

# THE HARBINGER



## PATH OF WAR EXPANDED

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Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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### INTRODUCTION

Welcome to the first release for *Path of War Expanded*! This supplement to *Path of War* places an emphasis on the supernatural aspects of maneuvers, including new classes that blend supernatural acumen with martial prowess, new feats that enhance magical fighting styles, and more. New style feats, magical items, and archetypes for existing classes are all planned to help enhance your games and add to the foundation established in *Path of War*.

The harbinger is our first base class for this new supplement. Harbingers inherit the idea of the accursed knight, of warriors who make dark deals for power and supplement their bladework with black magic. Harbingers control the battlefield with superior mobility, which lets them strike targets of opportunity with crippling curses and then fade away. Also included are two new disciplines that blend supernatural might with bladework, feats appropriate for harbingers, and two archetypes for the harbinger class.

Best of luck with your adventures!

- Jade Ripley Dreamscarred Press

### CHAPTER ONE THOSE WHO MOURN

#### HARBINGER

Harbingers are among those warriors whose lives are marked by sorrow and wrath. These supernatural warriors draw power from their understanding of the tragedies that befall themselves and others; poverty, grief, loss, death, pain, and wrath are among the things harbingers dwell upon. Some reject the pain done to them, seeking to rise above it and help others. Other harbingers embrace it to varying degrees, using negative reinforcement to motivate others – or simply succumbing to malice and fury.

Adventures: Harbingers adventure for many and sundry reasons, ranging from simple greed to revenge to genuine altruism. Some harbingers learn their trade from a mentor or master who sometimes imparts a mission or task to them, or initiates them into an organization that retains the harbinger as its agent. Harbingers aren't any less likely to take to the adventuring life out of friendship than anyone else and may be found in the company of mercenaries they've grown to love, or at least no longer feel like they can live without.

**Characteristics:** Regardless of their alignment, religion, culture of origin, or beliefs, all harbingers come from lives marked by tragedy. Many grew up in poverty; others suffered deep losses or systemic abuse. Inevitably, this shapes who harbingers become. Though harbingers draw their power from understanding and contemplation, rare is the one who is not quick on the draw, alert, and attentive. Harbingers see the pain in others before anything else, and react to it accordingly – with comfort, or with predation.

Alignment: Any. Harbingers draw their power from their comprehension of sorrow, wrath, and loss, but their *response* to that knowledge shapes who they are as people. Many harbingers choose to live in defiance of the evil that creates such feelings, while others embrace it. Because many harbingers arise in places marked by chaos and conflict, they have a slight tendency towards chaos and/or evil.

**Religion:** Harbingers tend to be on one side or the other of the line between piety and indifference when it comes to religion. Many harbingers that have been scarred by violence or evil shy away from faith, unable to believe that higher powers truly influence their lives. Others embrace gods of violence,

vengeance, tyranny or destruction out of a feeling of common sympathy or even obligation. Goodaligned harbingers tend to worship gods of justice or retribution, taking on the role of those who dispense justice to the wicked, or to gravitate towards gods they seek to emulate - gods of peace, love, or beauty that remind the harbingers of the things they choose to defend.

**Background:** Harbingers tend to come from places marked by violence and want. War zones, inner city slums, and savage societies all produce harbingers with surprising frequency as people with magical potential become influenced by the misery of their surroundings. Most harbingers are not trained combatants and instead rely on a combination of street fighting experience, magical acumen and a certain instinct for pain. The ones who learn live. The others die. The result is that harbingers, while rarely stupid, can often be uneducated.

Sometimes a harbinger is deliberately trained, though this is rarer. These students have their supernatural potential drawn out deliberately by their master (typically a more

experienced harbinger), typically as part of more general martial training. The harbingers that result often understand the extent of their power better, but they can be oddly detached; having learned about negativity intellectually, they lack the instinctive understanding of pain that characterizes their brethren.

**Races:** Any race capable of feeling anger, sorrow, or grief can potentially become a harbinger. That said, some are certainly more common than others. Savage humanoids such as orcs or gnolls produce a large number of harbingers; their day-to-day lives are marked with violence and maliciousness. Humans and part-humans (but especially tieflings) also make up a large part of harbinger membership, both because of the significant role negative emotions play in their lives and the endemic poverty and crime rates found in their cities. In contrast, races with gentle day-to-day lives such as elves or dwarves produce harbingers more rarely and even then usually as part of a master-student relationship.

**Other Classes:** Harbingers get along with other martial classes just fine and form an easy working relationship with their fellow warriors. Divinely empowered classes can be more awkward, especially in the case of paladins who, too often, suspect the harbinger of dark dealings.

**Role:** Control. Harbingers command the battlefield with a combination of superior mobility and debilitating strikes, determining when and how they want to engage and targeting weak enemies while shutting stronger ones out of the battle. Their spread of supernatural maneuvers gives harbingers access to magical and unusual abilities that can shift the tide of battle in their favor.

#### **GAME RULE INFORMATION**

**Abilities:** Intelligence is pivotal to harbingers; it controls the save DCs of their maneuvers and boosts their accuracy and damage. Constitution helps a harbinger survive the rigors of battle, while Dexterity and Wisdom shore up her defenses.

Starting Wealth and Age: As magus. Hit Die: D8

#### **CLASS SKILLS**

The harbinger's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Local) (Int), Knowledge (Martial) (Int), Knowledge (Nobility and Royalty) (Int), Knowledge (Religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis).

Skill Points per level: 4 + Intelligence modifier.



#### TABLE 1-1: THE HARBINGER

)		Base							
		Attack	Fort	Ref	Will		Maneuvers		
L	level	Bonus	Save	Save	Save	Special	Known	Readied	Stances
	1 <sup>st</sup>	+0	+2	+0	+2	Ill tidings, accursed will (attack rolls), maneuvers, dark claim	5	3	1
	2 <sup>nd</sup>	+1	+3	+0	+3	Dark focus (1st discipline)	6	4	2
	3 <sup>rd</sup>	+2	+3	+1	+3	Grim news (swift, 1/encounter)	7	4	2
	4 <sup>th</sup>	+3	+4	+1	+4	Massacre (1/encounter)	7	4	2
	5 <sup>th</sup>	+3	+4	+1	+4	Elusive shadow	8	5	3
	6 <sup>th</sup>	+4	+5	+2	+5	Dark focus (bonus feat)	8	5	3
	7 <sup>th</sup>	+5	+5	+2	+5	Accursed will (attack rolls), sorcerous deception	9	5	3
	8 <sup>th</sup>	+6/+1	+6	+2	+6	Ill intentions	9	6	3
2	9 <sup>th</sup>	+6/+1	+6	+3	+6	Grim news (movement mode, 2/encounter)	10	6	4
	10 <sup>th</sup>	+7/+2	+7	+3	+7	Accursed will (damage), dark focus (2nd discipline), massacre (2/encounter)	10	6	4
	11 <sup>th</sup>	+8/+3	+7	+3	+7	Black omen	11	7	4
	12 <sup>th</sup>	+9/+4	+8	+4	+8	Bleak prophecy	11	7	4
	13 <sup>th</sup>	+9/+4	+8	+4	+8	Tenebrous reach	12	7	4
	14 <sup>th</sup>	+10/+5	+9	+4	+9	Dark focus (adaptation)	12	8	5
	15 <sup>th</sup>	+11/+6/+1	+9	+5	+9	Grim news (movement mode, 3/encounter)	13	8	5
	16 <sup>th</sup>	+12/+7/+2	+10	+5	+10	Massacre (3/encounter)	13	8	5
	17 <sup>th</sup>	+12/+7/+2	+10	+5	+10	Rumors of war	14	9	5
	18 <sup>th</sup>	+13/+8/+3	+11	+6	+11	Voices in the dark	14	9	5
	19 <sup>th</sup>	+14/+9/+4	+11	+6	+11	Whispers of atrocity	15	9	5
	20 <sup>th</sup>	+15/+10/+5	+12	+6	+12	Dark focus (supremacy)	16	10	6

#### **CLASS FEATURES**

All of the following are class features of the harbinger.

Weapon and Armor Proficiencies: A harbinger is proficient with all simple weapons, all martial melee weapons, light armor, and shields (except tower shields).

**Maneuvers:** A harbinger begins her career with knowledge of five martial maneuvers. The disciplines available to her are Cursed Razor, Primal Fury, Shattered Mirror, and Veiled Moon. Once she knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by the harbinger is considered an extraordinary ability unless otherwise noted in its description. Her maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one. She learns additional maneuvers at higher levels, as shown above. The harbinger must meet a maneuver's prerequisite to learn it. See Systems and Use chapter in *Path of War*. Upon reaching 4th level, and at every even numbered harbinger level thereafter, she can choose to learn a new maneuver in place of one she already knows. In effect, the harbinger loses the old maneuver in exchange for the new one. The harbinger need not replace the old maneuver with a maneuver of the same level. She can choose a new maneuver of any level she likes, as long as she observes her restriction on the highest-level maneuvers she knows. The harbinger can swap only a single maneuver at any given level. A harbinger's primary initiator attribute is Intelligence.

