"Well, so did I, until I fought another one a few months ago." Aiken handed the rabbit to Teela, then wrapped his hand in a scrap of cloth before picking up his sword, carefully regarding the blood on its blade. "My regiment was working with a crypt stalker to track down a lich. Turned out the lich had an envenomed assassin working for him...it...whatever you call them. She was a powerful one, too. Even had a shield that she could summon an asp with. She clawed a couple of my men, but the poison didn't kick in right away. If we hadn't had some anti-venom with us, I might have lost them. The crypt stalker was the one who finally managed to take her out." Aiken frowned as he kept looking at his sword. "I hope I can get this off my sword without killing myself in the process."

Teela whispered a few words of magic, concentrated for a little while, then breathed a sigh of relief. "There's no poison on your sword, or on either of us. She mustn't have been quite that powerful yet. That ring of hers contains poison, though." The witch shook her head, looking more than a little worried. "Why on earth would an assassin attack us? I haven't even lived here in over a year. Do you have enemies?"

"Oh, I probably do, but I doubt any of them would actually hire anyone to come after me." Aiken began cleaning his sword, being careful not to touch the blood even though Teela had assured him it was safe. "For every one of those freaks who works for hire, there's probably two or three more who are just freaks with illusions of grandeur and want to be walking death traps just for the sick fun of it."

"It would almost be less disturbing if there had been a price on our heads." Teela cast another spell, destroying the poison in the envenomed's body. "Should we make a pyre for her?"

"I think that's best." Aiken sheathed his sword, grunting slightly as the motion pulled at several nasty slices on his arms from the madwoman's blades. "Though I could stand a little healing, first."

"Oh, of course," Teela said, rushing over to him. "I'm no battle expert, but healing is second nature to me."

• very character, whether it's your ubiquitous fighter or the rare and deadly anti-paladin, A needs the right equipment. Presented in this chapter is a variety of arms, armor and other mundane gear that the character classes presented in Chapter 1 of this book may need. Other characters may also find much of this equipment useful. Also presented here are a few new magic items as well.

WEAPONS

Every good warrior needs good weapons, and some types of warriors need specialized weapons. The weapons presented in this section conform to the rules presented in the weapons section of Chapter 6 of the Pathfinder Roleplaying Game Core Rulebook. A new category of weapons has been introduced - Samurai Weapons. Weapons of this type are considered Martial weapons for samurai (except for the zanbato, bisento, nagamaki, and kanabo), but are considered Exotic weapons for all other classes.

Samurai weapons are extremely expensive. This reflects several things: 1) the level of workmanship – all are considered masterwork quality; 2) the scarcity of high-quality steel in the land of the samurai; 3) the legal restriction against anyone not of the nobility owning weapons of these types; and, 4) the extreme rarity of these types of weapons outside of the homeland of the samurai.

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WEAPON DESCRIPTIONS

Weapons listed on Table 4-1 are described below.

Arrow, Flesh Terror: Large broadheaded arrows with barbs at the tail of the head, the flesh terror arrow does tremendous damage to those it strikes. The damage and critical information listed in Table 4-1 are for when these arrows are fired from a yumi (or other type of longbow). If using the flesh terror arrow as a melee weapon, it is treated as a light improvised weapon (-4)penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier $\times 2$). Flesh terror arrows come in a leather quiver that holds 20 arrows.

Arrow, Humming Bulb: Humming bulb arrows are arrows with small bulb-shaped wooden arrowheads that give a loud shriek or hum as they are fired, allowing them to be effective for signaling but not for inflicting damage. A DC 10 Perception check is all that is needed to hear the loud shriek of a humming bulb arrow over any sort of commotion or distance. The damage and critical information listed in Table 4-1 are for when these arrows are fired from a yumi (or other type of longbow). Humming bulb arrows cannot be effectively used as a melee weapon. Humming bulb arrows come in a leather quiver that holds 20 arrows.

Arrow, Rope Cutter: Rope cutter arrows have "V" or "Y" shaped arrowheads with a sharpened inner edge. They can do significant damage to a living target, but are also effective at cutting through ropes, straps and cords. Any successful attack roll against ropes, leather straps or cords ignores the hardness of the material (if any) and deals double damage because of the nature of the arrowhead. The damage and critical information listed in Table 4-1 are for when these arrows are fired from a yumi (or other type of longbow). If using the rope cutter arrow as a melee weapon, it is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier \times 2). Rope cutter arrows come in a leather quiver that holds 20 arrows.

Badelaire: A heavy-bladed, curved, one-handed sword used primarily by foot soldiers for both camp chores, such as butchering meat, clearing brush, cutting stakes, etc. as well as for fighting. An intuitive and practical weapon, it requires little instruction to use and can be made by most village blacksmiths. It is often confused with a scimitar, but the badelaire is distinguished by its distinctive "S"-shaped quillions and its clipped point.

Bisento: A large, heavy-bladed polearm, the bisento is used against both horse and rider when facing cavalry and is heavy enough to cleave into helmets with a powerful strike. It is generally superseded by the naginata, but some older clans and veteran warriors enjoy the heavy striking power that the bisento provides. It is overall comparable to a greataxe, among similar weapons. A bisento has a 10-foot reach but cannot be used effectively against adjacent enemies.

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special	
Light Melee Weapons									
Cestus	5 gp	1d3	1d4	X2	_	1 lb.	B & P	monk	
Two-Handed Melee Weapon	าร								
Maul	2 gp	1d10	2d6	x3	_	20 lbs.	В	—	
Godentag	8 sp	2d4	2d6	18-20/x2	_	14 lbs.	B & P	—	
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special	
Light Melee Weapons									
Hunting Trousse	8 gp	1d3	1d4	18-20/x2	_	2 lbs.	S	_	
One-Handed Melee Weapon	ıs								
Badelaire	15 gp	1d4	1d6	x3	_	4 lbs.	S	_	
Hunting Saber	18 gp	1d6	2d4	X2	_	4 lbs.	S	_	
Two-Handed Melee Weapon	าร								
Espontoon	10 gp	1d6	1d8	19-20/x2	_	10 lbs.	P or S	brace, trip	
(as a double weapon)		1d6/1d4	1d8/1d6	19-20/x2	—	-	P or S & B	double, trip	
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special	
Light Melee Weapons									
Claw Bracer	20 gp	1d4	1d6	19-20/x2	_	1 lb.	S	_	
Trident Dagger	8 gp	1	1d3	X2	_	1 lb.	Р	disarm	
One-Handed Melee Weapon									
Keris	5 gp	1d4	1d6	X2	_	3 lbs.	Р	_	
Pata	35 gp	2d4	2d8	X2	_	8 lbs.	P or S	_	
Scissor	25 gp	1d6	1d8	x4	_	6 lbs.	S	_	
Sword-breaker	12 gp	1d3	1d4	X2	_	3 lbs.	S or B	disarm	
Samurai Weapons		D (0)	- ()	0.11	Danga	Weight	Туре	Special	
	COST	Dmg(S)	Dmg (M)	Critical	Kange	WEIGHL		Special	
	Cost	Dmg (S)	Dmg (M)	Critical	Range	weight	турс	Special	
Light Melee Weapons		-	0.1		–				
Light Melee Weapons Ono	25 gp	1d4	1d6	X3		5 lbs.	S S		
Light Melee Weapons Ono Tanto	25 gp 150 gp	1d4 1d3	1d6 1d4			5 lbs. 1 lb.	S S		
Light Melee Weapons Ono Tanto Tessen	25 gp 150 gp 20 gp	1d4	1d6 1d4 1d4	x3 19-20/x2 x2	_ 	5 lbs. 1 lb. 4 lbs.	S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi	25 gp 150 gp 20 gp 100 gp	1d4 1d3 1d3	1d6 1d4	x3 19-20/x2	_ 	5 lbs. 1 lb.	S S B		
Light Melee Weapons Ono Tanto Tessen	25 gp 150 gp 20 gp 100 gp 25	1d4 1d3 1d3 1	1d6 1d4 1d4	X3 19-20/X2 X2 19-20/X3	_ 	5 lbs. 1 lb. 4 lbs. 1 lb.	S S B		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon	25 gp 150 gp 20 gp 100 gp	1d4 1d3 1d3	1d6 1d4 1d4 1d3	x3 19-20/x2 x2	_ 	5 lbs. 1 lb. 4 lbs.	S S B P		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi	25 gp 150 gp 20 gp 100 gp 250 gp	1d4 1d3 1d3 1 1 1d4	1d6 1d4 1d4 1d3 1d6	X3 19-20/X2 X2 19-20/X3 18-20/X2	-	5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs.	S S B P S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari	25 gp 150 gp 20 gp 100 gp s 250 gp 50 gp 250 gp	1d4 1d3 1d3 1 1 1d4 1d6	1d6 1d4 1d4 1d3 1d6 1d8	X3 19-20/X2 X2 19-20/X3 18-20/X2 X3	-	5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs.	S S B P S S S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari Tsurugi	25 gp 150 gp 20 gp 100 gp s 250 gp 50 gp 250 gp 315 gp	1d4 1d3 1d3 1 1 1d4 1d6 1d6	1d6 1d4 1d4 1d3 1d6 1d8 1d8	X3 19-20/X2 X2 19-20/X3 18-20/X2 X3 19-20/X2		5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs. 4 lbs.	S S B P S S S S S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari Tsurugi Wakazashi	25 gp 150 gp 20 gp 100 gp s 250 gp 50 gp 250 gp 315 gp	1d4 1d3 1d3 1 1 1d4 1d6 1d6	1d6 1d4 1d4 1d3 1d6 1d8 1d8	X3 19-20/X2 X2 19-20/X3 18-20/X2 X3 19-20/X2		5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs. 4 lbs.	S S B P S S S S S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari Tsurugi Wakazashi Two-Handed Melee Weapon	25 gp 150 gp 20 gp 100 gp s 250 gp 250 gp 250 gp 315 gp	1d4 1d3 1d3 1 1 1d4 1d6 1d6 1d6	1d6 1d4 1d4 1d3 1d6 1d8 1d8 1d8	X3 19-20/X2 X2 19-20/X3 19-20/X2 X3 19-20/X2 18-20/X2		5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs. 4 lbs. 4 lbs.	S S B P S S S S S S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari Tsurugi Wakazashi Two-Handed Melee Weapon Bisento	25 gp 150 gp 20 gp 100 gp s 250 gp 250 gp 315 gp s 250 gp	1d4 1d3 1d3 1 1 1d4 1d6 1d6 1d6 1d6 1d6	1d6 1d4 1d4 1d3 1d3 1d6 1d8 1d8 1d8 1d8 1d8	X3 19-20/X2 X2 19-20/X3 18-20/X2 X3 19-20/X2 18-20/X2 18-20/X2		5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs. 4 lbs. 4 lbs. 12 lbs.	S S B P S S S S S S S S S		
Light Melee Weapons Ono Tanto Tessen Yoroi toshi One-Handed Melee Weapon Ko-dachi Masakari Tsurugi Wakazashi Two-Handed Melee Weapon Bisento Kanabo	25 gp 150 gp 20 gp 100 gp 50 gp 250 gp 250 gp 315 gp ns 250 gp 315 gp	1d4 1d3 1d3 1 1 1d4 1d6 1d6 1d6 1d6 1d6 1d6	1d6 1d4 1d4 1d3 1d3 1d6 1d8 1d8 1d8 1d8 1d8 1d8 1d8	X3 19-20/X2 X2 19-20/X3 19-20/X2 X3 19-20/X2 18-20/X2 X3 X3 X2		5 lbs. 1 lb. 4 lbs. 1 lb. 3 lbs. 8 lbs. 4 lbs. 4 lbs. 12 lbs. 20 lbs.	S S B P S S S S S S S S S B	- - - - - - - - - -	

Samurai Weapons (cont.)	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Naginata	$325\mathrm{gp}$	1d8	1d10	x3	—	12 lbs.	S	brace, reach, trip
(as a double weapon)		1d4/1d8	1d6/1d10	x3	—	-	B & S	trip
O-dachi	350 gp	1d10	2d6	19-20/x2	—	10 lbs.	S	_
Tekkan	30 gp	1d6	1d8	X2	—	10 lbs.	В	_
Yari	210 gp	1d6	2d4	x3	—	12 lbs.	Р	brace
Zanbato	400 gp	2d6	2d8	X2	—	16 lbs.	S brace	
Ranged Weapons								
Yumi	4 00 gp	1d6	1d8	x3	110 ft	4 lbs.	Р	_
Arrow, Flesh Terror (20)	30 gp	1d8	1d10	x4	_	5 lbs.	Р	_
Arrow, Humming Bulb (20)	25 gp	1	1d2	X2	_	4 lbs.	Р	_
Arrow, Rope Cutter (20)	35 gp	1d4	1d6	x3	_	4 lbs.	Р	_

Cestus: A tough leather glove with overlapping leather plates, equipped with steel spikes to focus the force of a punch. The cestus isn't as protective as a spiked gauntlet but can triple the force of a punch and is easy to use in a clinch or while grappling. It is effectively a light simple weapon but applies full strength bonus with either hand. It is a favored weapon of gladiators and street fighters. Attacks with cesti count as unarmed attacks but deal lethal damage.