Maneuvers Readied: A harbinger may ready three of her five starting maneuvers, but as she advances in level and learns more maneuvers she must choose which maneuvers to ready. She readies her maneuvers by meditating over the nature of malevolence, honing her killer instinct, dwelling upon grief and sorrow or otherwise contemplating negativity for 10 minutes. The maneuvers she chooses remain readied until she decides to repeat this again and change them. Any given maneuver





may only be readied once. Harbingers do not need to sleep or be well rested to ready their maneuvers; any time she spends 10 minutes in communion with her darker urges, she can change her readied maneuvers. She begins an encounter with all readied maneuvers unexpended, regardless of how many times she may have already used them since she chose them. When the harbinger initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (until they are recovered, see below).

In order for the Harbinger to recover maneuvers she must regain her sorcerous energies by activating her Dark Claim class feature; the harbinger recovers a single expended maneuver whenever she Claims a creature, and recovers a number of expended maneuvers equal to her Intelligence modifier whenever a creature she has Claimed is reduced to zero or less hit points. Alternately, the harbinger may concentrate on her inner negativity and recover a single maneuver as a standard action.

**Stances Known:** Harbingers begin play with knowledge of one stance from any discipline open to harbingers. At the indicated levels (see class table), the harbinger selects an additional new stance. Unlike maneuvers, stances are not expended and she does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the harbinger cannot learn a new stance at higher levels in place of one she already knows.

Dark Claim (Su): The harbinger reaches out with her sorcerous malice, marking foes as her own. As a swift action, the harbinger may Claim an enemy that she can see (including with special senses such as blindsense or tremorsense) within close range (25 feet plus 5 ft. per 2 levels) for a number of rounds equal to ½ her class level (minimum 1). Additionally, Claimed creatures using the withdraw action to leave a square threatened by the harbinger provoke attacks of opportunity from her. The harbinger may only have a number of Claimed creatures equal to or less than her Intelligence modifier at any given time. The harbinger automatically knows the position of creatures she has Claimed. Any opponent the harbinger cannot see has total concealment (50% miss chance) against her, and the harbinger still has the normal miss chance when attacking foes that have concealment. The harbinger is still denied her Dexterity bonus to Armor Class against attacks from Claimed creatures she cannot see.

Accursed Will (Ex): The harbinger is not an entirely physical being; her comprehension of and attunement to the darkness within her supplements her body, impelling her to acts of stunning violence and preternatural resilience. At 1st level, the harbinger adds ½ her Intelligence modifier (minimum +0) as an insight bonus to attack rolls. At 10th level, the harbinger gains an insight bonus to damage rolls equal to her Intelligence modifier (minimum +0).

**Ill Tidings (Ex):** Like unwanted news, the harbinger travels swiftly. The harbinger gains a 10 foot competence bonus to her movement speeds. This bonus increases by 10 feet at 10th level.

**Dark Focus (Ex):** Though all harbingers tap into violence and sorrow, they inevitably specialize in a method of combat that calls to them deep within themselves. At 2nd level, the harbinger may select one discipline she has access to from her class as her Dark Focus. She gains a +1 competence bonus to attack rolls when initiating strikes and counters from her Dark Focus (this increases by 1 at 5th level and again every four levels thereafter) and gains a +1 competence bonus to the save DCs of her Dark Focus' maneuvers.

At 6th level, the harbinger gains her choice of Advanced Study or Discipline Focus in her Dark Focus (in the case of Advanced Study, both maneuvers selected must be from her Dark Focus) as a bonus feat. She need not meet the prerequisites for the chosen feat.

At 10th level, the harbinger may select a second discipline as her Dark Focus in addition to her original Dark Focus.

At 14th level the harbinger's dedication bears violent fruit. She may choose and expend a maneuver she has readied and spontaneously initiate any maneuver she knows from her Dark Focus that is one or more levels lower than the expended maneuver, regardless of if she has the Dark Focus maneuver readied. The initiation action of the spontaneously initiated maneuver is unchanged.

At 20th level the harbinger treats all maneuvers from her Dark Focus as being readied at the beginning of each encounter in addition to her normal pool of readied maneuvers.





**Grim News (Su):** Like a ghost or a rumor, the harbinger moves with supernatural acumen. Starting at 3rd level, the harbinger may move up to her speed as a swift action once per encounter. This increases to twice per encounter at 9th level and three times per encounter at 15th level.

At 9th level and again at 15th level, the harbinger selects one of the following abilities. Her choice, once made, is permanent:

*Dark Wings:* The harbinger gains a fly speed equal to her base land speed at Good maneuverability. This flight is supernatural in nature; though the harbinger may develop wings or another form of evident propulsion, she flies through supernatural acumen alone.

*Water Dweller:* The harbinger gains a swim speed equal to her base land speed. Additionally, the harbinger no longer needs to breathe and is immune to inhaled poisons.

*Spider's Boon:* The harbinger gains a climb speed equal to her base land speed. Additionally, she develops a sticky grip that aids her in battle; she gains a +4 racial bonus on disarm and grapple checks, as well as to her CMD.

*Omenwalk:* The harbinger gains the ability to teleport up to her speed as a move action. The harbinger does not need line of effect or line of sight to her destination, though she still provokes attacks of opportunity for leaving a threatened square in this fashion.

**Massacre (Ex):** The scent of blood in the air and the gentle throb of fading life force impel the harbinger to further heights of violence. Starting at 4th level, the harbinger may initiate one of her readied strikes (targeting an adjacent creature) as an immediate action once per encounter whenever she reduces an opponent to 0 or fewer hit points. Strikes initiated with this ability must have an initiation action of one standard action. The harbinger gains an additional use per encounter of this ability at 10th level, and again at 16th level.

**Elusive Shadow (Ex):** The harbinger's unnatural alacrity protects her from harm as she shies away from whirling blades and streaking spells alike. Starting at 5th level, the harbinger gains a +2 dodge bonus to armor class and Reflex saves during any round in which she has moved at least 10 feet.

**Sorcerous Deception (Sp):** Through her contemplations on the nature of deceit, the harbinger develops the ability to allay the suspicions of those who investigate her with magic. Starting at 7th level, the harbinger may use *magic aura* as a spell-like ability at will. She may only target items and objects she is attending, carrying, wearing, or wielding.

**Ill Intentions (Su):** Those cornered by the harbinger and her allies feel the weight of her wrath pressing down against them. Starting at 8th level, whenever the harbinger and one or more of her allies flank a creature, that creature suffers a -2 penalty to saving throws and skill checks.

**Black Omen (Su):** Like misfortune, the harbinger does not seem to move so much as simply arrive. Starting at 11th level, the harbinger may move up to <sup>1</sup>/<sub>2</sub> her speed as an immediate action once per encounter.

**Bleak Prophecy (Su):** Those claimed by the harbinger are filled with dreadful visions of their own demise; starting at 12th level, creatures Claimed by the harbinger are also shaken while the Claim persists.

**Tenebrous Reach (Su):** Malice reaches forth, looking for others to vent itself onto, and the harbinger projects her dark power in imitation of it. Starting at 13th level, the harbinger may activate her Tenebrous Reach as a swift action once per encounter. For a number of rounds equal to her Intelligence modifier she may treat close range (25 feet + 5 feet per two levels) as her melee reach for the purpose of initiating strikes (this does not increase the area the harbinger threatens).

**Rumors of War (Ex):** The harbinger sweeps through her enemies, spreading pain and woe wherever she steps. Starting at 17th level, as a fullround action the harbinger may move up to her speed and initiate a single strike at any point in the movement.

Voices in the Dark (Ex): Like a dark voice on the edge of hearing, the harbinger persecutes her enemies. Starting at 18th level, the harbinger may initiate a strike whenever she would normally be able to make an attack of opportunity (she still expends the attack of opportunity). Strikes initiated in place of an attack of opportunity must have an initiation action of one standard action.

Whispers of Atrocity (Su): There is no resisting the harbinger's malice. Starting at 19th level, maneuvers initiated by the harbinger ignore any and all immunities possessed by their victims.





### CHAPTER TWO WRATH'S GIFTS

The following chapter presents two new disciplines - Cursed Razor and Shattered Mirror - including the list of their maneuvers and maneuver descriptions. Both lists and descriptions are presented first by discipline, then by level, then alphabetically.

**Initiator Level:** Some maneuver's effect depend on the initiator level, which is usually the character's level in the class that provides access to martial maneuvers. The word "level" in the maneuver lists always refers to initiator level.

**Creatures and Characters:** "Creatures" and "characters" are used synonymously in the maneuver descriptions.

#### CURSED RAZOR

The discipline known now as Cursed Razor has dark origins indeed, spawned forth from the bodyguards of an ancient demonic cult. Tapping into the power of their own malevolence, these warrior-warlocks struck their opponents down with dark curses channeled through their weapons and developed techniques to project maleficent auras that sapped away at the bodies and minds of their enemies. Since then Cursed Razor has spread far beyond the now-dead cult, which taught other students before its demise, left books of its secrets lying around, or else simply inspired others with demonstrations of its entropic power. Though the techniques of Cursed Razor stem from the inborn malice found in any sapient mind, its powers are not necessarily evil pragmatic, certainly, and utterly lacking in any sense of fair play, but not evil. Knights and champions in the mortal realm seeking the weapons to combat evil turn to Cursed Razor to gain an edge on their fiendish foes, or as a way of acknowledging the terrible truth of evil's place in the multiverse while at the same time casting their defiance in its teeth.

Many techniques of Cursed Razor cause a creature to gain the cursed condition; cursed creatures suffer the influence of dark magics, becoming more vulnerable to some maneuvers. By itself the cursed





condition has no further effects, but cursed creatures take additional damage from some maneuvers, or are vulnerable to maneuvers that cannot be used on creatures that are not cursed (see maneuver descriptions for additional information on how they interact with the cursed condition). In addition to the maneuvers and stances that render a creature cursed. any creature laboring under the effects of a spell with the [Curse] descriptor (such as bestow curse) is treated as cursed. Multiple applications of the cursed condition do not overlap; instead the duration of each new application of the condition (such as 1d4 rounds from the bad karma counter) is added to the remaining duration of the previous application. The cursed condition may be removed by the remove curse or break enchantment spells or similar effects. Cursed Razor maneuvers are imbued and enhanced

with magical energies; they are supernatural abilities. Associated Weapon Groups: Heavy blades, light

blades, spears. Associated Skill: Spellcraft.

#### **MANEUVER LIST**

1st Level

- **Aura of Misfortune:** Stance Opponents within 20 feet suffer -2 penalty to saving throws.
- Luck Shifting: Boost Gain +1 (max +5) luck bonus to AC for each cursed opponent.
- Spilled Salt: Counter Opponent in medium range takes -4 penalty on next attack roll or skill check
- **Stutter Strike:** Strike [Curse] Make a melee attack, target suffers 25% failure on spells with verbal components, -4 penalty on language-based skill checks
- **Touch of the Witch:** Stance [Curse] Opponents struck in melee become cursed
- **Woeful Burden:** Strike [Curse] Make a melee attack, target's movement speed is reduced by ten feet, plus an additional five feet per four levels

#### 2nd Level

- **Bad Karma:** Counter [Curse] Creature that targets you must succeed at a Will save or suffer –4 penalty to d20 rolls for 1d4 rounds, become cursed.
- **Mockery:** Strike Melee attack deals an additional 1d6 damage, improves to 3d6 against cursed opponents.
- Murderous Spite: Boost Next melee attack against a cursed creature is a touch attack.
- **Torment the Weak:** Strike Opponent struck in melee is dealt an additional 1d6 damage, cursed opponents begin to bleed uncontrollably.

**Word of Retribution:** Counter - Make a Spellcraft check against a cursed opponent that damages you; if you succeed, deal equal damage to that opponent.

#### 3rd Level

- Aura of Shared Misery: Stance Opponents within 20 feet spread the cursed condition; cursed opponents within 20 feet suffer additional damage per die.
- **Dogpile Strike:** Strike Melee attack deals 2d6 additional damage and knocks enemy prone; improves to 4d6 against flanked opponents.
- Huntsman's Curse: Strike [Curse] Opponent struck with melee attack becomes slowed and cursed unless they succeed at a Will save.
- **Sorcerer's Sidestep:** Boost Gain +2 luck bonus on saving throws for one round, increases by +2 for each cursed opponent (max +10).

#### 4th Level

- Hangman's Curse: Strike [Curse] Opponent struck in melee must succeed at a Fortitude save or become exhausted and cursed.
- **Persecution:** Strike Attack deals +4d6 damage, increases to +8d8 against cursed opponents.
- Warlock's Stride: Boost Gain bonus to movement speed, leave behind a cursed trail.
- Witchfinder's Brand: Boost Creature must succeed at concentration check to use its next spell, power, spell-like ability or psi-like ability.



#### 5th Level

- **Festering Curse:** Strike [Curse] Opponent struck in melee suffers 4d6 additional damage, becomes cursed with festering rot.
- Shadow Pin: Counter [Curse] Interrupt opponent's movement (flying creatures drop to the ground); victim becomes cursed.
- The Dragon Knows: Stance Gain blindsight, cursed creatures can't avoid attacks of opportunity from you.
- Witch's Revenge: Strike [Curse] Opponent struck in melee must succeed at a Fortitude save or suffer -4 penalty to ability score, increases against cursed opponents.

#### 6th Level

- **Curse of Chains:** Strike [Curse] Opponent struck in melee must succeed at a Fortitude save or become infected with contagious paralysis; paralyzed opponents become cursed.
- **Eye for an Eye:** Counter Opponent suffers effects of attack, spell, or power used on you.
- **Sorcerer's Gaze:** Boost Ignore concealment, miss chances, and some bonuses to armor class for one round.
- **Warlock's Blow:** Strike Opponent within long range is teleported and struck in melee, attack deals an additional 8d6 points of damage.

#### 7th Level

- **Oathbreaker's Aura:** Stance [Curse] Opponents within 30 feet cannot benefit from anarchic, axiomatic, insight, morale, perfection, profane, or sacred bonuses, and opponents struck in melee become cursed.
- **Traitor's Roar:** Strike [Curse] Opponent struck in melee violently betrays his allies, becomes cursed.
- **Woedrinker:** Boost Gain 10 temporary hit points per cursed opponent, +2 luck bonus to attack and damage rolls per cursed opponent for one round.

#### 8th Level

- **Luckdrinker Aura:** Stance Steal effects from opponents within 30 feet.
- **Unending Nightmare Strike:** Strike Struck opponent takes progressive damage to all mental ability scores.
- **Warlock's Mirror:** Counter Make a Spellcraft check; if successful, attack, power, psi-like ability, spell, or spell-like ability originating from cursed opponent instead affects three creatures of your choice.

#### 9th Level

**Festival of Shadows:** Strike - Shadows immobilize opponents within close range, shadow weapons attack each immobilized opponent for +10d6 damage (+12d8 vs. cursed opponents).

#### SHATTERED MIRROR

The strange and, in some ways, disquieting discipline known as Shattered Mirror is ancient and misunderstood. Many conflicting tales of its origins and practice exist, crediting its invention to a variety sources. Perhaps the most well-known story of its origin places blame for it at the feet of a mirror of opposition triggered by a great warrior caught in the midst of a magical conflict. The mirror's powerful magics were pulled and warped by the flying spells and magical taint and the being it coughed forth came out wrong, unable to return to its home. Deprived of its homeland and its true and proper nature, it traveled the lands seeking power over reflections in an effort to return. The product of its failure, says the legend, is Shattered Mirror, which is still practiced to this day by those who seek power over reflections both true and deceptive.

Maneuvers from this discipline are universally supernatural in nature, drawing as they do on the initiator's ability to twist reality and reflect upon both themselves and others. They are supernatural abilities. Some maneuvers from this discipline require the initiator to make a Craft check; these checks must use one of the Craft skills associated with Shattered Mirror.

Associated Weapon Groups: Heavy blades, light blades, close

Associated Skill: Craft (Glassmaking, Painting, Sculpture, or Sketching)

#### MANEUVER LIST

#### 1st Level

- **Breaking Glass Strike:** Strike Make a melee attack; struck opponent becomes dazed and dazzled.
- **Copycat Cut:** Strike Make a melee attack for an additional 1d6 damage, copy struck opponent's attack roll on your next attack.
- **Doppelganger Dance:** Stance Follow when opponents make 5-foot steps.
- Funhouse Waltz: Boost Gain 10 foot bonus to movement speeds, can turn while charging and running.
- **Left-Hand Strike**: Strike Successful Craft check causes opponent to lose shield bonus to AC, take 1d6 additional damage.





**Obsidian Reflection Stance:** Stance – Apply bonuses or penalties to the attacks of creatures within your aura.

#### 2nd Level

- **Broken Mirror Strike:** Strike Make a melee attack, struck creature's armor or shield gains the broken condition.
- **Equivocate:** Counter You establish a reflective relationship with an opponent.
- Mimic's Gambit: Strike Make a melee attack, copy a spell or power from struck opponent.
- **Obsidian Razor Style:** Boost Add Craft ranks to damage rolls for one round.
- **Obsidian Sidestep:** Counter Use Craft check in place of saving throw.

#### 3rd Level

- Curse of the Twisted Reflection: Strike [Curse] Make a melee attack, struck opponent becomes confused and cursed.
- Infinity Mirror Stance: Stance Create mirror images of yourself.
- **Reflected Blade Style:** Boost Strikes you initiate affect an additional creature within close range.
- Shattered Glass Smite: Strike Make a melee attack, 30 foot cone of shattered glass deals 3d6 damage to opponents.

#### 4th Level

- **Blazing Mirror Strike**: Strike Make a melee attack as a touch attack, struck creature is rendered blind.
- **Carnival Swap:** Boost Trade active power or spell with target creature.