Claw Bracer: The claw bracer is a semi-rigid leather or metal bracer that fits around the wrist, sometimes with an extension that covers that back of the hand as well. Attached to the back of the bracer are two or three narrow steel blades, slightly curved at the tips (the son of Bast illustrated on page 40 of this book is wearing a pair of claw bracers). The blades are only sharp the first 3 inches of the blade (to lessen the chance of the wielder ending up with a self-inflicted wound). Claw bracers can be used individually or as a pair. If used as a pair, the wielder needs the Two Weapon Fighting feat in order to do so effectively.

Daisho: Literally, 'the big and small', which refers to the pair of swords every samurai wears on their person. Despite being worn as a pair, however, they are only used as a pair by the extremely skilled. The blades often have matching decoration on both hilts and scabbards and among wealthy retainers could be quite ornate. However, for most samurai, the scabbards were simply wood that was lacquered black and polished smooth, with a plain iron disc for the *tsuba*, or guard. The Daisho consists of a katana, and wakazashi, which are explained in their separate entries. Using the Daisho as a paired weapon requires the Two-Weapon Fighting feat, as well as the Exotic Weapon Proficiency feat to use the Katana as a one-handed weapon.

Espontoon: An espontoon — also sometimes called a spontoon or a half-pike — is a type of halberd, about 6 feet in length. It has a heavy, sharp blade at one end that can be used to pierce or slash with, and a heavy

iron tip at the other end which can be used to

bludgeon with (using the weapon as a double weapon requires the Two-Weapon Fighting feat). The weapon is often used as a symbol of office for military leaders and is frequently used by officers to signal their troops on the battlefield. Officers who travel on foot will often use an espontoon as a walking stick as well. Trip attacks can be attempted with an espontoon.

Godentag: This weapon is the two-handed version of a morningstar, omitting the chain component. A godentag is essentially a large wooden cudgel with a head that is reinforced with iron bands and equipped with large spikes. It can be used to bash and to pierce, and due to its weight, it can cause significant injury even against an armored opponent.

Hunting Saber: A lightweight curved weapon used by the noble classes for finishing off game instead of wasting further bolts or arrows, as well as defending oneself from attack, a hunting saber is a fairly common weapon in rural areas and extremely rare in urban centers. When hunting boar, it was also quite useful for slashing the boar from horseback to weaken the creature. Once the beast was pinned with spears or crippled, the saber would be used to quickly dispatch the creature. These weapons almost always have bone, antler, or ivory grips and at least rudimentary handguards.

Hunting Trousse: A large, heavy, single-edged knife designed for dispatching, skinning, and cleaning game. The scabbard usually contains a fork and a small knife for eating with or for delicate work. While not originally designed for combat, the hunting trousse makes an effective melee weapon for the off-hand. It is also a good all-around tool for camp chores (+1 circumstance bonus to Survival checks for preparing campsites, skinning animals, butchering meat, and other such chores).

Kanabo: An iron-shod greatclub, the kanabo is covered with metal studs from the middle to the end. It is a devastating blunt weapon, but requires special training to be truly effective. The biggest advantage it



has is the ability to smash armor that a katana cannot penetrate. It is often considered the weapon of demons. It requires a high amount of strength and stamina to wield effectively. The few half-orcs and dwarves of samurai rank often prefer the kanabo above all other weapons. Wielders with a Strength of 14 or less suffer a -2 attack penalty when wielding the kanabo and add only their normal Strength modifier to damage, not the normal 1 $\frac{1}{2}$ times Strength bonus for a two-handed weapon.

Katana: The long sword of the samurai, it is used with both hands by all but the most skilled of swordsmen (Like a bastard sword, one must take the Exotic Weapon Proficiency feat to use a katana onehanded without penalty). The slightly curved blade featured an extremely hard, sharp, and somewhat brittle cutting edge that makes it an extremely efficient weapon for slicing, drawing the keen edge along the target. However, against hard objects, the katana is generally ineffective and has been known to chip along the edge. It can thrust with the chisel-like point but such a strike is often easy to read for experienced warriors. Katana swords are extremely beautiful and are masterpieces of swordsmithing, particularly when highly polished. These blades also require enormous care and are comparably quite expensive. Unlike most two-handed blades, which have 10 hp, the katana only has 5 hp (but retains a hardness of 10). The katana is usually removed before going indoors, with only the most trusted samurai allowed to leave the weapon in their belts when inside a building.

Keris: An exotic, sinuous-bladed short sword often used by pirates and those folks from distant lands, the keris can inflict gruesome stabbing injuries. It is also often coated in poison to make even minor injuries lethal. The disadvantage of the keris is that the blade is often somewhat brittle, with the stiff blade subject to snapping when subjected to great force (10% chance of the weapon becoming broken on any attack roll that results in a natural 1).

Ko-dachi: A short sword, slightly longer and straighter than the wakazashi, with a proportionally larger hilt. For halfling samurai, the ko-dachi is usually the preferred weapon since it is easier to wield and lighter than a katana without giving up much of the reach. It is also often found in the hands of female samurai of all races for similar reasons.

Maul: An extremely large and heavy hammer with a large wooden or steel head, the maul is used for driving stakes or tent-pegs into the ground in camp and, when wedge-shaped, for splitting logs. It is also a potent, if slow, weapon in the hands of the very strong. Maul wielders receive a +2 circumstance bonus to sunder maneuvers against shields since they deliver massively powerful blows capable of shattering wood.

Masakari: A masakari is a battle-axe with a metal spike opposing the crescent-shaped axe head. Very few samurai use this weapon, as most consider it to be barbaric, but bandits and warrior-monks have no such disdain for this very effective weapon.



It is much cheaper than most samurai weapons and can be used by anyone proficient with any type of axe.

Nagamaki: A compromise between an o-dachi and the naginata, the nagamaki is most similar in function to a long-handled sword with less sliding of the hands compared to a naginata. It is not a popular weapon but is effective enough to be found occasionally among many different warrior clans. It is also effectively a greatsword with a long, wrapped hilt, like the o-dachi and zanbato.

Naginata: The curved polearm of the samurai, it strongly resembles a Western glaive; however it was used more like a halberd and was the preferred weapon of female samurai. A typical naginata has a 5 foot long shaft and 3 foot long blade, allowing the wielder to use it as a weapon with reach. Naginata are of similar quality and expense to katana, and often large naginata blades are reground to be used as katana by later generations. It is used primarily like a quarterstaff; however it is capable of delivering lethal slashing wounds with rapid slices. It can be used as a double weapon, striking with the butt as well, though it is generally used as a single weapon. Using the naginata as a double weapon requires the Two-Weapon Fighting feat. If using the naginata as a double weapon, the wielder does not have reach with it.

O-dachi: Also known as a "daito," this is the samurai greatsword, very much like an katana with an extended blade. It always requires both hands to use and can not be used while mounted or used one-handed by creatures of medium-size or smaller. It is never considered part of the daisho and despite its power and utility, is not a popular weapon among many samurai. Despite that, it is quite effective on the battlefield.

Ono: The ono is a hand-axe with often elaborate decorations on the head and handle. Often used as a ceremonial weapon, it is primarily actively used in defense of shrines or revered individuals. Purely ceremonial examples are often fitted with brass ornamentation and have symbolically oversized but unsharpened blades.

Pata: Also known as a "sword-gauntlet", this weapon of the distant East is a double-edged straight blade that is mounted not on a hilt, but to an armored, ball-shaped gauntlet that completely covers the wielder's hand and most of the forearm as well. The grip inside of the gauntlet is much the same as a punching dagger and allows for forceful thrusts and rapid swipes. The biggest advantage is that the lower arm is heavily protected, giving an advantage on defense. While the blade can be sundered, the wielder cannot be disarmed through the usual methods. The main disadvantage is that the wielder cannot use the hand without removing the gauntlet first (1 full round action). Using a sword gauntlet also grants a +1 shield bonus to the wielder's Armor Class. This bonus does not stack with the bonus supplied by an actual shield, though, so only a shieldless wielder can truly benefit from it. The pata has become

especially popular with gladiators.

Scissor: A brutally efficient gladiatorial weapon, the scissor consists of a hollow metal tube that encases the forearm and hand and which is capped with a short metal haft atop which is a semi-circular blade. The weapon was used in a manner similar to a punching dagger but could also be used for hooking as well as devastating slashes. A strong punch could fully penetrate a torso and cause deadly lethal injuries. The scissor is rarely seen outside of the arena except in the hands of criminal enforcers or bandits. Because of how the weapon is wielded, the scissor wielder cannot be disarmed through normal methods.

Sword-breaker: While made in a variety of forms, a sword-breaker is generally a short sword or long dagger with one sharp edge and the other edge dulled and slotted with stout teeth much like a comb. The slots are used to catch an opponent's blade and hold it fast. Against light weapons it is even possible to break the blades, though most weapons are designed to resist substantial forces. This weapon is commonly found among city guards and those charged with keeping the peace.

There is a monk equivalent known as a *jitte*, which is a simple iron truncheon with a curved bar for catching an opponent's blade. The *jitte* is considered an exotic weapon because of the special techniques involved in wielding it, but is otherwise identical to the swordbreaker. The wielder receives a +2 bonus to all disarm maneuver attempts and to all attempts to sunder light weapons of any type. Using a sword-breaker to fight defensively reduces the attack penalty to -2.

Tanto: A tanto is a single-edged knife about half the size of a wakazashi and often considered the third part of the daisho. It is sometimes used as a backup weapon, but generally is carried as a ceremonial weapon or used for self-defense. The tanto is sometimes the instrument used for ritual suicide, espeically by female samurai. The sheath for a tanto is often highly decorated, either to match the daisho, or in a unique and often religious or spiritual motif. Materials for the sheath ranged from wood to ivory, bone, or in rare cases, jade.

Tekkan: Meaning, "Iron Sword," the tekkan is a sword-shaped bar of iron used as a blunt weapon with a similar technique as a sword but an emphasis on power instead of finesse. It is much lighter than the kanabo and not as effective, but is still a lethal bludgeoning implement against unarmored individuals, or effective as a means of punishment. It is a popular self-defense weapon among merchants and townsfolk, who are often forbidden to own swords.

Tessen: Literally meaning "Iron Fan," this weapon is a metal club the size and shape of a folded fan with a ring pommel. A handy weapon for self-defense and for wearing when other weapons should be removed, the tessen is strong but with a very short reach. The tessen was not effective for throwing but could be used as an off-hand weapon or in a manner similar to a sap, though the tessen deals lethal damage.

Trident Dagger: A form of sword-breaker dagger that consists of a long narrow blade that, when a knob on the hilt is pressed, splits into three, forming a trident of three narrow, rigid blades. It is used in the off-hand for defense and functions like a sword-breaker, except that it cannot break even light weapons. Bards and rogues can be considered proficient with the trident dagger in addition to their normal weapon proficiencies. The trident dagger is almost useless for attacking, being primarily a defensive weapon. The wielder receives a +2 bonus to all disarm maneuver attempts with a trident dagger. When fighting defensively with a trident dagger, the attack penalty is reduced to -3.