**Doppelganger Waltz:** Counter – Gain free movement whenever target opponent moves.

**Fetch's Wrath:** Strike – Make a melee attack with an additional 4d6 damage, teleport before or after the attack.

#### 5th Level

- **Curse of the Smoking Mirror:** Strike [Curse] -Make a melee attack, struck creature suffers a reflective curse.
- **Empty Frame:** Counter Become incorporeal in response to harm.
- **Gleaming Imprisonment:** Strike Make a melee attack, trap struck creature in a sphere of mirrors.
- Silvered Mirror Stance: Stance A power or spell cast on you can also affect allies.

#### 6th Level

- **Copycat's Cunning:** Boost Gain armor, shield, or weapon properties used by opponent.
- **Murderous Reflection:** Strike Make a melee attack, add opponent's Strength modifier to your attack roll and deal 7d6 additional damage.
- **Plagiarism:** Counter Opponent loses ability used on you, gain ability used on you.
- Warped Glass Strike: Strike Make a melee attack, deal 4d6 additional damage and struck creature loses ability to tell friend from foe.

#### 7th Level

- **Cursed Mirror Stance:** Stance Make an attack of opportunity whenever struck in melee.
- **Double Team:** Strike Make a melee attack, deal 2x Craft check bonus damage, knock victim prone.
- **Mirror Demon's Waltz:** Boost [Curse] Teleport, render opponents adjacent to you flat-footed and cursed.

#### 8th Level

- **Obsidian Negation:** Counter Make a Craft check vs. your opponent's caster, initiator, or manifester level check; if successful target maneuver, power, or spell is negated.
- Shattered Mirror Strike: Strike Make a melee attack, deal 6d6 bonus damage and destroy opponent's perceptions.
- Unholy Mirror Stance: Stance Harmful powers and spells used against opponents affect additional targets.

#### 9th Level

**Septennial Seal:** Seal: Strike - Make a melee attack, struck creature must succeed at a Will save or have their soul trapped in a mirror.



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#### **MANEUVER DESCRIPTIONS**

The maneuvers below are listed first by discipline, then by level, and then in alphabetical order.

### CURSED RAZOR

#### AURA OF MISFORTUNE

Discipline: Cursed Razor (Stance) Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: 20 feet plus 5 ft. per 5 initiator levels Area: 20-ft (plus 5-ft/5 initiator levels) emanation centered on you

Duration: Stance

Upon entering this stance, you begin to project an aura of ill fortune. Opponents within 20 ft. (plus 5 ft. per 5 initiator levels) of you suffer a -2 penalty to all saving throws.

#### LUCK SHIFTING

Discipline: Cursed Razor (Boost) Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round

One man's ill luck is another man's fortune; when you initiate this boost you gain a +1 luck bonus to AC for each cursed opponent within medium range (100 feet + 10 feet per level), up to a maximum bonus of +5.

#### SPILLED SALT

Discipline: Cursed Razor (Counter) Level: 1 Prerequisites: None Initiation Action: 1 immediate action Range: Medium (100-ft + 10-ft/level) Target: 1 Creature Duration: 1 round or special (see text)

This unsubtle counter disrupts an opponent with a blatant curse, whelming them with misfortune. The victim of this counter suffers a -4 penalty to their next attack roll or skill check this round.

#### STUTTER STRIKE

Discipline: Cursed Razor (Strike) [Curse] Level: 1 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 1 round/level

With just the faintest edge of dark energies you can afflict your victims with a word-eating curse. When you initiate this maneuver, make a melee attack. If you hit, the attack deals weapon damage as normal and the creature struck suffers a 25% failure chance on spells with a verbal component (note that this is not Arcane Spell Failure and functions perfectly well against divine spells), a -4 penalty to all languagebased skill checks, and gains the cursed condition. A successful Will save (DC 11 + your initiation modifier) negates the spell failure and skill check penalty.

#### **TOUCH OF THE WITCH**

Discipline: Cursed Razor (Stance) [Curse] Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

Upon entering this stance your weapons become charged with malicious energies. Creatures struck in melee by your natural and/or manufactured weapons gain the cursed condition for a number of rounds equal to your initiation modifier. This resolves after other effects relating to the attack (such as strikes or weapon properties).

#### **WOEFUL BURDEN**

Disciplined: Cursed Razor (Strike) [Curse] Level: 1 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 1 round/level

This insidious strike leaves a creature burdened with phantom weight that bears them down. When you initiate this strike, make a melee attack. If you hit, the attack deals weapon damage as normal and the creature struck suffers a 10 ft. (plus 5 ft. per four initiator levels) penalty to their movement speeds and gains the cursed condition.





#### BAD KARMA

Discipline: Cursed Razor (Counter) [Curse] Level: 2 Prerequisites: None Initiation Action: 1 immediate action Range: Special Target: 1 creature Duration: 1d4 rounds

Invoking the basic laws of fortune and punishment, you curse a creature that attempts to harm you. You may activate this counter in response to being targeted by an attack, ability, maneuver, power, or spell. The creature targeting you must succeed at a Will save (DC 12 + your initiation modifier) or suffer a -4 penalty on all D20 rolls and gain the cursed condition for 1d4 rounds.

#### MOCKERY

Disciplined: Cursed Razor (Strike) Level: 2 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous

This strike amplifies the misfortune already afflicting an enemy, turning their curse into deep wounds. When you initiate this strike, make a melee attack. If you hit, it deals weapon damage as normal, plus an additional 1d6 points of damage, which improves to 3d6 damage if the creature struck is cursed.

#### **MURDEROUS SPITE**

Discipline: Cursed Razor (Boost) Level: 2 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round

You channel your ill will into your attacks. When you initiate this boost the next melee attack you make this round against a creature with the cursed condition is considered a touch attack.



#### TORMENT THE WEAK

Discipline: Cursed Razor (Strike) Level: 2 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: See text

This vicious strike rends its victims and causes those under your dark power to vent their life force. When you initiate this strike, make a melee attack. If you hit, the attack deals weapon damage as normal, plus an additional 1d6 points of damage. Cursed creatures affected by this strike suffer a further 1d6 points of damage every round for a number of rounds equal to your initiation modifier.



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#### WORD OF RETRIBUTION

Discipline: Cursed Razor (Counter) Level: 2 Prerequisites: None Initiation Action: 1 immediate action Range: Special Target: Creature targeting you Duration: Instantaneous

With a word you afflict your enemies with the power of your vengeance. You may activate this counter whenever a cursed creature deals damage to you; when you do, make a Spellcraft check (DC = 10 + ½ the creature's hit dice + the creature's charisma modifier). If you succeed, you deal equal damage to that creature, which is not subject to resistance of any kind.

#### AURA OF SHARED MISERY

Discipline: Cursed Razor (Stance) Level: 3 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 swift action Range: 20-ft Area: 20-ft emanation centered on you Duration: Stance

This baleful aura spreads the despair you inflict and drains at the life of your victims. Whenever a creature within 20 feet of you becomes cursed as a result of another effect, you may select another creature within 20 feet. That creature becomes cursed for a number of rounds equal to your initiation modifier. Additionally, cursed creatures within 20 feet of you suffer (¼ your initiator level, minimum 1) additional damage per die whenever they are dealt damage.

#### **DOGPILE STRIKE**

Discipline: Cursed Razor (Strike) Level: 3 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous

This vicious strike preys upon the weak and persecuted. When you initiate this strike, make a melee attack. If the attack hits, it deals normal weapon damage plus 2d6 additional damage, which improves to 4d6 damage if the creature struck is flanked (note that you do not have to be flanking the creature; the creature need merely be flanked by creatures hostile to it). A struck creature must also succeed at a Reflex save (DC 13 + your initiation modifier) or be knocked prone.

#### HUNTSMAN'S CURSE

Discipline: Cursed Razor (Strike) [Curse] Level: 3 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 1 round/level

Creatures struck down by this curse find themselves slowed as though in a nightmare, unable to escape their pursuers. When you initiate this maneuver, make a melee attack. If you hit the attack deals weapon damage as normal and the creature struck must succeed at a Will save (DC 13 + your initiation modifier) or become staggered, cursed, suffer a -1 penalty to attack rolls, armor class, and Reflex saves, and move at half of their normal movement speed, which affects the creatures jumping distance as normal for decreased speed.

#### SORCERER'S SIDESTEP

Discipline: Cursed Razor (Counter) Level: 3 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: 1 round

Drawing on his mystical connection with fortune for good and ill, the martial adept avoids even magical and unusual attacks. When you initiate this counter you gain a +2 luck bonus to all saving throws for one round, which improves by 1 for each cursed creature within medium range (100 feet plus ten feet per level), to a maximum of a +10 bonus to saving throws.





#### HANGMAN'S CURSE

**Discipline:** Cursed Razor (Strike) [Curse] **Level:** 4 **Prerequisites:** 1 Cursed Razor maneuver

Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous and 1 round/level

This grim curse afflicts its victims with a breathless exhaustion, and a dark bruise forms around their necks. When you initiate this strike, make a melee attack. If you hit, the attack deals weapon damage as normal and the creature struck must succeed at a Fortitude save (DC 14 + your initiation modifier) or become exhausted and cursed.

#### PERSECUTION

Discipline: Cursed Razor (Strike) Level: 4 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous

You strike down those under your malicious influence. When you initiate this strike, make a melee attack. If the attack hits, it deals normal weapon damage plus 4d6 additional damage, which improves to 8d8 additional against cursed creatures.

#### WARLOCK'S STRIDE

Discipline: Cursed Razor (Boost) [Curse] Level: 4 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round and special (see text)

Like ill news you travel swiftly, leaving woe and heartbreak in your wake. When you initiate this boost your movement speeds double for one round. Until the beginning of your next turn, you create a cursed aura in every space you leave (entering a space does not create a cursed aura in it); creatures entering or passing through such an aura must succeed at a Will save (DC 14 + your initiation modifier) or suffer a -4 penalty on attack rolls, and skill checks, as well as a 15 ft. reduction to all of their movement speeds, for a number of rounds equal to your initiation modifier. Cursed auras created by this boost vanish after one round.

#### WITCHFINDER'S BRAND

Discipline: Cursed Razor (Boost) Level: 4 Prerequisites: 1 Cursed Razor maneuver Initiation Action: 1 swift action Range: Medium (100-ft + 10-ft/level) Target: One creature Duration: 1 round or special (see text)

With a swift gesture you impede the sorceries of others. When you initiate this boost, one creature within medium range (100 feet plus 10 feet per level) develops an ashen brand on a visible part of its body or clothing. The next time the victim attempts to cast a spell, manifest a power, or use a psi-like or spelllike ability they must succeed at a concentration check (DC 15 + your initiator level + your initiation modifier) or the spell, power, or ability is disrupted (see the Concentration rules).

#### **FESTERING CURSE**

Discipline: Cursed Razor (Strike) [Curse] Level: 5 Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

This vicious strike afflicts its victims with a curse of rot. When you initiate this strike, make a melee attack. If the attack hits, it deals normal weapon damage plus 4d6 additional damage, and its victim becomes cursed for a number of rounds equal to your initiation modifier. In addition, for a number of rounds equal to your initiation modifier, it must succeed at a Fortitude save (DC 15 + your initiation modifier) at the start of each of its turns or suffer 2d6 additional damage as its body begins to decay and slough off in chunks.





#### SHADOW PIN

**Discipline:** Cursed Razor (Counter) [Curse] Level: 5

Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 immediate action Range: Medium (100-ft + 10-ft/level) Target: One creature Duration: 1 round

By harming the shadow of your enemy, you can pin them in place. You may initiate this counter in response to a creature leaving its space (including via movement effects such as a gust of wind spell or the bull rush combat maneuver). The target becomes cursed and stops its movement (you may not stop a creature's movement within another creature's space), dropping to the ground and taking falling damage as normal if it is flying. The victim cannot move or be moved from its space for one round.

#### THE DRAGON KNOWS

Discipline: Cursed Razor (Stance) Level: 5 Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By meditating on your ill intentions and dark thoughts you gain senses beyond the normal ken. While maintaining this stance you benefit from blindsight out to sixty feet and cursed creatures automatically fail Acrobatics checks to move through your threatened space without provoking attacks of opportunity.

#### WITCH'S REVENGE

Discipline: Cursed Razor (Strike) [Curse] Level: 5 Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 1 round/level

This ancient strike utterly cripples a foe's abilities. When you initiate this strike, make a melee attack. If the attack hits, it deals normal weapon damage and the creature struck suffers a -4 penalty to an ability score of your choice (this increases to your choice of a -6 penalty to that ability score or another -4 penalty to an additional ability score vs. cursed opponents) and then becomes cursed. A successful Fortitude save (DC 15 + your initiation modifier) negates the ability score penalties.

#### **CURSE OF CHAINS**

Discipline: Cursed Razor (Strike) [Curse] Level: 6 Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck and special Duration: Special (see text)

Phantom chains trail in the wake of your strike and spread through your enemies like wildfire. When you initiate this strike, make a melee attack. If the attack hits, it deals weapon damage as normal and the creature struck must succeed at a Will save (DC 16 + your initiation modifier) or become paralyzed and cursed for a number of rounds equal to your initiation modifier. While the affected creature is paralyzed they can spread the effects of the curse; enemies ending their turns adjacent to those paralyzed by this strike must also succeed at a Will save or become paralyzed and cursed for a number of rounds equal to your initiation modifier.

Curse of Chains may paralyze creatures normally immune to paralysis, though such creatures enjoy a +6 competence bonus to their saving throws.

#### EYE FOR AN EYE

Discipline: Cursed Razor (Counter) Level: 6

Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 immediate action Range: Special (see text) Target: Creature targeting you Duration: Special (see text)

With a snarled curse you level vengeance at your enemy. You may activate this counter whenever you are struck by an attack or when you fail a saving throw against a maneuver, power, psi-like ability, spell, or spell-like ability. This maneuver cannot be initiated in response to failing a save against a harmless effect. The creature originating the attack or effect suffers all damage and effects inflicted upon you, just as if they'd targeted themselves. This maneuver only duplicates the effects you suffered on the creature, not the entire effect.

#### SORCERER'S GAZE

Discipline: Cursed Razor (Boost) Level: 6 Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round

By channeling the magical energies within you pick out the weak places in protections both magical and mundane and strike down those who cower behind them. When you initiate this boost your attacks this round ignore the AC bonus granted to targets by cover less than total cover, deflection bonuses to AC, and any miss chance (including the miss chance from total concealment, although you still need to choose the correct square if you cannot see your target). Total cover provides its normal benefits against your attacks.

#### WARLOCK'S BLOW

**Discipline:** Cursed Razor (Strike) [Teleportation] Level: 6

Prerequisites: 2 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Long (400-ft + 40-ft/level) Target: 1 cursed creature Duration: Instantaneous

With a savage curse and a lunge, you teleport your enemy into your weapon. When you initiate this strike, the target must succeed at a Will save (DC 16



+ your initiation modifier) or be teleported to a space of your choice within your melee reach that is not difficult terrain. If you successfully teleport your target, make a melee attack. If the attack hits, you deal normal weapon damage, plus an additional 8d6 points of damage.

#### **OATHBREAKER'S AURA**

Discipline: Cursed Razor (Stance) Level: 7 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 swift action Range: 30-ft Area: 30-ft emanation centered on you Duration: Stance

This malevolent aura robs its victims of their supernatural edges and interferes with their oaths. Opponents within 30 feet of you lose the benefits of any anarchic, axiomatic, insight, perfection, profane, or sacred bonuses they possess (they regain the benefits of these bonuses when they leave the area or you assume a different stance). In addition, creatures struck in melee by your natural and/or manufactured weapons gain the cursed condition for a number of rounds equal to your initiation modifier. This resolves after other effects relating to the attack (such as strikes or weapon properties).

#### TRAITOR'S ROAR

**Discipline:** Cursed Razor (Strike) [Curse] [Mind-Affecting] (Compulsion)

Level: 7 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous and special (see text)

Channeling dark energies through your blade you poison the loyalty of those you strike. When you initiate this maneuver, make a melee attack. If the attack hits, it deals normal weapon damage and the creature struck must succeed at a Will save (DC 17 + your initiation modifier) or be overwhelmed with feelings of hatred for its allies. The victim of this strike immediately takes a standard action (even if it's not its turn), which must be used to harm or hinder its allies. The victim acts as though possessed of true hate for its allies, utilizing whatever it perceives as the most harmful ability possible, and targets them in preference to its enemies. Once the harmful action is taken the creature gains the cursed condition for a number of rounds equal to your initiation modifier



and resumes its normal attitude towards its allies. This maneuver does not change the creature's feelings about its enemies; for example, it might cast a fireball that includes both its allies and enemies within the area of the spell.

#### WOEDRINKER

Discipline: Cursed Razor Level: 7 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 standard Range: Personal Target: You Duration: 1 minute

Like an avatar of woe, you prosper as others fail. When you initiate this maneuver you gain 10 temporary hit points that last for up to an hour, partial concealment, and a +2 luck bonus to attack and damage rolls for one minute, which improves by an additional 10 temporary hit points and +2 bonus to attack and damage rolls (up to a maximum of 50 temporary hit points and +10 to attack and damage rolls) for each cursed creature within medium range (100 feet plus 10 feet per level).

#### LUCKDRINKER AURA

Discipline: Cursed Razor (Stance) Level: 8 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 swift action Range: 30 feet Area: 30 foot emanation centered on you Duration: Stance

This cursed aura steals beneficence from your enemies and gifts it to your allies. You supernaturally sense magic around you and can twist it to your advantage. While you maintain this stance, you automatically know which spells, powers, or magical effects are active upon any individual you see within 30 feet.

In addition, at the beginning of reach round, you may select a power, psi-like ability, spell, or spell-like ability affecting a hostile creature within 30 ft. Make a dispel check (1d20 + your initiator level) against the effect (DC 11 + the effect's caster or manifester level). If you succeed, the effect is suppressed for a number of rounds equal to your initiation modifier, and one of your allies within 30 feet gains the benefit of that effect for the same duration.