Tsurugi: An unusual weapon in the samurai arsenal, this is a double-edged, straight-bladed sword that is effectively identical to the common longsword of the West. Because of its perceived inelegance and lack of the graceful curve of most samurai blades, it is considered to be an archaic and mostly ceremonial weapon. As such, it is mostly found in the hands of warrior-monks who are forbidden to use the weapons of the samurai caste. It is still a quite effective weapon in close combat, however.

Wakazashi: The short sword of the samurai, the wakazashi is usually still worn indoors, though the katana is usually removed, and samurai are expected to sleep with the wakazashi within reach. The wakazashi is generally also the instrument used for ritual suicide, though the tanto knife also served that purpose. The wakazashi was not limited to the warrior caste, however — merchants who had lent a significant amount of money to a warlord or others who had provided some valuable service were occasionally allowed to wear the short sword. Often the swords made for merchants were quite ornate, even occasionally gaudy, with engraved gods and demons along the flat of the blade.

Yari: A straight-bladed spear used by mass formations of warriors led by samurai, as well as by samurai themselves. The yari is very well made but not balanced for throwing. It is generally a thrusting weapon and used against cavalry, though it is considerably shorter than the average longspear or pike, being only about 5 feet in length from the butt of the shaft to the tip of the blade. The diamond-shaped head was effective at piercing chainmail as well.

Yoroi toshi: Meaning "armor piercer," the Yoroi toshi is a thin, double-edged dagger worn on a samurai's right side (the swords were almost always on the left) for close combat. The sharp narrow blade could slide between the lames of samurai armor and either stab the wearer or slice through the silk cords holding the armor together, leaving the wearer vulnerable. The wielder receives a +2 bonus to sunder samurai armor when targeting the silk cords; there is no bonus against other types of armor.

Yumi: The asymmetrical composite longbow of the samurai, the yumi has a grip that is generally 1/3 of the way along the length of the bow, with 2/3 of the bow shaft above it. The asymmetrical nature of the bow allowed it to be used from horseback without difficulty and in fact many samurai were quite practiced at the art of mounted archery. It was also generally used from castle walls and behind portable bamboo walls used as cover.

There are four basic types of arrows used by samurai with the yumi — standard arrows, rope cutter arrows, flesh terror arrows, and humming bulb arrows. The damage and critical listed in table 4-1 are for when the samurai is firing a standard arrow found in the *Pathfinder Roleplaying Game Core Rulebook*.

The stats and description of the yumi specifically refer to the *daikyu* (longbow) yumi. If the samurai is using a *hankyu* (shortbow) yumi, use the stats for a masterwork shortbow found in the *Pathfinder Roleplaying Game Core Rulebook*.

Zanbato: Even larger than the o-dachi, the zanbato is used as a slashing weapon against cavalry. Unique among samurai weapons is an extended ricasso (an unsharpened part of the blade just above the guard), which allows the wielder to increase the leverage of a swing. The zanbato is often longer than the wielder is tall and is an awkward weapon to use, requiring specialized instruction. According to folklore, a wielder could cut down a horse and rider with one slash of a zanbato, though no occurrences of that has ever been recorded.

ARMOR

The armor presented below follows the rules for armor explained in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*. Like samurai weapons, samurai armor is far more expensive than its Western counterparts. All such armor is automatically considered to be of masterwork quality, and armor check penalties for samurai armor already reflect this.

ARMOR DESCRIPTIONS

Armor and shields listed on Table 4-2 are described in detail below.

Do-maru: A form-fitting, medium weight suit of lamellar armor, differentiated from higher grade armor by the lack of a solid breastplate, by the use of leather for the shoulder pieces and faulds, and the lack of sleeves. It is much quicker to put on than the o-yoroi and offers considerably less protection though greater degree of freedom of movement.

Blackguard Armor: Armor worn by the champions of evil causes, especially anti-paladins, blackguard armor is a type of heavy plate armor usually lacquered in dark colors — black and red being

popular — and highly stylized, with spikes, chains,

and/or saw-edges as a motif. The symbol of their evil god is often emblazoned on the chest or shield (if they carry one), and upon the boldly colored cape that accompanies the suit. The helmet very often is shaped as a death's head or with a demonic or draconic visage and adds to the aura of fear that these wicked knights project. Someone wearing a suit of blackguard armor receives a +2 circumstance bonus to Intimidate checks. Blackguard armor is always of masterwork quality, and the price and armor check penalties reflect this.

Brigandine: Also known as a coat of plates, this is a medium grade of armor that is very similar to studded leather in appearance, but it much sturdier than that type of armor. It consists of a series of metal plates shaped to the torso, and riveted in place between a layer of padding and an outer covering of material such as leather, velveteen, or felt. The resulting armor is form-fitting around the torso and of bearable weight, with considerable protection. While not as protective as a full suit of chainmail due to the fact that it only covered the torso, it was cheaper and more resilient against thrusting weapons. This is a common armor for infantry and adventurers to wear but less prevalent among the well-moneyed. Bandits and thugs are also found of brigandine armor, and gladiators sometimes wear it.

Gladiator Armor: Gladiator armor consists of a bronze, leather, or iron segmented arm guard called a 'manica', a shoulder guard on the opposite arm, a distinctive helmet with crest (often custom made), and either greaves or a heavy leg guard on one leg, with a thick leather belt around the middle. Poorly suited to long range combat, this showy set of armor is lightweight and allows a large freedom of movement but leaves much of the body open to attack.

Kabuto: The characteristic helmet of the samurai, the kabuto is made with an iron skullcap and wooden lames, widely flared out to protect the neck. There is a small hole in the peak of the kabuto for the warrior to fit his topknot of hair through. The kabuto is often paired with a menpo face mask, though it was common to wear it without a mask as well.

Lamellar Armor: Very similar to scale mail, lamellar consists of overlapping lames or scales of bronze, steel, and sometimes even wood, horn, or leather. It is different from scale mail in that it does not require a backing to be fastened to; rather, the lames are tied with sinew, silk cord, leather thongs, or thread to make a form-fitting and effective form of protection slightly better than chainmail of similar material. Lamellar armor is sometimes worn by poor ronin samurai, by the common troops a samurai might command, and by bandits and thugs. Wealthy gladiators (or gladiators with a wealthy patron) sometimes wear a suit of lamellar armor as ceremonial armor.

Menpo: A face mask covering the nose, mouth, and jaw of a warrior, the menpo is designed to

		Armor/Shield	Max. Dex	Armor Check	Arcane Spell	Spe	eed	
Armor	Cost	Bonus	Bonus	Penalty	Failure Chance	30ft	20ft	Weight
Light Armor								
Gladiator armor	50 gp	+3*	+6	-1	15%	30 ft.	20 ft.	15 lbs.
Medium Armor								
Brigandine	175 gp	+5	+2	-4	25%	20 ft.	15 ft.	25 lbs.
Do-maru	350 gp	+5	+4	-4	25%	20 ft.	15 ft.	35 lbs.
Lamellar	125 gp	+5	+3	-4	25%	20 ft.	15 ft.	35 lbs.
Heavy Armor								
Blackguard armor	1,750 gp	+9	+0	-7	55%	20 ft.	15 ft.	55 lbs.
O-yoroi	1,300 gp	+7	+2	-6	45%	20 ft.	15 ft.	65 lbs.
Sendai-do	1,000 gp	+6	+3	-5	35%	20 ft.	15 ft.	45 lbs.
Shields								
Portable bamboo wall	20 gp	+4**	n/a	n/a	n/a	20 ft.	15 ft.	25 lbs.
Armor Extras								
Kabuto	250 gp	$+1^{***}$	_	-1	5%	30 ft.	20 ft.	15 lbs.
Kabuto w/menpo	300 gp	+2***	_	-1	10%	30 ft.	20 ft.	20 lbs.

TABLE 4-2: ARMOR & SHIELDS

*This armor bonus only counts against melee attacks; against ranged attacks, gladiator armor only provides a +1 armor bonus.

**A portable bamboo wall can instead grant cover. See the item description for details.

***This bonus, like a shield bonus, stacks with the armor bonus of a suit of armor.



provide a terrifying face against one's enemies, and only secondarily for protection. By itself, it is not very protective but a menpo adds to the utility of the kabuto. A samurai wearing a menpo with a kabuto receives a +2 circumstance bonus to Intimidate checks.

O-yoroi: Meaning "great armor," the o-yoroi consists of a solid iron breastplate covered with leather, with rectangular lamellar shoulder pieces, large thigh pieces, plate greaves, gauntlets, and an undershirt of chainmail. The armor is fairly protective, though heavy, and is somewhat restrictive of movement. The left arm is left relatively unarmored to allow for the use of the yumi.

Portable Bamboo Wall: A portable bamboo wall is, in some respects, similar to the Western tower shield. However, the portable bamboo wall cannot be carried as a shield and requires a minimum of two people to carry and set up. Once in place, the portable bamboo wall provides total cover for anyone behind it until the beginning of the next round. The portable bamboo wall is 5 feet long – and so protects along a 5-foot front on one side – but several of them can be set up side-byside to provide cover for a number of people. Usually, a samurai will have a bamboo wall set up from behind which he can safely fire his yumi. The portable wall does provide protection from targeted spells, unlike a tower shield; the wall does not have to be held in place. Naturally, a portable bamboo wall cannot be used to perform a shield bash. The speed listed in Table 4-2 reflects the movement rate for the individuals carrying the wall to where it will be set up. It requires a full round action to set the bamboo wall up and a move action to take it down before moving it.

Sendai-Do: The name of this type of samurai armor means "mirror plate armor." This armor consists of four main plates — two on the chest, and two around the back — connected by a pair of matching side plates. Instead of the large rectangular lames, the spaulders of a sendai-do suit are small squares of lamellar and the arms are well protected by chainmail, with plate gauntlets on the forearms and hands. The thigh plates are slimmer as well, and overall it is a fairly protective, mobile, and solid suit of armor. It was not quite the display piece as the o-yoroi, however, and so many warriors choose to wear the o-yoroi instead.

<u>GOODS & GEAR</u>

Adventurers need the right gear in order to complete their missions and goals. This section includes a number of new mundane and alchemical items that a character might find useful.

GOODS & GEAR DESCRIPTIONS

The goods and services from Table 4-3 are described below.

Athame: An athame is a special consecrated knife, usually with a black horn handle, used by a witch for spiritual purposes. It is an essential tool for the witch and is used to draw the lines and markings of her witch's circle and helps her channel her magical energy. An athame can never be used to physically cut an item; if it is, the witch must destroy the athame and prepare or procure a new one. A witch without an athame cannot cast a circle (see the witch class description in Chapter 1 of this book). Since the athame functions as a witch's divine focus for spells that require such a component, a witch without an athame cannot cast spells with a divine focus component.

Boline: The boline is another special consecrated knife used by witches. The boline usually has a white bone or horn handle and, unlike the athame, can be used for physical cutting. The primary use of a boline is for cutting herbs, cords (including umbilical cords) and carving candles, but there are other uses as well. The boline must never draw blood from a living creature (except the blood that is spilled when cutting an umbilical cord), not even by a black magic tradition witch. If it does draw blood, the boline must be destroyed and the witch must prepare or procure a new one.

Canoe, Birchbark: The birchbark canoe is a type of canoe built by human and halfling tribes that live in riverine forests with numerous birch trees. The birchbark canoe has a wooden frame covered with birchbark and sealed with sap from spruce trees. The typical birchbark canoe is 5 feet to 15 feet long and can carry two Medium or four Small passengers and their personal gear. The outside of the canoe is usually painted with various tribal designs, usually animals or other nature symbols. It can move about 1 ¹/₂ miles per hour.

Canoe, Dugout: Constructed and used by human and some orc tribes, the dugout canoe is a massive tree, hollowed out and shaped along the sides and bottom. They are incredibly heavy and difficult to transport out of the water, but surprisingly nimble in the water. The typical dugout canoe is 20 feet to 30 feet long and can carry 4 or 5 Medium passengers and up to 1 ton of cargo as well (not counting the personal gear of the passengers). They are usually unpainted but some orc tribes sometimes paint their canoes red or black. A dugout canoe can move about 1 ¹/₂ miles per hour.