#### **UNENDING NIGHTMARE STRIKE**

Discipline: Cursed Razor (Strike) Level: 8 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Melee attack

**Target:** Creature struck **Duration:** Special (see text)

This cruel and unusual strike traps its victims in a waking nightmare. When you initiate this strike, make a melee attack. If the attack hits it deals weapon damage as normal, plus an additional 4 points of damage to Intelligence, Wisdom, and Charisma. At the beginning of each round thereafter the victim must succeed at a Will save (DC 18 + your initiation modifier) or suffer an additional 4 points of damage to its Intelligence, Wisdom, and Charisma (a successful save or the creature's death ends the effect).

#### WARLOCK'S MIRROR

Discipline: Cursed Razor (Counter) Level: 8 Prerequisites: 3 Cursed Razor maneuvers Initiation Action: 1 immediate action Range: Medium (100-ft + 10-ft/level) Target: Special (see text) Duration: Instantaneous

Those under your influence find their own powers betraying them. You may initiate this counter in response to any cursed creature making an attack, initiating a maneuver, or using a power, psi-like ability, spell, or spell-like ability targeting you (it may also have other targets, as long as you are one of them). When you initiate this maneuver, make a Spellcraft check (DC =  $10 + \frac{1}{2}$  the cursed creature's hit dice + its charisma modifier). If you succeed, the attack, maneuver, power, psi-like ability, spell, or spell-like ability does not affect its intended target(s) and instead affects up to three targets of your choice within range, even if it would normally affect only one creature.





#### **FESTIVAL OF SHADOWS**

Discipline: Cursed Razor (Strike) Level: 9 Prerequisites: 4 Cursed Razor maneuvers Initiation Action: 1 standard action Range: Close (25-ft + 5-ft/2 levels) Target: Hostile creatures within range Duration: Instantaneous and special (see text)

The ultimate expression of your grim power, you wrap your enemies in shadow, plunge your blade into the darkness, striking them down with tenebrous copies of your weapon. When you initiate this maneuver all enemies within range are immobilized by shadows; they lose all movement speeds (creatures in flight fall to the ground for normal damage) for a number of rounds equal to your initiation modifier. Make a melee attack roll and compare it against the armor class of all creatures immobilized by this maneuver; each creature hit by the attack roll suffers normal weapon damage plus 10d6 additional damage, which improves to 12d8 against cursed creatures.



#### SHATTERED MIRROR

#### **BREAKING GLASS STRIKE**

Discipline: Shattered Mirror (Strike) Level: 1 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

This vicious strike flares with shards of mirrorbright color that dazzle and dizzy its victims. When you initiate this strike, make a melee attack. If you hit, the creature struck becomes dazzled for a number of rounds equal to your initiation modifier and must succeed at a Will save (DC 11 + your initiation modifier) or become dazed for one round.

#### **COPYCAT CUT**

Discipline: Shattered Mirror (Strike) Level: 1 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous and special (see text)

With a slight shift of your stance you mimic an attack you've witnessed in the last few seconds of combat. When you initiate this strike, make a melee attack. If you hit, you deal an additional 1d6 points of damage and you can choose to use the result of any attack roll made by that opponent in his next turn for one of your attack rolls in your next turn. If you strike that opponent with his own attack roll, you deal an additional 3d4 points of damage. This maneuver does not threaten or confirm critical hits.

#### **DOPPELGANGER DANCE**

Discipline: Shattered Mirror (Stance) Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

With supernatural alacrity, you mimic your foes' movements, preventing them from escaping you. While you maintain this stance, whenever an adjacent opponent takes a 5-foot step to leave one of your threatened squares, you may immediately take a 5-foot step towards that opponent, even if you



have already moved or taken a 5-foot step this round. Whenever you use this ability, your movement speeds during your next turn are reduced by 5 feet.

#### **FUNHOUSE WALTZ**

Discipline: Shattered Mirror (Boost) Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round

With a moment's concentration you shift your movements, advancing like a warped reflection. When you activate this boost, you gain a 10 foot enhancement bonus to your movement speeds and do not need to move in a straight line while charging or running for one round.

#### **LEFT-HAND STRIKE**

Discipline: Shattered Mirror (Strike) Level: 1 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: 1 creature Duration: Instantaneous

A minor twist of reality makes it seem like your strike is two places at once. When you initiate this maneuver, make a Craft check (DC equal to your target's armor class), then a melee attack. If the Craft check is successful, your target loses their shield bonus to Armor Class for one round, and your attack deals an additional 1d6 points of damage if it hits. Otherwise, resolve your attack normally.

#### **OBSIDIAN REFLECTION STANCE**

Discipline: Shattered Mirror (Stance) Level: 1 Prerequisites: None Initiation Action: 1 swift action Range: 20-ft. Area: 20-ft. emanation centered on you Duration: Stance

You emanate an aura that either enhances the perceptions of those within it or makes them warped and twisted; at the beginning of each round, choose one: creatures (including you) within your aura gain a +1 circumstance bonus to attack and damage rolls, or creatures (including you) within your aura suffer a -1 penalty to attack and damage rolls. The effects of this stance increase by 1 per four initiator levels (so +/- 2 at 4th level, +/- 3 at 8th level, and so on).

#### **BROKEN MIRROR STRIKE**

Discipline: Shattered Mirror (Strike) Level: 2 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 1 round/level

With a mirror-bright slash you put jagged cracks in your opponent's defenses. When you initiate this strike, make a melee attack. If you hit, the struck creature's armor or shield (your choice) gains the broken condition for one round per initiator level. A successful Reflex save (DC 12 + your initiation modifier) negates the broken condition.

#### EQUIVOCATE

Discipline: Shattered Mirror (Counter) Level: 2 Prerequisites: None Initiation Action: 1 immediate action Range: Close (25-ft + 5-ft/2 levels) Target: One creature and you Duration: 1 round

You ensnare yourself and a foe in a reflective relationship. You may activate this counter whenever an opponent within close range (25 feet plus 5 feet per 2 initiator levels) is targeted by a power, psi-like ability, spell, or spell-like ability. Until the beginning of your next turn, any power, psi-like ability, spell, or spell-like ability targeting that opponent also targets you (and vice versa), even if it normally could not affect that many targets or one or the other of you would be out of range.





#### **MIMIC'S GAMBIT**

Discipline: Shattered Mirror (Strike) Level: 2 Prerequisites: None Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

Drawing on your power over reflections and mimicry, you copy an effect from your victim. When you initiate this strike, make a melee attack. If you hit, it deals weapon damage as normal, and you may select a spell or power affecting the struck creature. You gain the effects of the spell or power, just as if it had been cast or manifested on you except that its duration is equal to your initiation modifier in rounds.

#### **OBSIDIAN RAZOR STYLE**

Discipline: Shattered Mirror (Boost) Level: 2 Prerequisites: None Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round

Like obsidian, you create a reflection that is beautiful, dark, and deadly at the edge of your weapon. When you initiate this boost you gain an insight bonus equal to your ranks in one Craft skill (chosen when you initiate this boost) to melee damage rolls for one round.

#### **OBSIDIAN SIDESTEP**

Discipline: Shattered Mirror (Counter) Level: 2 Prerequisites: None Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instantaneous

With an act of will, you distort reality to avoid harm. You may initiate this counter whenever you would make a saving throw. Make a Craft check instead of that saving throw and use the result of that check to determine the save's success.

#### **CURSE OF THE TWISTED REFLECTION**

**Discipline:** Shattered Mirror (Strike) [Curse] [Mind-Affecting]

Level: 3

Prerequisites: 1 Shattered Mirror Maneuver Initiation Action: 1 standard action Range: Melee attack Target: Creature stuck Duration: Special (see text)

With a hideous strike, you distort the perceptions of your enemies. When you initiate this strike, make a melee attack. If you hit, you deal weapon damage as normal and your opponent becomes confused and cursed for a number of rounds equal to your initiation modifier. A successful Will save (DC 13 + your initiation modifier) negates the confused condition.

#### **INFINITY MIRROR STANCE**

Discipline: Shattered Mirror (Stance) Level: 3 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Special (See text)

By bending the light near yourself, you create a deceptive defense against assault. When you assume this stance you gain the benefits of a *mirror image* spell as if cast by a wizard of your initiator level, with the following exceptions: instead of rolling to determine the number of images generated, you generate one image per four initiator levels, and the effect lasts until you assume another stance, at which point any remaining images fade.

#### **REFLECTED BLADE STYLE**

Discipline: Shattered Mirror (Boost) Level: 3 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 round or special (see text)

Your will creates a mirror of your assaults, afflicting two enemies at once. When you initiate this boost, a halo of glimmering light forms around you; the next strike you initiate which targets one creature also affects an additional opponent within close range, even if they're not in the strike's range (use the same attack roll against both targets).





#### SHATTERED GLASS SMITE

Discipline: Shattered Mirror (Strike) Level: 3 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 standard action Range: Melee attack Area: 30 foot cone Duration: Instantaneous

With your will and your weapon, you shatter reality as you would shatter a mirror, shredding your enemies with false glass. When you initiate this strike, make a melee attack. If you hit, you deal weapon damage as normal plus an additional 3d6 magical slashing damage to the struck creature and create a cone of shattered glass originating from the struck creature's square and aimed in the direction of your choice; this cone of glass deals 3d6 points of magical slashing damage to creatures caught within it.