Canoe, Elven: The elven canoe is built almost exclusively by elven people — mostly wood and wild elves — but the knowledge has been passed on to a few half-elves and even a couple respected humans. Elven canoes are built similarly to a birchbark canoe, but are often far more graceful and nimble in the water. Elven canoes often have a bow in the shape of the head and neck of a goose, duck, loon or otter and are usually painted a solid color — white or green being typical. A typical elven canoe is about 12 feet long and can carry two Medium passengers and their personal gear, plus

another 100 pounds of cargo. It can move about 2 miles per hour. Anyone using an elven canoe receives a +5 circumstance bonus to their Handle Canoe check.

Canoe, Voyageur: A voyageur canoe is an evolution of the birchbark canoe created by voyageurs. They are built in the same fashion but on a grander scale, and usually the outside of the canoe is painted in various bright colors and often feature an animal crest at the bow. A typical voyageur canoe is around 40 feet long and can carry 10 passengers and their personal gear plus another 1 ¹/₂ tons of cargo. A voyageur canoe can move about 1 ¹/₂ miles per hour.

Canoe Paddle: A wooden paddle used for propelling and steering canoes. Canoe paddles made and used by voyageurs grant a +5 bonus to Handle Canoe checks.

Cauldron: A cauldron is a large cast iron pot, usually with three short legs. The cauldron is to a witch what an alchemical lab is to a wizard or alchemist. It is her essential tool for brewing potions and performing many of the rites of her tradition. A witch without a cauldron is unable to perform many of her rites (see the witch class description in Chapter 1 of this book).

Grimoire: A grimoire is to a witch what a spellbook is to a wizard. It holds notes and details of her rituals and tradition. Often grimoires are handed down over generations, from one witch to another, with each adding notes and information to the text. A witch without a grimoire is unable to perform any of her tradition rituals (see the witch class description in Chapter 1 of this book).

Leather Straps: Leather straps come in either bundles of a dozen 1 foot long pieces or as a couple of folded or rolled 5- to 6-foot long pieces. The straps serve a variety of uses, such as tying things down on a horse or pack animal or in a canoe, or for whatever other use an adventurer might need.

Make-up Kit: No courtesan can perform her duties properly without the proper make-up. This kit contains a variety of powders and dyes of various consistencies and colors, allowing the courtesan (or any character) to color her checks, eyelids, lips and nails. A DC 10 Dex check is required to apply the make-up and properly applied make-up grants the wearer a +1 bonus to Bluff and Diplomacy checks for four hours. Water (including rain or snow) will ruin make-up and end the bonus, even if the four hours has not yet passed.

Make-up kits often contain henna, allowing a courtesan to cover her hands, feet and other body parts with tattoo-like designs that fade after a number of days (usually 3 + 3d6 days). Henna designs grant the wearer a +1 bonus to Bluff and Diplomacy checks for as long as the henna persists (this bonus stacks with the bonus from the normal make-up).

Massage Oil: Massage oil is a slippery alchemical fluid that comes in small glass or crystal vials, similar to potion vials. It may come in a variety of colors, but clear and red are the most common. The oil may also

TABLE 4-3: GOODS & GEAR

Item	Cost	Weight
Adventuring Gear		
Canoe Paddle	5 gp	1 lb.
Leather Straps	5 gp	6 lbs.
Mess Kit	5 gp	1⁄2 lb.
Rations, Pemmican (per day)	3 sp	1 lb.
Special Substances		
Massage Oil	10 gp	_
Tools & Skill Kits		
Athame	5 gp	¹⁄₂ lb.
Boline	5 gp	1⁄2 lb.
Cauldron	1 gp	8 lbs.
Grimoire	15 gp	3 lbs.
Make-up Kit	15 gp	1 lb.
Make-up Kit w/Henna	75 gp	2 lbs.
Poison Kit	800 gp	2 lbs.
Transport		
Canoe, Birchbark	25 gp	45 lbs.
Canoe, Dugout	450 gp	2,400 lbs.
Canoe, Elven	1,000 gp	35 lbs.
Canoe, Voyageur	1,500 gp	600 lbs.

be scented, with scents that relax the body and mind being most common, such as lotus blossom. Using massage oil grants a +1 circumstance bonus to any Heal checks when giving a massage; if the character also has the Courtesan's Touch feat, the bonus is doubled to +2. There is enough oil in one vial to perform two massages on Large creatures, four massages on Medium creatures or eight massages on Small creatures.

Mess Kit: A mess kit consists of a tin plate or wooden bowl, a fork and knife made of brass or iron, sometimes with horn handles, and a tin cup or wooden mug.

Poison Kit: A poison kit is used by assassins, evil rogues, the envenomed, evil courtesans and antipaladins. It is a portable kit that contains 2 uses each of arsenic, blue whinnis, drow poison and greenblood oil. Anyone not trained in the art of poison use suffers a 5% chance of accidental poisoning just from handling the kit box. Most nations and cities outlaw such kits and the penalty for selling or possessing one is usually stiff.

Rations, Pemmican: Pemmican is a type of trail ration common among tribal civilizations, which has been adopted by many merchants and adventurers, especially voyageurs. Pemmican consists of three ingredients — dried meat that has been pounded to nearly a powder-like state or been shredded, dried berries, and hot fat or grease. It is less expensive than standard rations, but just as nutritious, with the

added benefit of not spoiling for several months. Anyone with ranks in the Survival skill can make their own pemmican with a DC 15 skill check (provided the ingredients have already been procured).

MAGIC ITEMS

ARMOR & SHIELDS

MAGIC ARMOR SPECIAL ABILITY DESCRIPTIONS

Grandiose: Grandiose armor is highly polished, elaborately constructed, has gold and/or silver trim and may even be enameled in some bright color. Three times per day, the wearer of a suit of armor with this ability can radiate a powerful burst of awe-inspiring magic, granting the wearer a +10 bonus to Intimidate checks and a +4 bonus to the wearer's Charisma score. The bonuses last for 5 minutes each, and the wearer can only benefit from one use of the armor at a time.

Faint illusion and transmutation; CL 1st; Craft Magic Arms and Armor; *awe*, *eagle's splendor*; Price +3 bonus.

Horrifying: Horrifying armor is even more frightening in appearance than terrifying armor. Images of demons, devils and unspeakable evil are worked or tooled into the design, and bloody scalps dangle from it. Three times per day, the wearer of a suit of horrifying armor can radiate a powerful type of *fear*. Everyone within 20 feet of the wearer must make a DC 18 Will save or become panicked, fleeing from the wearer for 7 rounds. Panicked creatures that are cornered and unable to flee begin cowering. Those creatures that succeed on their saving throw are still shaken for 7 rounds.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor; *fear*; Price +5 bonus.

Terrifying: This armor is so terrible in appearance that those who see it are filled with fear and dread. Three times per day, the wearer of a suit of armor with this ability can cause the suit to radiate a type of *fear*. Everyone within 15 feet of the wearer must make a DC 16 Will save or become frightened for the next 7 rounds. Frightened creatures that are cornered will fight in order to escape. Creatures that succeed on the Will save are still shaken, with this condition lasting 1d3 rounds.

Faint necromancy; CL 7th; Craft Magic Arms and Armor; *fear*; Price +3 bonus.

SPECIFIC ARMORS

NIGHTMARE ARMOR

Aura moderate necromancy; CL 7th Slot armor; Price 50,750 gp; Weight 55 lbs. DESCRIPTION

Nightmare armor is a suit of particularly horrific +2 *blackguard armor*. The armor is black as night with leering demon faces worked into the breastplate, shoulder guards and thigh protectors. Three times per day, the wearer of a suit of *nightmare armor* can radiate a powerful type of *fear*. Everyone within 20 feet of the wearer must make a DC 18 Will save or become panicked, fleeing from the wearer for 7 rounds. Panicked creatures that are cornered and unable to flee begin cowering. Those creatures that succeed on their saving throw are still shaken for 7 rounds. **CONSTRUCTION**

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 24,250 gp

ONI ARMOR

Aura strong abjuration; CL 15th Slot armor; Price 53,650 gp; Weight 55 lbs. DESCRIPTION

Oni armor consists of a suit of +2 *do-maru* samurai armor and includes a kabuto with menpo. The menpo has been constructed in the stylized guise of a fearsome oni. Like the armor's namesake, the wearer of the armor is resistant to spells, and is graced with spell resistance 13. In addition, once per day the wearer can direct a *cone of cold* spell at his enemies, dealing 10d6 points of cold damage (DC 18 Reflex ¹/₂). While wearing a suit of *oni armor* the wearer is treated as having the Exotic Weapon Proficiency (kanabo) feat. The wearer loses the benefit of the feat if the armor is removed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cone of cold*, *spell resistance*; Cost 27,150 gp

SPECIFIC SHIELDS

SHIELD OF THE ASP

Aura faint conjuration; CL 5th Slot shield; Price 9010 gp; Weight 6 lbs. DESCRIPTION

This +*2 light steel shield* has a coiled snake embossed on the surface, mouth open and fangs bared. Five times per day, the bearer of the shield can command the decorative snake to become real and attack. When the command word is spoken, the image of the snake vanishes from the shield's surface and an actual venomous snake appears coiled 5 feet away, in any direction the bearer desires. The snake is treated as an advanced venomous snake (see the *Pathfinder Roleplaying Game Bestiary*). The snake will attack as directed by the shield bearer but cannot move any further away than 50 feet from the shield, and the snake vanishes when slain or after 5 rounds, whichever comes first, and the image of the snake reappears on the shield. The bearer must wait at least 1 full round after the snake vanishes before summoning it forth once again.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*; **Cost** 4510 gp

WEAPONS

SWORD OF THE GLADIATOR

Aura moderate transmutation; CL 3rd Slot none; Price 20,400 gp; Weight 8 lbs. DESCRIPTION

The *sword of the gladiator* is a +2 *pata*. Three times per day the gladiator can speak a command word while wielding the pata and receive a +4 bonus to Strength and Constitution. The ability bonus lasts for 3 minutes and the sword wielder must wait at least 1 full minute after the bonus ends before activating it once more. **CONSTRUCTION**

Requirements Craft Magic Arms and Armor, *bear's endurance, bull's strength*; **Cost** 6,400 gp

BLOOD-OATH KATANA

Aura moderate transmutation; CL 11th Slot none; Price 18,350 gp; Weight 6 lbs. DESCRIPTION

A blood-oath katana is a powerful and dangerous weapon that demands much of its wielder. It functions as a +2 keen katana, but whenever the katana is drawn completely free of its scabbard, the wielder is compelled to draw blood with the blade before sheathing it. Sheathing the katana without drawing blood results in a -2 penalty to each of the wielder's ability scores. For each further day that passes without drawing blood with the blade, the wielder suffers another -2 penalty to a maximum of -10. No ability score can be reduced lower than 1 by these penalties. The blood-oath can be satisfied by the wielder cutting himself (roll damage normally, including the +2 bonus of the sword, but not including Strength bonus). Once the wielder draws blood with the blade all ability score penalties automatically vanish and the wielder's ability scores are returned to normal.

There are many who consider *blood-oath katanas* as cursed weapons, but most samurai see them differently. Samurai usually view such a weapon as helping to ensure that the sword is drawn only for honorable reasons, in defense of others.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *geas/ quest, keen edge*; **Cost** 9,350 gp

WITCH-KILLER

Aura strong abjuration; CL 13th Slot none; Price 62,950 gp; Weight 4 lbs.

DESCRIPTION

Witch-killer is a +2 *longsword* that is especially dangerous to witches. When used against a witch (and only a witch — all other spellcasters are not affected) the sword has a +4 bonus to attack and damage and deals another 1d6 damage. In addition, the sword also drains spell energy from a witch, preventing her from casting spells. Each time the witch is hit by *witch-killer* she loses one available spell slot, beginning with the highest level spell slot she has. If the witch has no available spell slots when she is struck by the sword she instead loses the use of a tradition power, beginning with the most powerful tradition power she currently has.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spell turning*; **Cost** 31,950 gp

RINGS

COURTESAN'S RING

Aura faint transmutation; CL 3rd Slot ring; Price 4,800 gp; Weight –

DESCRIPTION

This dainty ring is crafted of silver and has a tiny heartshaped ruby setting. Wearing the ring grants a +4 bonus to Bluff, Diplomacy and Sense Motive checks.