#### **BLAZING MIRROR STRIKE**

Discipline: Shattered Mirror (Strike) Level: 4 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous and 1 round/level

In a flash of bright death, your weapon transforms into light, passing through your foe's armor and scorching their eyes. When you initiate this maneuver, make a melee touch attack with your weapon. If you hit, the attack deals weapon damage as normal, and the creature struck must succeed at a Fortitude save (DC 14 + your initiation modifier) or be struck blind for 1 round per level.

#### **CARNIVAL SWAP**

Discipline: Shattered Mirror (Boost) Level: 4 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 swift action Range: Close (25-ft + 5-ft/2 levels) Target: You and one other creature Duration: Special (see text)

You catch your enemy in the reflection of your blade and twist reality like a funhouse mirror, leaving an unfair trade. The next time this round that you make an attack that hits, you may select one power, psi-like ability, spell, or spell-like ability affecting the struck creature. That creature loses the benefits of the chosen effect and you gain them for a number of rounds equal to your initiation modifier. Select a power, psi-like ability, spell, or spell-like ability affecting you. You lose the chosen effect and the struck creature gains it for a number of rounds equal to your initiation modifier.

#### **DOPPELGANGER WALTZ**

Discipline: Shattered Mirror (Counter) Level: 4 Prerequisites: 1 Shattered Mirror maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: 1 round

Like a reflection in the mirror, you follow your enemies' every move. You may activate this counter in response to an opponent moving any distance. Choose an opponent within close range (25 feet plus 5 feet per two initiator levels); whenever that opponent moves any distance this round, you may move an equal distance or up to your speed as a free action (even though it may not be your turn), whichever is lower. This movement provokes attacks of opportunity as normal and takes place after your opponent's movement. You may only move up to three times your highest movement speed in one round using this maneuver.

#### FETCH'S WRATH

Discipline: Shattered Mirror (Strike) [Teleportation] Level: 4 Prerequisites: 1 Shattered Mirror maneuver

Initiation Action: 1 standard action Range: Medium (100-ft + 10-ft/level) Target: Creature struck and you Duration: Instantaneous

Like an unquiet spirit, you travel through light and reflections, striking down those foolish enough to tempt your wrath. When you initiate this maneuver, you may teleport to any space you may occupy within medium range (100 feet plus 10 feet per initiator level) and then make a melee attack. Alternately, you may make a melee attack and then teleport to any space you may occupy within medium range. If you hit, the attack deals normal weapon damage plus an additional 4d6 damage.





#### **CURSE OF THE SMOKING MIRROR**

**Discipline:** Shattered Mirror (Strike) [Curse] **Level:** 5

Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

With an obsidian-edged blow you reflect an enemy's malice back onto itself, tainting them from within. When you initiate this maneuver, make a melee attack. If you hit, your attack deals normal weapon damage and the creature struck must succeed at a Will save (DC 15 + your initiation modifier) or become the victim of a reflective curse. The creature struck becomes cursed for a number of rounds equal to your initiation modifier, and whenever it deals damage (by any means) during this time it is dealt equal damage of the same type(s).

#### **EMPTY FRAME**

Discipline: Shattered Mirror (Counter) Level: 5 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: 1 round

With an effort of will you shed substance but not form. When you activate this counter you and all objects attended, carried, wielded and/or worn by you become incorporeal until the beginning of your next turn.

#### **GLEAMING IMPRISONMENT**

Discipline: Shattered Mirror (Strike) Level: 5 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

Twisting the reflections around your blade, you mark an enemy with it and imprison them in a sphere of mirrors. When you initiate this maneuver, make a melee attack. If you hit, it deals normal weapon damage plus an additional 4d6 damage, and the struck creature must succeed at a Reflex save (DC 15 + your initiation modifier) or be trapped within a sphere of two-sided mirrors that forms around them for a number of rounds equal to your initiation modifier. While the sphere of mirrors exists, a trapped creature cannot move or be moved from its space by any means (including teleportation), target or be targeted by any other creature or object (except for objects it is attending, carrying, or using), and is immune to area-of-effect attacks and effects that originate from outside its space. Such effects originating from the trapped creature affect only its own space.

#### SILVERED MIRROR STANCE

Discipline: Shattered Mirror (Stance) Level: 5 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 swift action Range: 30-ft Area: 30-ft emanation centered on you Duration: Stance

Like a prism or a silver mirror, you splash joy and light onto those whom you love. When you assume this stance, choose a single non-personal range power, psi-like ability, spell, or spell-like ability affecting you. While you maintain this stance, allies within 30 feet of you also gain the benefits of the chosen effect for as long as it is affecting you.

#### **COPYCAT'S CUNNING**

**Discipline:** Shattered Mirror (Boost) **Level:** 6 **Prerequisites:** 2 Shattered Mirror maneuvers **Initiation Action:** 1 swift action

Range: Personal

**Target:** Armor, shield, or weapon worn or wielded by you.

**Duration:** Special (see text)

Your supernatural mimicry permits you to ape the tools used by your friends and foes. When you initiate this boost, choose another creature's armor, shield, or weapon within close range (25 feet plus 5 feet per 2 initiator levels). Your armor, shield, or weapon (as appropriate) may use the enhancement bonus on the chosen item (if it is higher) and gains any and all properties on the chosen item in addition to its own for a number of rounds equal to your initiation modifier, with the exception of any enchantment that cannot be applied (such as if you were wielding a +1 greatsword and selected your opponent's +2 distant longbow; your greatsword's enhancement bonus would improve by 1, but it would not gain the distant property).





#### **MURDEROUS REFLECTION**

Discipline: Shattered Mirror (Strike) Level: 6 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous

Like something out of a nightmare you turn an opponent's strength against them. When you initiate this maneuver, make a melee attack with an additional bonus equal to your target's Strength modifier. If you hit, it deals normal weapon damage plus an additional 7d6 damage.

#### PLAGIARISM

Discipline: Shattered Mirror (Counter) Level: 6 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 immediate action Range: Personal Target: You and an opponent targeting you Duration: Special (see text)

You copy an opponent's technique, stripping it from them in the process. You may activate this counter whenever you are targeted with a power, psi-like ability, spell, spell-like ability or supernatural ability. The creature targeting you becomes unable to use that ability for a number of rounds equal to your initiation modifier (the ability they targeted you with still occurs and is resolved as normal) and you gain the use of that ability for a number of rounds equal to your initiation modifier. If the ability is a spell, you may use it once as a spell-like ability. If the ability is a psionic power, you may manifest it once as a psi-like ability. Otherwise, you may use the ability as often as is detailed in the ability description. Calculate the save DCs for the ability based on your initiation modifier and treat your initiator level as your caster or manifester level for the ability if appropriate.

#### WARPED GLASS STRIKE

Discipline: Shattered Mirror (Strike) [Mind-Affecting] Level: 6 Prerequisites: 2 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

You re-write the perceptions of your victim with a blow, turning friend and enemy alike into horrific nightmares that can only be opposed. When you initiate this maneuver, make a melee attack. If you hit, it deals normal weapon damage plus 4d6 and your victim must succeed at a Will save (DC 16 + your initiation modifier) or lose all ability to tell friend from foe for a number of rounds equal to your initiation modifier. A creature so affected treats all other creatures as hostile, forgets all friendships, and targets the closest creature to it or the last creature that dealt damage to it in preference to other targets.

#### **CURSED MIRROR STANCE**

Discipline: Shattered Mirror (Stance) Level: 7 Prerequisites: 3 Shattered Mirror maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

You mimic your opponents' movements, visiting retribution upon them. While you maintain this stance, you may make an additional number of attacks of opportunity each round equal to your initiation modifier, and any opponent who strikes you with a melee attack or melee touch attack provokes an attack of opportunity from you.







#### **DOUBLE TEAM**

Discipline: Shattered Mirror (Strike) Level: 7 Prerequisites: 3 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Instantaneous

You create a semi-real copy of yourself to flank an opponent, striking them high and low. When you initiate this maneuver, make a melee attack and a Craft check. If you hit, it deals normal weapon damage plus additional damage equal to twice the result of the Craft check, and the struck creature is knocked prone.

#### MIRROR DEMON'S WALTZ

Discipline: Shattered Mirror (Boost) Level: 7 Prerequisites: 3 Shattered Mirror maneuvers Initiation Action: 1 swift action Range: Long (400-ft + 40-ft/ level) Target: You plus adjacent enemies Duration: Instantaneous and 1 round

You step through reflected light, vanishing into the splash of light off of a blade and emerging from a mirror, a prism, or even the reflection in an enemy's eye. When you initiate this boost, you may teleport to any space within long range. Enemies adjacent to the square you leave and the square you arrive in are rendered flat-footed and cursed for one round.





#### **OBSIDIAN NEGATION**

**Discipline:** Shattered Mirror (Counter) **Level:** 8

Prerequisites: 3 Shattered Mirror maneuvers

**Initiation Action:** 1 immediate action

**Range:** Close (25 feet plus 5 feet per 2 initiator levels)

Target: 1 creature Duration: Special (see text)

You conjure a shard of black glass, imprisoning not only your enemy's power but the very concept of the tool he attempts to use. You may initiate this counter in response to an opponent casting a spell, initiating a maneuver, manifesting a power, or using a psi-like or spell-like ability. Make a Craft check opposed by your opponent's caster level, initiator level, or manifester level check (as appropriate) plus their wisdom modifier; if you succeed, the maneuver, power, psilike ability, spell, or spell-like ability in question is completely negated, and that opponent may not use it for a number of rounds equal to your initiation modifier.