CONSTRUCTION

Requirements Forge Ring, *eagle's splendor*; **Cost** 2,400 gp

RING OF SPYING

Aura faint divination; CL 7th Slot ring; Price 10,000 gp; Weight – DESCRIPTION

Rings of spying are very popular with sycophants, as well as with rogues, rangers and courtesans. The ring appears to be a plain brass or bronze band with no decorations or setting. For seven minutes each day the wearer of a *ring of spying* can create an *arcane eye* as per the spell. The seven minutes do not have to be consecutive and can be spread out throughout the day. **CONSTRUCTION**

CONSTRUCTION

Requirements Forge Ring, *arcane eye*; **Cost** 10,000 gp

RING OF VENOM

Aura moderate necromancy; CL 7th Slot ring; Price 30,000 gp; Weight –

DESCRIPTION

This silver ring is forged to resemble a tiny snake wrapped around the wearer's finger. The snake's head is in the center of the ring, mouth open, fangs exposed. Two tiny green gemstone chips are set in the ring as the snake's eyes. Three times per day the wearer can make a melee touch attack to poison a target. The target must make a DC 16 Fort save or suffer 1d3 Constitution Constitution damage. The damage continues each round for another 5 rounds after the first, with the target making a new save each round. If any saving throw is successful, the poison effects end.

CONSTRUCTION

Requirements Forge Ring, poison; Cost 15,000 gp

WITCH'S RING

Aura moderate abjuration; CL 10th Slot ring; Price 15,000 gp; Weight -DESCRIPTION

The wearer of this ring can cast a circle as a 10th level witch with the Quicken Circle feat. The circle can be cast once per day. The circle is 20 feet in radius and protects all within it in a manner similar to protection from good/evil (when a witch's ring is found, roll d% to determine alignment; 01-50 = good, 51-00 = evil). Those within the circle also benefit from nondetection and protection from spells. The circle will last for 5 hours.

A good character attempting to wear an evil witch's ring suffers 1 negative level for as long as the ring is worn. The negative level vanishes if the ring is removed. Similarly, an evil character suffers if attempting to wear a good witch's ring.

CONSTRUCTION

Requirements Forge Ring, creator must be a witch of at least 10th level; Cost 7,500 gp

STAVES

ELEMENTAL STAFF

Aura strong abjuration, evocation & transmutation; CL 13th Slot none; Price 82,000 gp; Weight 5 lbs.

DESCRIPTION

This staff is carved from hard ebony wood and has symbols of air, earth, fire and water etched into it all along its length. When wielding an *elemental staff*, the wielder can feel the power of the four elements pulsing within. The staff allows the use of the following spells:

- *Fire missile* (1 charge)
- *Force missile* (1 charge)
- *Ice missile* (1 charge)
- Sonic missile (1 charge)
- *Resist energy* (2 charges)
- Elemental body I (3 charges)

CONSTRUCTION

Requirements Craft Staff, elemental body I, fire missile, force missile, ice missile, resist energy, sonic missile; Cost 41,000 gp

WONDROUS ITEMS

HAKAMA OF GRACE

Aura moderate transmutation; CL 8th Slot body; Price 4,000 gp; Weight 2 lbs. DESCRIPTION

Hakama are garments worn by samurai and other folk from the samurai's homeland. It is mostly men that wear hakama, but some women also wear them. Hakama are usually worn over a kimono. Hakama of grace are magically enchanted to provide the wearer with a +2 bonus to Dexterity. CONSTRUCTION

Requirements Craft Wondrous Item, cat's grace; Cost 2,000 gp

KIMONO OF BEAUTY

Aura moderate transmutation; CL 8th

Slot body; Price 4,000 gp; Weight 2 lbs.

DESCRIPTION

The kimono is a silk robe of bright vibrant colors, often decorated with elaborate and colorful designs. Kimonos are worn by both men and women. The kimono of *beauty* has been magically enhanced to provide the wearer with a +2 bonus to Charisma.

CONSTRUCTION

Requirements Craft Wondrous Item, eagle's splendor; Cost 2,000 gp

LA CHASSE-GALERIE ("THE FLYING CANOE")

Aura strong transmutation; CL 15th

Slot none; Price 120,000 gp; Weight 600 lbs.

DESCRIPTION

La Chasse-Galerie, or the flying canoe, is a magical voyageur's canoe (see the entry under Goods & Gear earlier in this chapter) that can fly on command as if affected by an overland flight spell of unlimited duration. The canoe is 40 feet long and can carry up to 10 Medium passengers, their gear and another ton of cargo. While flying, La Chasse-Galerie has a movement rate of 40 ft.

The canoe can hover in place without needing to make a Fly check. Normally, the canoe moves about by following spoken commands. Passengers and crew must still paddle to provide momentum for movement. If sharp turns, quick stops or other maneuvers are attempted, a Fly check is necessary (anyone with levels in the voyageur class can make a Handle Canoe check in place of a Fly check).

The canoe can be used in rivers and lakes as a normal voyageur's canoe.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*; Cost 60,000 gp



nce everything had settled down after the battle with the envenomed, Teela and Aiken had managed to get a decent night's rest and were now on the final short leg of the journey to Teela's home. Though the distance they had left to travel was only a few miles, it felt to Teela as if they would never get there, so excited she was to see her mother again. She had not been home since she and Dissin had gotten married over a year ago, with her mother officiating and the members of her coven as witnesses, and she could not help but be a little homesick.

Aiken was well familiar with how long the last few miles of a trip could feel, so he did his best to keep Teela occupied, asking her to tell him more about life in Vanguard. He was only marginally interested in the goings-on of the Vanguard social scene, but he was willing to listen if it meant Teela would quit squirming on the buckboard and making noises of impatience. His ears did perk up, though, when she began talking about the courtesans of the city. "There's talk of building a guildhouse in Vanguard? That would be furthest one away from the Land of Pashas, wouldn't it?" "No, there's one in Elsith City, that one's a little further away," Teela explained. "The courtesans are all for it, of course, as well as most of the nobles who hire their services. And the sycophants of the city would absolutely eat it up if they had such a place to linger about, to watch who's hiring who and possibly overhear juicy gossip. Naturally the more conservative folks are in an uproar, and the less scrupulous nobles are grumbling about it making more paperwork and rules to follow." She chuckled and shook her head. "After living all my life either here in the wood, or in Moonarrow, Vanguard seems like a very uptight city."

"I'd imagine any city seems uptight compared to Moonarrow, except maybe the Decadent City itself," Aiken laughed. He had just guided the horses around the final turn that would take them to Shawynn Onstra's cottage, but Teela seemed not to have noticed. "A courtesans' guild is no different than a merchants' guild, or a masons' guild, or anything else. It's just a business matter, and almost always for the best of everyone involved."

"I know! People just get their noses out of joint over the littlest..." Teela trailed off as she realized they had come to a stop in front of a cozy cottage, surrounded by gardens. "Oh, we're here! Mama, I'm home!" she called out, hopping down from the buckboard without bothering to wait for Aiken's help. Aiken laughed and quickly helped Samhain down so he could hop after his mistress.

The door to the cottage opened and a brunette elven woman, who looked as if she could have been Teela's sister, rushed out. "My sweet daughter, I've missed you so!" Shawynn exclaimed, wrapping Teela in a tight hug. She looked up as Aiken approached, carrying Teela's luggage. "Little Aiken, all grown up," she said with a wistful smile. "You haven't come to visit near as often as you should, but I'll forgive you for that since you got Teela here safe and sound. Now, come on, both of you, get cleaned up for noon meal," she said, ushering them toward the house.

"Aw, Mrs. Onstra, you don't have to do that," Aiken blushed. "I don't want to get in the way of all the witch business." While he didn't know the details, he knew that the reason Teela had come home without Dissin was that the coven was going to be performing some important ceremonies, which were strictly witches only.

"First off, it's Shawynn, and you know that. Second off, nonsense. The moon isn't full until tomorrow. Today we have plenty of time to simply welcome our guests. Besides, I've already invited your grandmother, and she should be here any time now. Now get inside and wash your hands, young man!"

"Yes, ma'am!" Aiken had learned long ago not to disobey the orders of a witch.

M any characters are aided in their careers and quests by belonging to various guilds, clubs, knightly orders, religious orders and other similar organizations. Such groups can provide fledgling adventurers with information, training and discounted equipment. They can provide experienced adventurers with a place to relax or serve as a source of information for upcoming quests or adventures. High level characters that belong to such organizations are often officers or otherwise in charge of day-to-day operations and take younger adventurers under their wing.

This chapter introduces five such organizations that player characters might belong to or work for, or maybe even work against. Each entry includes information on the organization, how to join, the benefits of being a member, and brief details on important leaders of the organization.

Several of the organizations have a geographic location included, but GMs should feel free to change the location to suit their own campaign setting. Each of the organizations detailed below include training possibilities where a character can earn bonus skill ranks or feats, with limitations. While characters might find themselves belonging to multiple organizations, a character that exhausts his training opportunities in one guild cannot go to another guild and gain more bonus skill ranks or feats. If an entry indicates that a character is limited to 1 bonus skill rank earned per skill trained, this applies no matter how many guilds or organizations the character belongs to. If a character were to gain the bonuses from multiple organizations, he would become vastly overpowered compared to the rest of his party. However, the social benefits gained from belonging to each of the organizations still apply.

THE ADVENTURERS' GUILD

The Adventurers' Guild, based in the city of Moonarrow, Citalia, is not so much a proper guild as it is a loose collective of like minded individuals. There is no apprenticeship or formal progression. Guild members come together in their hall, a tavern known as "The Business", to swap stories, share skills and occasionally pass along warnings and rumors. Attracting, as the adventurer profession often does, people from all classes and occupations, this guild is held together by its members' shared love of the wild places and the thrill they of rediscovering long-forgotten ruins.

The guild was formed by an adventuring party after the untimely death of their leader, Richard Grey of Moonarrow. The surviving group members bought a tavern in that port city, intending to settle down and keep an eye on Richard's widow and daughter. It was not meant to be a guild at that time, and it was only after Richard's daughter found her father's wanderlust that his former companions hit upon the idea of forming the guild and offering its benefits to other adventurers.

Although the guild is by no means a formal organization, membership does have its privileges. As an organization willing to take in all who come to them, the Adventurers' Guild has only two membership requirements — pay a small portion of one's earnings back into the guild each month (typically 1% to 5% of any pay received or treasure recovered — this includes the value of gems, equipment and magic items gained), and come prepared to share knowledge and skills with others. In return, the guild looks after its own.

Interesting rumors or hints of adventure waiting for the bold (and often the foolish) can be found tacked to various message boards in the tavern's meeting room, which is members only (unlike the rest of the premises). One wall of this room is dedicated to the memory of fallen companions, whether with a sketch, a few words or a treasured personal belonging. With each memorial is always a warning — the tale of the fallen Adventurers' death. Centered on this wall is a portrait of Richard

Grey himself, along with the story of the dragon that killed him.

The guild also offers other, more tangible benefits to its members. Supplies can be bought and sold from the guild or traded among members, non-magical healing can be found, training can be had and as the guild's membership grows, so too does its reputation. Caravan masters, ship captains and wealthy nobles are beginning to take note and post their job opportunities in the guild's meeting room. The tavern also sells food, drink and lodging, with members enjoying both a discount and a preference on the rooms upstairs.

The guild maintains a training facility and storefront in a large warehouse near the docks, several blocks away from The Business. Inside, the place has been divided into six sections; each set up to simulate some environment that an adventurer might expect to encounter on his travels. There are areas to simulate a dungeon, ancient ruins, wild caves, a castle, and a city street. The sixth area is the storefront. Use of the training facility itself is free to members, and usually requires only that the member notify someone that they will be there, and when they will be there.

Formal training, such as it is, is arranged between members themselves, there being no paid staff of instructors. Those who seek a skill post the request in the meeting room and if there is someone who can provide the training, that individual will contact the student, making arrangements to meet. There are very few days that the training facility does not have someone using it, even if only to further practice in a skill that does not require a mentor so much as repetition.

Those who train in the facility gain a bonus of 1 rank in the appropriate skill, and may only earn this bonus one time per skill trained. Training takes a minimum of 6 hours work per day for 7 consecutive days if the skill is a class skill, or 14 consecutive days if the skill is not a class skill. Any interruption in this schedule requires the character to begin a new week-long training period. A character may gain no more than 2 bonus skill ranks in any given month. A character can still never have more ranks in a skill than his total number of levels/ hit dice.

A character that spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which they normally qualify. The character must find a mentor at the guild that already has the feat they desire to learn. Any interruption in this schedule requires the character to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

The GM may, at his discretion, provide for more advanced training opportunities (with the appropriate skill bonuses gained, if applicable), keeping in mind that more sophisticated techniques require longer training to complete. In this case, the bonus skill rank in a given skill may be taken more than once if the GM so rules.

It is also possible to receive combat training in the guild facilities. Of course, any combat feat can be learned as in the guidelines listed above for feat training. Outside of combat feats, a character can spend a minimum of 6 hours per day for 30 consecutive days training with a combat instructor and receive a +1 bonus to attack rolls with a specific weapon (this bonus does not stack with the bonus granted from the Weapon Focus feat), a +1 bonus to CMB, a +1 bonus to CMD, or a +1 dodge bonus to armor class (this bonus does not stack with the dodge bonus granted by Dodge feat). Any interruption in the schedule requires the character to begin a new monthlong training period. A character can never gain more than one bonus to CMB, CMD or AC, and can never gain more than one attack bonus to any single weapon type. A character can gain no more than four total combat bonuses of any kind due to training at the guild in any one year. Any feats or prestige classes that have a Weapon Focus prerequisite or a Dodge feat prerequisite cannot be qualified for through combat training at the guild. The bonuses granted from the training are not feats.

Wizards and sorcerers can arrange to train with other arcane casters as well. They can gain any metamagic or item creation feat by training in a method described above for gaining a bonus feat. Arcane casters can also arrange to learn new spells from mentors at the guild. Wizards who make arrangements can spend time learning new spells and scribing them to their own spellbooks by using the rules detailed in Chapter 9 of the Pathfinder Roleplaying Game Core Rulebook. Also, any arcane caster – bard, sorcerer or wizard – that is eligible to learn new spells due to a level progression can spend 7 consecutive days training for 6 hours each day with a mentor to double the number of new spells learned. An arcane caster can only benefit from this particular type of training once. This feature does not stack with any feat, class feature or power that grants bonus new spells learned at a new level.

All job postings and training requests are updated regularly, with guild members helping to ensure that nothing out of date remains posted. If a training request has been posted for longer than three days, the guild's officers will make an effort to locate the poster. If the individual is still in the city, they will make an effort to match the request with someone who can fill it. A few more enterprising members who spend long periods in the city leave their names in a ledger that any member can access directly, along with a list of those skills they are willing to teach. These individuals expect payment for their services, a percentage of which goes back to the guild. Other training is paid or not based upon the agreement of the members in question. Most instructors accept 50 gp per character level as a training fee for skills or 100 gp per character level for feats, though other forms of payment (services performed, magic items, spells cast, etc.) may be arranged.

Most basic adventuring supplies can be purchased from the guild, and are available at all times. The guild will sell these supplies to non-members as well as members, with members enjoying a 20% discount off the street price on standard, non-magical items (weapons, armor, adventuring goods, special substances, tool kits and clothing found in the equipment lists in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* as well as similar items found in Chapter 4 of this book).

Minor magical items, mostly consisting of healing potions or scrolls and weapons and armor bearing minor enchantments are available most of the time, and are sold with first priority to members, who receive a 10% discount off the standard market value price. Non-members pay market prices for these items. Magic weapons and armor available never have more than a +2 effective bonus, and generally only have a 25% chance of being available (those that are available tend to be snatched up quickly).

If one is seeking a more uncommon item, a request can be lodged with one of the officers and they will make inquiries or offer to keep an eye out among those things they buy. Members enjoy a good price on items of this sort, as well as preference over non-members in the event that two or more people seek the same thing. Generally, items of this type can be purchased by members at 5% off the standard market value price.

Occasionally members turn over among their payments non-magical jewels, gems, and other trinkets. The guild will sell these items to anyone willing to pay their asking price, and it is no secret that the best place to look for unusual and one of a kind items is the guild's store. Although happy to resell any item, the guild does not take requests in this area. Gems, jewelry and the like purchased in the guild shop can be had at 90% to 110% of the market value, depending upon the rarity and demand. Members receive no preference in this area and it first come, first served on available items.

The Business, being an operational tavern, serves food and drink daily, and has two floors of rooms above the common area. For a non-member, the prices are consistent with other good quality places in the city. The food is always good, the drinks are never watered (and there is variety that goes right along with that of the guild's founders), and the rooms are always clean. Members enjoy a 10% discount on the food and lodging and are given preference for rooms until ten bells each evening. After ten bells, rooms are first come, first served, and no one is ever evicted from a room they have rented in favor of a member, no matter the time of day.

The meeting room, really a second common room that is reserved for members, serves as a place for members to congregate, tell their tales and occasionally discuss guild business. As fits such a loose organization, most of the decision making is handled by the

officers and whoever else happens to be around

at the time. Most business is generally centered on upkeep of the tavern and warehouse, and the relatively easygoing rules of conduct.

Guild members are expected to keep up their payments, share their knowledge within reason (no one expects anyone to give an exact location for their adventures, although many do just that), pitch in to keep the premises in good shape, and do nothing to embarrass the guild or draw upon it or its members any unfavorable attention. So far, no one has been expelled, but the possibility remains open. Members are given a steel ring embossed upon its flat top surface with Richard's emblem, a partially open door. Where they wear it does not matter, as long as it is visible at all times the member is present in restricted areas.

THE ADVENTURERS' GUILD FOUNDERS

Olger (NG male half-orc druid 14) runs the storefront for the guild and is especially knowledgeable about herbs and other natural healing methods (Heal +17, Knowledge (nature) +19). When he isn't at the guild's warehouse, Olger keeps an eye on the city's parks and groves, where he can often be found when he feels the need to commune with nature.

Danel (CG male halfling rogue 9/ranger 4) runs the tavern, and is often found tending bar. He has an eye for gems and jewelry (Appraise +15) and can be depended on for an honest and accurate appraisal. Danel sends most potential sellers to Olger, but will occasionally purchase an item or three himself.

Tivet (NG male elf wizard 14) can often be found serving drinks at the bar, helping Danel maintain control of a sometimes rowdy crowd. He is known to cast spells for those who can pay his prices (80% to 125% of standard rates, depending on whether or not Tivet likes you). He always has two or three identify spells prepared and is very good at determining the nature and effects of magic items (Spellcraft +18).

Edwin duAlsous (CG male human fighter 10/ rogue 5) is a swordsman extraordinaire, specializing in using rapier and trident dagger. He keeps tabs on the training facility at the guild's warehouse, and is often seen giving pointers to those preparing to start out on their own adventuring career. Many go to Edwin to learn how fight with two weapons at once.

Grebe Mordain (LG male dwarf cleric 13) is most often in the tavern, but when he is at the training facility he teaches basic first aid techniques (Heal +15) and will offer healing to those whose faiths do not counter his own. He also brews the occasional healing potion which Olger sells in the storefront.

THE COURTESANS' GUILD

The Courtesans' Guild is headquartered in the city of Sheran, the largest and wealthiest of the free cities in the Lands of the Pashas. As Sheran is known by most outside the Lands of the Pashas (and many inside) as "the Decadent City", it should come as no surprise that the Courtesans' Guild would be headquartered there. The guild maintains satellite guildhouses in several other cities of the Lands of the Pashas, and in cities of neighboring nations as well. There is even a small guildhouse as far away as Elsith City, in the kingdom of Elsith.

All courtesans within the Lands of the Pashas are required by law to be members of the Courtesans' Guild. Outside of the Lands of the Pashas it is generally up to individuals as to whether or not they wish to join the guild and benefit from the training and fellowship available at a guildhouse, though a handful of other nations have enacted laws requiring courtesans to be members of the guild.

It is very important to understand that a Courtesans' Guild guildhouse is not a brothel. Many individuals make this mistake and are embarrassed to learn they cannot walk in and hire a companion for an evening (some few are incensed and insulted and have to be removed by the numerous guards that protect the courtesans). Courtesans are very expensive and only the wealthiest nobles and merchant lords can afford them, and few are contracted for a shorter period of time than a month.

Courtesans not currently employed or contracted often live at the guildhouse. The facility includes large, comfortable bedrooms, numerous baths and pools, parlors, and a dining hall and kitchen that employees only the finest chefs and cooks. Each guildhouse also includes a small shrine dedicated to Bebhinn. Many also include shrines dedicated to Amaethon, Ambur, Bast or Korrigan, or any other local deities of health, luck, love, pleasure or protection. Each guildhouse is also guarded by highly trained and loyal swordsmen, hired from among local mercenaries. The guild prefers to hire female guards but does hire a number of males.

In order to take advantage of what the guild has to offer, a courtesan must pay monthly dues of 25 gold coins or 10% of her monthly income, whichever is greater. As long as she is in good standing, the courtesan can live at a guildhouse and utilize any training or healing opportunities available there.

As stated earlier, courtesans in the Lands of the Pashas are required by law to pay their dues and belong to the guild. Each guildhouse in the Lands of the Pashas reports monthly to the pasha of their city on which courtesans have paid their dues. Any courtesans who fail to pay their dues are brought before a magistrate to explain why dues have not been paid. If the magistrate feels the courtesan had a legitimate excuse for not paying her dues (she was ill, out of the country, broke or otherwise physically unable to do so) she is let go without a fine. If the magistrate finds the courtesan could have paid her dues but simply did not do so, she is usually fined an amount equal to twice her monthly dues, half of which goes to the guild and half of which goes to the city. A courtesan who fails to pay her dues for several months in a row is usually sentenced to imprisonment and, rarely, public lashings.

In most other lands, membership in the Courtesans' Guild is not mandatory. Still, most courtesans will belong to the guild because of the benefits of training and the discounts on certain goods. In many Western lands, the Courtesans' Guild is often looked upon as nothing more than a high-class brothel and the people view the women as no better than common prostitutes. In cities like that, the courtesans do their best to not draw unnecessary attention to either themselves, the guild or the guildhouse.

Courtesans can get training at a guildhouse by attending classes taught by older (often retired) courtesans. Sometimes the classes are attended by numerous women and sometimes they consist of oneon-one tutoring. Classes are usually on such topics as etiquette, culture, history, religion, language, music and dance, herbs and plants, and healing techniques.

A courtesan who spends at least 6 hours per day for 14 consecutive days attending a class gains a bonus of 1 rank in the appropriate skill (usually Diplomacy, Heal, Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility), Knowledge (religion), Linguistics or Perform (any)) and may only earn this bonus one time per skill trained. If the courtesan attends a class on a language, the new language she learns when she earns the bonus rank is determined by the language being taught; she is not free to choose whatever language she wishes.

Sometimes, training can be arranged for other skills, such as Bluff, Perception, Sleight of Hand and Stealth. Such skills are not officially taught by the guild and are usually overlooked with a wink and a nod when taught. As with the official skills listed above, the courtesan training in an unofficial skill must spend at least 6 hours each day for 14 consecutive days in training to gain the bonus 1 rank in the appropriate skill, and may only earn this bonus one time per skill trained.

A courtesan who spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which she normally qualifies. The character must find a mentor at the guild who already has the feat she desires to learn. Any interruption in this schedule requires the courtesan to begin a new monthlong training period. A character may gain no more than 1 bonus feat in this manner. Generally, combat feats are not taught by the Courtesans' Guild (though Improved Unarmed Strike usually is), but most other feats are available, at the GM's discretion. The Courtesans' Guild also makes available to members discounts with select merchants. Usually this discount applies only to clothing, but is sometimes extended to include basic adventuring gear (more than a few courtesans occasionally adventure (usually for very specific reasons) and older, retired courtesans often sponsor adventuring parties). The discount provided is usually 15% off the listed prices.

In addition to the discounts at select merchants, each guildhouse also make available certain magical and alchemical products to members. *Potions of cure light, moderate* and *serious wounds, block the seed, conception, lesser restoration, detect disease, detect pregnancy* and *elixirs of love* and *truth* are often available to guild members at 5% off listed prices.

IMPORTANT GUILD MEMBERS

Mila Bundar (LN female human courtesan 15/cleric 5) is head of the Courtesans' Guild, running the network of guildhouses from Sheran. As head of the guild, Mila is also mistress of the Sheran guildhouse. Mila treats all the courtesans as her children, which means she loves them dearly but punishes those who do not follow the rules.

Deleela the Red (CN female half-elf courtesan 10/cleric 5) is a traveling courtesan, never staying long in any one city. She is the daughter of a human ranger and a fire elf sorceress, and long ago realized her beauty and grace could take her places that a lack of physical strength or arcane power would not let her go. Deleela tries to stay out of guild politics but is more often than not dragged into it whenever she reports to a guildhouse.

Ihra Fandeth (CE female human courtesan 9) is a conniving, scheming ladder-climber. She calls the Sheran guildhouse her home base and has her eyes set on becoming head of the guild someday soon. Ihra is quite proficient at lying, stealing, and cheating and is not above poisoning those who get in her way.

Ruby Goodbody (CG female halfling courtesan 4/rouge 2) is a perpetually happy, perky individual belonging to the Courtesans' Guild in Elsith City. Ruby began her career as a street rogue, but when the guildhouse opened she realized her true calling. Ruby is in high demand for her vocal talents (she can sing in five languages), her skill at playing the lute, harp and pan flute, and for her beauty and grace. No few human and half-elf courtesans are jealous of the attention Ruby gets, and the coins that come along with the attention.

Phamtar Furd (CN male human sycophant 7) is not an actual courtesan but pays dues to the guild because of the benefits he receives in discounts from

the tailors of Elsith City, as well as the juicy gossip he is privy to from the actual courtesans themselves.

THE DRYAD'S WOOD COVEN

The Dryad's Wood Coven is a coven of witches located in the Dryad's Wood on the island nation of Citalia. The Dryad's Wood is home, as one might expect, to numerous dryads, and other fey creatures as well, including nymphs, satyrs and pixies. It is a wild wood, primal and full of life. The tallest trees in Citalia can be found growing at the center of the Dryad's Wood, and the forest is patrolled by wolves, bears, panthers and other such wild creatures.

There are currently 12 members of the coven -9 women and 3 men. Eight of the witches are of the healer tradition, two are protectors, and two are seers. Together they strive to keep the wood, and the creatures within it, healthy and safe. They also serve as healers and midwives to the inhabitants of the wood and the adjacent lands, and to travelers passing through.

The full coven gathers at the head witch's cabin each full moon, but most members see each other at least several times per month. Like all covens, the Dryad's Wood Coven is tightly-knit, and the witches think of each other as family.

Because the witches of the coven are such a close community, they benefit from working together. Any time at least two of the witches of the coven are making a cooperative effort, whether in brewing potions, crafting items, or delivering a baby, the asking of questions and free offers of helpful suggestions gives each witch a +2bonus on all appropriate skill checks. A witch not in the presence of other members of her coven does not receive this benefit.

A witch can also ask a more experienced witch within the coven to mentor her in a specific area. Through this mentoring, the witch gains a bonus of 1 rank in a single class skill (Appraise, Craft, Fly, Handle Animal, Heal, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Profession, Sense Motive, Spellcraft, or Survival), and may only earn this bonus one time per skill trained. Mentoring takes a minimum of 6 hours work per day for 14 consecutive days. Any interruption in this schedule requires the character to begin a new training period.

A witch who spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which she normally qualifies (except combat feats). The character must find a mentor within the coven who already has the feat she desires to learn. Any interruption in this schedule requires the witch to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

Coven witches often perform their tradition rites together. The coven also has the ability, as a group, to perform a special rite called *drawing down the moon*. This rite can only be performed on the night of a full moon two times per year (it cannot be performed on consecutive full moons). Within a circle cast by the head witch, the witches join hands and sing, chant, and dance, calling upon the head witch's goddess to enter her body and infuse her with power. After roughly two hours of ceremony, the head witch will enter a trance-like state as she is filled with divine power - sometimes her body takes on a shimmering glow, or floats a few inches off the ground. The trance lasts only a few minutes, and the witch may briefly speak in the goddess's voice before she returns to her normal state. The blessing of the goddess grants the head witch a +2 bonus to her caster level and a +10 bonus to all skill checks. Every other member of the coven who participates in the rite gains a +5 bonus to all skill checks from simply being in the presence of such divinity. These bonuses remain in effect until the last quarter of the current moon cycle (about two weeks). This rite is typically performed when the witches of the coven have a specific task ahead of them that they know they must all be at their best for in order to succeed.

IMPORTANT MEMBERS OF THE DRYAD'S WOOD COVEN

Shawynn Onstra (CG female elf witch 18) leads the Dryad's Wood Coven. She was raised in the coven; Shawynn's parents sent her to live with her grandmother, who was a member of the coven, when she began walking down the witch's path as a young girl. Her home is the coven's meeting place. Her human husband long since passed away, and her daughter now moved far from home, Shawynn focuses all of her maternal instincts, warmth, and love on the members of her coven.

Mathilde the Wise (NG female human witch 20) has been a member of the Dryad's Wood Coven longer than even the elves of the coven can remember, and no one knows how old she truly is. Though she appears impossibly ancient, her eyes are bright and lively, and her sharp, clever tongue reveals her sharp, clever mind. No member of the coven is more respected and revered than Mathilde. Even at her advanced age, she remains a skilled midwife, and has aided in the deliveries of hundreds of babies.

Teela Bi'Jou (CG female half-elf witch 13) is Shawynn's only child. She is a highly knowledgeable herbalist, and left her mother's home several years ago to teach at the Moonarrow University of Magic, though she returned home for monthly coven gatherings. Recently she and her husband, a professor

GENERAL INFORMATION ABOUT COVENS

A coven is a group of witches who work together with common purpose. Typically, all witches in a coven are of the same tradition, but it is not unheard of for witches of the healer, protector, and seer traditions to join together. Black magic witches form covens only with other black magic witches, as their goals are nearly always far different from anything witches of other traditions would seek to accomplish. The benefits and rite described in the description of the Dryad's Wood Coven are open to covens of any tradition. If the head witch of a coven is male, the power of his god is invoked in the drawing down the moon rite.

A coven can be established with as few as three witches, and can be no more than thirteen in number. The witches do not need to live together, or even live close enough to see each other on a daily basis. Most covens meet regularly once a month, usually on the night of the full moon, or on the night of another moon phase tied to the work they wish to perform. Some covens meet more frequently, and some meet only once or twice a year.

While joining a coven certainly has benefits in terms of power and safety, most witches who join covens do so for the sense of community. A witch's coven is her second family, and may in fact be her only family if she was ostracized by her own blood kin. If a witch moves away from the area, she can still maintain her place in the coven, even if she can only return home once a year. A witch's place in a coven will only be filled if she voices her desire to leave the coven; if she ever changes her mind, she will be welcomed back with open arms, though if the coven has a full thirteen members, she may find herself on the sidelines until another member leaves or passes away.

On rare occasion, a witch may be cast out of her coven. Most often, this happens because the witch has broken the principles of her tradition, but she can also be outcast for harming (or intending to harm) another witch in the coven, for stealing from the coven, or for generally being disruptive to the rest of the members. A witch who is cast out of her coven, for whatever reason, is not welcome back unless she can prove she deserves to be given a second chance. Depending on what exactly she has to make amends for, she may never be allowed back in the coven. Any witch cast out of her coven will have a hard time finding another to accept her.

healing magic. and broken bones.

of conjuration, transferred to Vanguard Academy, so she is only able to meet with her coven once or twice a year. Teela is a bit shy, but very friendly, and has been known to put her own life at risk to help those who need healing magic.

Karrah Freewill (CN female half-orc witch 7/ barbarian 3) was born to a human slave owned by a tribe of orcs. She was exiled from the tribe as her witch abilities began to develop, and she took the last name Freewill as she set about forging her own path. Shawynn found Karrah on the road a few years ago, tired, hungry, and alone, and welcomed the young witch into her coven. Though rather hot-headed, Karrah is kind-hearted and would do anything for her new-found family. She is especially skilled at treating open wounds and broken bones.

Garnet Lenaskora (NG female gnome witch 5) is a native of Moonarrow, where her father and brother operate a fine jewelry store. She briefly studied at the magic university there, where she met Teela and realized that her magical inclinations were not that of a wizard, but of a witch. Garnet is the youngest member of the coven, and her gregarious and bubbly nature keeps everyone smiling. She spends a great deal of time with Mathilde the Wise, as she loves delivering babies more than anything else.

THE ROYAL ORDER OF THE WHITE LIONS OF ELSITH

The Royal Order of the White Lions of Elsith — commonly referred to as just the White Lions — is the only royal knightly order in the kingdom of Elsith. The order was founded nearly 300 years ago by Dame Lace Amburstaff, a paladin of the god Ambur, after she was knighted by her father, King Sedarid II. There are other knightly orders in Elsith, but they are either religious in nature — such as the Order of the Holy Blade — or are sponsored by dukes, barons or counts. It is from the ranks of the White Lions that the palace guard come, hand picked by the reigning monarch of Elsith to be his or her personal guard.

White Lions are instantly recognized just about everywhere they go within the nation of Elsith, and many of the places they go outside of Elsith. Members of the order are allowed to wear whatever type of armor best suits their body type, strength and endurance and fighting style, but the armor must undergo a process to coat it in white enamel. This white coating shines brightly in the sun, casting a gleaming figure wherever a White Lion goes. In addition, a White Lion's helmet is adorned with a tail of lion's mane fur dyed a dark scarlet. A white silk or cotton cloak trimmed in gold trails behind the knight, held closed at the neck or shoulder by a gold lion's head clasp.

Unlike most of the other groups detailed here, even the Voyageurs' Club, the Royal Order of the White Lions of Elsith is not a group just any person can join. Most of those who are knights in the order are of noble birth, and the few that are not are individuals who worked their way through military or religious orders and earned distinction and honor for their service to the nation of Elsith and to the king or queen. Most who belong to the White Lions are paladins or fighters, though a number of them are priests; a few White Lions are rangers or captains, and at least one is a former gladiator.

Those who seek to join the White Lions must petition the order first. The petitioner must state his name and recite a family history followed by a history of personal deeds, with emphasis on deeds of selfless bravery and great honor. If the petition is accepted, the petitioner is granted the title of 'esquire' and spends the next year or two traveling with a mentor assigned by the order. The mentor is a veteran knight, and often the order assigns an esquire a mentor with a clashing personality (or a mentor willing to put on an act of having a clashing personality) to purposefully test his patience and dedication. No bonus skill ranks or feats can be earned during this period, as this period is designed to teach patience and understanding more than anything. It is during this period that the White Lions weed out most of the undesirables who seek to join.

After one to two years, the order's leaders meet to discuss with the esquire's mentor how the esquire progressed. If all agree the esquire is worthy, he is then presented to the king or queen, along with a recitation of the esquire's deeds, and the order asks that the esquire be inducted into the order. The monarch then assigns the esquire a task or quest, and if the esquire completes the task successfully, he will be inducted into the ranks of the White Lions. If the esquire comes from a wellknown and politically connected family the task may be as simple as fetching the king a goblet of wine (an actual task assigned an esquire from a well known family 150 years ago). If the esquire or his family is not liked by the king or the king's ministers he may be assigned a task of near-suicidal proportions, such as single-handedly slaving a dragon.

After induction in the order, the esquire rank is dropped and the new title of Knight of the Royal Order of the White Lions of Elsith is granted. Male knights are generally addressed as 'sir' while female knights are generally addressed as 'dame'. At this point, an individual can begin to take advantage of training opportunities with the order.

A knight seeks out another (higher ranking) knight and trains under him. Through this training, the knight gains a bonus of 1 rank in a skill, and may only earn this bonus one time per skill trained. Training takes a minimum of 6 hours work per day for 7 consecutive days if the skill is a class skill, or 14 consecutive days if the skill is not a class skill. Any interruption in this schedule requires the character to begin a new training period. A knight may gain no more than 2 bonus skill ranks in any given month. A character can still never have more ranks in a skill than his total number of levels/hit dice.

A character that spends a minimum of 6 hours per day training for 30 consecutive days can, at the GM's option, gain a bonus feat for which they normally qualify. The knight must find a mentor among his superiors who already has the feat they desire to learn. Any interruption in this schedule requires the character to begin a new month-long training period. A character may gain no more than 1 bonus feat in this manner.

The GM may, at his discretion, provide for more advanced training opportunities (with the appropriate skill bonuses gained, if applicable), keeping in mind that more sophisticated techniques require longer training to complete. In this case, the bonus skill rank in a given skill may be taken more than once if the GM so rules.

It is, of course, possible to receive combat training with other members of the White Lions. Any combat feat can be learned as in the guidelines listed above for feat training. Outside of combat feats, a character can spend a minimum of 6 hours per day for 30 consecutive days training with an instructor and receive a +1 bonus to attack rolls with a specific weapon (this bonus does not stack with the bonus granted from the Weapon Focus feat), a +1 bonus to CMB, a +1 bonus to CMD, or a +1 dodge bonus to armor class (this bonus does not stack with the dodge bonus granted by Dodge feat). Any interruption in the schedule requires the character to begin a new month-long training period. A knight can never gain more than one bonus to CMB, CMD or AC, and can never gain more than one attack bonus to any single weapon type. A character can gain no more than four total combat bonuses of any kind due to training with other members of the order in any one year. Any feats or prestige classes that have a Weapon Focus prerequisite or a Dodge feat prerequisite cannot be qualified for through combat training at the guild. The bonuses granted from the training are not feats.

Outside of the training opportunities, there are unofficial perks to belonging to the White Lions. Many innkeepers, barkeepers, merchants, blacksmiths and stablemasters within Elsith will offer a White Lion a discount amounting to 10% to 20% off the list prices for most goods and services, simply because they are so happy to have someone of the knight's rank and reputation in their establishment and in their town. This discount is not an official discount, however, and a White Lion should never come to expect it. There are a few individuals who, for their own reasons, are not fond of the White Lions and will not give a discount to members of the order for any reason.

When traveling, a White Lion can seek out local nobles and ask for lodging. A noble who does not wish

to end up on the king's bad side will offer to put the knight up in his manor or castle, or at worst to cover the cost of his lodging at the local inn. If on official duty for the order or for the king (and most order business is also royal business) the knight can write a promissory note drawn on the royal coffers as a draft payment for many goods and services. Within the nation of Elsith, a merchant is required by law to accept such draft payment, though the note must be presented in person to the royal paymaster in order for coin to be received.

IMPORTANT MEMBERS OF THE WHITE LIONS

King Reudalf IX Vilcus (LG male human paladin 8/ fighter 6) is known as the Paladin-King. He is a just and honorable young man whose father died early, thrusting Reudalf onto the royal throne before he felt he was ready. As King of Elsith, Reudalf is officially the head of the White Lions, though like most of his predecessors, Reudalf leaves most order business to those with more time and qualifications.

Sir Buram Tharhund (LG male human paladin 12/cleric 8) is the de facto leader of the White Lions. Buram was knighted by King Reudalf's grandfather and his silver hair shows his age. However, one should not think Buram an incapable old man as he is still quite strong and has put more than a few young upstarts in their place. It is his thick head of silver hair and his loud, growling voice that have given Buram the nickname of "THE White Lion."

Dame Evelinë Le-Darcy (NG female halfelf fighter 8/cleric 4) is the highest ranking female currently in the order and seeks to be the first female (de facto) leader of the order since its founder, Dame Lace Amburstaff. She is a no-nonsense woman who is infuriated by people who try to help her because she is female, or who treat her like she cannot possibly do the same job that the males of the order do.

Sir Gorl Occa (LG male half-orc fighter 8/gladiator 4) was born a slave far to the south and grew up to be a gladiator. He fought in the arenas for many years before a paladin of Ambur and member of the White Lions freed him. Gorl pledged himself to the paladin and followed him for many more years, learning all he could from the man. When his mentor was slain in a border skirmish with gnolls, Gorl traveled to Elsith City and petitioned the order to become a knight. Despite the odds being highly against him, two years later Gorl was knighted by King Reudalf's father and has served faithfully and honorably ever since. **Sir Hanover Brandywine** (LG male halfling ranger 4/fighter 2) is currently the only halfling member of the White Lions, though he is not the first. Every military outfit needs scouts, and the White Lions are no exception and Hanover is captain of the White Lion's scouts. The scouts are the only members of the White Lions who do not have to wear white armor (though they still wear white armor for ceremonies); instead, the White Lion scouts armor is coated in dark green enamel.

THE VOYAGEURS' CLUB

The Voyageurs' Club is an exclusive club for those individuals who have taken part in a certain number of trading expeditions into the uncivilized regions of the world. While it is called the Voyageurs' Club, one does not have to be of that particular class to be invited. There are a significant number of rangers, rogues and fighters that are members, and no small number of captains, experts and aristocrats. There are even a few sorcerers, clerics and bards that belong, and even one paladin! The club is headquartered in the city of Mount Royal, in the nation of Darbund.

The club was formed 25 years ago by eleven men and women, each of whom had completed at least two expeditions into the various wild and uncivilized areas of the world. Since the founding of the club, other members have been asked to join and the current number of living members is 47. While qualification for membership in the club is fairly easy to achieve (make two voyages into wilderness lands), one cannot just walk in and join. Becoming a member is by invitation only, and if you are well-liked you are far more likely to be asked to join.

Many of the current members are retired adventurers who now fund trading expeditions or explorations into the uncivilized areas. A few are still active in their trade, though, and are sometimes gone for months or even years at a time.

The Voyageurs' Club has no dues requirement. Instead, there are duties that are expected of members. All members present in the city of Mount Royal on the first day of the third week of each month are required to attend the monthly meeting. Some months only two or three individuals attend, other months find nearly the entire active membership in attendance. Also, once per year, on the last day of the year, all members that are capable are expected to travel to Mount Royal to attend the Grand Ball.

Club members who are in the city but do not attend the monthly meeting are fined 50 gold coins and a 5 gallon keg of fine wine or mead. Having more than five fines in one year, or not paying a levied fine after 2 months time has passed leads to the offender's expulsion from the club; to date only 2 members have been expelled.

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Members who miss the annual Grand Ball but are found to have been capable of making the voyage in time are fined 500 gold coins, 50 gallons of fine wine or mead, and 10 pounds of pipeweed. Often, members who cannot make the ball will send along their fine with a note so that it arrives in time for the ball.

The monthly meetings of the club consist primarily of discussion of who to invite to join the club, discussion of politics and trade economics, collaborations on upcoming expeditions, and relating stories of harrowing adventure. The members sit around the great hall of their club and drink wine or mead and eat pemmican imported from the hinterlands (the pemmican reminds the retired members of "the good old days" in the wilderness) and smoke pipes as they discuss business.

The Grand Ball is a much more regal affair. Formal attire is expected of all who attend, and fine wine, mead, ale and food is served. Most members bring their spouses or significant others along; those members who are unattached are allowed to bring a single guest. Musicians are hired for entertainment. No club business is allowed during the Grand Ball, but general business amongst the merchants is expected. Many trade deals are sealed at the Grand Ball. The officers of the club always invite three to five important and influential dignitaries to the Grand Ball as well. In the past, guests at the ball have included nobles from Citalia, Darbund, Elsith, Grale, Urnauld and Vitonia, as well as highranking priests of Amaethon, Brokk and Njord. Though most members of the Voyageurs' Club are not of noble birth, most nobles of Darbund and nearby nations consider an invitation to the Grand Ball a great honor.

It is at the Grand Ball that new members are inducted into the club. By the club's own rules, no more than three new members can be inducted in a year. There is no requirement to induct new members and more than a few Grand Balls have taken place without new members. New members - nicknamed "greenhorns" (after the nickname for first-time members of a trading or exploration party) - are called forward and presented with a gold medal on a red-and-orange ribbon. Once the medal is placed around a greenhorn's neck, he is then considered a full-fledged member of the club. The medal is worn around the neck and on the obverse displays a voyageur's canoe with full crew fighting through rapids. On the reverse of the medal is etched the name of the member. Members are expected to wear their medals to all club meetings and Grand Balls, and many wear them to other formal occasions as well.

The Voyageurs' Club does not offer as many training opportunities as other organizations do. Most members of the club are retired from adventuring and do not seek such skills any longer. However, as merchants and traders, the need for knowledge still exists. As such, a member of the Voyageur's Club who meets with another member for at least 6 hours per day for 14 consecutive days can earn 1 bonus skill rank that can be applied to Diplomacy, Linguistics, Knowledge (geography), Knowledge (local), Knowledge (nature), Profession (merchant) or Survival. Any interruption in this schedule requires the character to begin a new training period. A member may gain no more than 2 bonus skill ranks in any given month and no more than 1 bonus skill rank in any single skill. A character can still never have more ranks in a skill than his total number of levels/hit dice.

Similarly, a club member who meets with another member for at least 6 hours per day for 30 consecutive days can learn one bonus feat he normally would qualify for. This bonus feat cannot be a combat feat, metamagic feat or item creation feat, however.

Voyageurs' Club members enjoy other privileges of membership. They have such good connections with other members and merchants in general that they always receive a discount of at least 10% off the list price, and often as much as 25% off the list price. However, most members must buy their goods in bulk quantities in order to qualify for these discounts. In other words, purchasing a single backpack normally would not bring the club member a discount, but purchasing 200 backpacks with the intention of transporting them for resale elsewhere will bring the discount they seek. The specific discount is left to the GM's discretion.

Finally, many of the nobility and wealthy merchants of the Western world are familiar with the club and most treat members as if they were noble born themselves. This allows club members into a social circle their birth status might otherwise have prevented them from enjoying.

CURRENT OFFICERS OF THE VOYAGEURS' CLUB

Elfric Hamber (CG male half-elf voyageur 13/expert 4) is president of the Voyageur's Club. He made 7 separate expeditions into various uncivilized regions of the world in his younger days and now owns his own caravan company that transports trade goods to the Lothari Kingdoms and the Frozen Steppes.

Welnor Doolhand (LN male human captain 14) led many expeditions to the Frozen Steppes over a 12 year period before retiring. He now funds a mercenary company that is in high demand to guard caravans and expeditions into hostile territory.

Briana Sand (CN female human ranger 10/rogue 3) is the daughter of a voyageur from Darbund and a Lothari princess. She guided many expeditions through the Lothari Kingdoms and even into the Frozen Steppes before retiring to Mount Royal, where she runs a school to teach others the art of tracking and scouting.

Archold Iska (NG male human voyageur 8/ranger 8) retired from the hinterlands after losing his left forearm down the gullet of a white dragon a few years ago. He now runs a successful shop selling rare herbs and plants.

Wellby Underbough (CG male halfling voyageur 7/bard 3) is the youngest and newest officer of the Voyageurs' Club. Wellby made 8 voyages into the Frozen Steppes during his career. On his last voyage, through a series of highly improbable and completely unintended events, Wellby single-handedly killed a were-winter wolf that was terrorizing a barbarian village. The barbarian queen presented Wellby with a massive emerald worth 10,000 gold pieces as a reward and the halfling decided that meant it was time to retire.



"Whew! I almost didn't make it! If the place names mentioned in this book have you interested, keep an eye peeled for 4 Wind Fantasy Gaming's campaign setting in 2011!"

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