#### SHATTERED MIRROR STRIKE

**Discipline:** Shattered Mirror (Strike) [Mind-Affecting]

Level: 8

Prerequisites: 3 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: Special (see text)

With a casual blow you annihilate your opponent's perceptions, writing and rewriting their senses until they can only perceive reality as a shattered ruin. When you initiate this maneuver, make a melee attack. If you hit, your attack deals normal weapon damage plus an additional 6d6 points of damage, and you make a Craft check against the struck creature's CMD. Success indicates that the victim's senses are violently altered for a number of rounds equal to your initiation modifier; it treats all other creatures as having full concealment and suffers a 50% failure chance on spells with verbal or somatic components.

#### UNHOLY MIRROR STANCE

Discipline: Shattered Mirror (Stance) Level: 8 Prerequisites: 3 Shattered Mirror maneuvers Initiation Action: 1 swift action Range: 30 feet Area: 30-foot emanation centered on you Duration: Stance

Woe and discord are multiplied by your reflective power. While you maintain this stance, you may choose to have any power, psi-like ability, spell, and/ or spell-like ability that targets an opponent within 30 feet affect a number of secondary targets equal to your initiation modifier. Each secondary target must be within 30 feet, and none can be affected more than once. If the original effect requires an attack roll, make a single roll and use this result for all targets. If the effect deals damage, secondary targets take half as much damage as the primary target, and if it does not deal damage, its save DC is reduced by 4 instead.

#### SEPTENNIAL SEAL

Discipline: Shattered Mirror (Strike) Level: 9 Prerequisites: 4 Shattered Mirror maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Creature struck Duration: 7 years or instantaneous

The ultimate expression of your reflective power creates a mirror behind your victim just before you strike them with your magic-laced blade, blowing their soul out of their body and into your trap. When you initiate this maneuver, make a melee attack. If you hit, your opponent must succeed at a Will save (DC 19 + your initiation modifier) or die instantly, with their soul becoming trapped for seven years in a small steel mirror that appears somewhere on your person. If they succeed at their save, your attack instead deals 13d6 additional damage. Destroying the mirror frees your victim's soul to pass on to its normal afterlife.





### CHAPTER THREE LESSONS IN LOSS

The following new feats are appropriate for Harbingers and, in some cases, other characters able to Claim opponents.

#### **Dark Allure [Combat]**

Those Claimed by you are distracted by your presence.

**Prerequisites:** Able to Claim creatures

**Benefit:** Creatures Claimed by you suffer a penalty equal to the number of creatures you currently have Claimed on attack rolls made against creatures other than you.

**Special:** Characters with the Dark Authority feat may not select this feat (and vice versa).

#### **Dark Authority** [Combat]

Those you have Claimed as your own tremble at the mere thought of defying you.

**Prerequisites:** Able to Claim creatures

**Benefit:** Creatures Claimed by you suffer a penalty equal to the number of creatures you currently have Claimed on attack rolls made against you.

**Special:** Characters with the Dark Allure feat may not select this feat (and vice versa).

#### **Dark Presence** [Combat]

Those you have Claimed cannot escape your malice. **Prerequisites:** Able to Claim creatures

**Benefit:** Creatures Claimed by you provoke an attack of opportunity from you whenever they make a five foot step into or out of one of your threatened squares.

#### **Grasp of Darkness [Combat]**

Your malicious intentions ensnare many creatures at once, placing them under your power.

Prerequisites: Dark Claim class feature

**Benefit:** You may Claim up to 2 additional enemies (for a total of 3 enemies) at one time when using your Dark Claim. When you Claim one or more enemies, you recover up to 2 expended maneuvers.

#### **Malevolence** [Combat]

**Creatures** you have Claimed become cursed. **Prerequisites:** Able to Claim creatures

**Benefit:** Creatures Claimed by you are cursed and suffer a -2 penalty to their CMB and skill checks (the penalty expires when the Claim does, though the cursed condition might not).

#### Mass Murder [Combat]

You are impelled to acts of horrific violence.

**Prerequisites:** Massacre class feature 1/encounter or higher

**Benefit:** You gain an additional use per encounter of your Massacre ability.

**Special:** You may take this feat up to twice. Its effects stack.

#### Reach through Shadows [Combat]

Drawing on the chains of dark power afflicting them, you strike down those you have Claimed.

Prerequisites: Grasp of Darkness, Intelligence 15+

**Benefit:** You may treat creatures Claimed by you that are 35 or more feet away from you as though they were 30 feet away from you for the purposes of targeting powers, maneuvers, and spells.

#### Sin Eater [Combat]

You prosper as your enemies fail.

Prerequisites: Able to Claim creatures

**Benefit:** Whenever a creature Claimed by you is reduced to o or less hit points you gain temporary hit points equal to (2 times the Claimed creature's hit dice).

#### Winds of War [Combat]

Those you have Claimed cannot hide, and now they can no longer even run.

**Prerequisites:** Able to Claim creatures

**Benefit:** You gain a 5 ft. bonus to your movement speeds. This bonus increases by 5 ft. for each creature you currently have Claimed.





### CHAPTER FOUR THE UNHAPPY FEW

The following archetypes are compatible with the Harbinger class.

#### **CRIMSON COUNTESS**

Allharbingers draw power from their understanding of their negative emotions and the tragedies and evil that afflict all people. Those who become crimson countesses have a different emphasis: rage. These harbingers, consumed by wrath, revenge, frustration, or simple malicious fury, crimson countesses mark their opponents for bloody vengeance and then wreak devastation upon them. While not all permit their rage to consume them, enough do that these blood-splattered warriors have a dark and dangerous reputation that follows them wherever they go.

**Crimson Claim (Su):** Each round, at the beginning of her turn, the Crimson Countess deals 1d4 points of damage to creatures she has Claimed. This increases to 2d4 at 6th level, 3d4 at 10th level, 4d4 at 14th level, and a maximum of 5d4 at 18th level. This replaces Ill Tidings.

**Sanguine Empowerment (Su):** At 2nd level, the Crimson Countess develops the ability to gain and store Vitae. Whenever the Crimson Countess Claims an enemy, and again each round at the beginning of her turn, she gains Vitae points equal to the number of creatures she has Claimed. She may store a number of Vitae points equal to her class level. The Crimson Countess's Vitae pool resets to 0 after she has spent 1 minute out of combat.

The Crimson Countess gains a morale bonus equal to ½ her current number of Vitae points on attack and damage rolls made as part of maneuvers (this bonus increases by 2 when initiating maneuvers against Claimed creatures). Furthermore, she gains a number of other abilities as her Vitae points increase:

Drain - If she has at least 1 Vitae, the Crimson Countess may spend a move action to deal untyped damage equal to her class level to all creatures she has Claimed. If she has at least 2 Vitae then she also heals 1d6 hp per creature she has Claimed.

*Recover* - At 6th level, if she has at least 4 Vitae, the Crimson Countess may spend a move action to recover one of her expended boosts or counters.

Sacrifice – At 10th level, if she has at least 6 Vitae, the Crimson Countess may activate this ability as an immediate action up to once per encounter when she is dealt ability damage or damage to her hit points. If



she does, she chooses a creature she has Claimed; that creature suffers the damage instead of the Crimson Countess. If the target succeeds on a Fortitude save (DC  $10 + \frac{1}{2}$  the Crimson Countess's class level + her Intelligence modifier) then it instead takes half damage, with the rest being inflicted to the Countess as normal.

Sovereignty – At 14th level, if she has at least 8 Vitae, the Crimson Countess may activate this ability as a standard action. When she does, creatures she has Claimed must succeed at a Fortitude save (DC 10 +  $\frac{1}{2}$ the Crimson Countess's class level + her Intelligence modifier) or be teleported to a space of the Countess's choice within 60 feet of the Countess (each must be teleported to a different space, even if they are capable of sharing spaces with one another). Spaces that are intrinsically dangerous (such as those filled with lava, or spaces in the air if the creature does not fly) may not be chosen.





**Exsanguinate** – At 20th level, if she has at least 10 Vitae, the Crimson Countess may choose a creature she has Claimed as a standard action up to once per encounter. That creature must succeed at a Fortitude save (DC 10 +  $\frac{1}{2}$  the Crimson Countess's class level + her Intelligence modifier) or die; success on this save indicates that the creature instead suffers 13d6 points of untyped damage. This is a death effect. If the victim of this ability dies, the Crimson Countess heals a number of hp equal to  $\frac{1}{2}$  its full maximum total.

This ability replaces Dark Focus.

**Grim News (Su):** Starting at 3rd level, the Crimson Countess may move up to her speed as a swift action once per encounter. This increases to twice per encounter at 9th level and three times per encounter at 15th level.

At 9th level, the Crimson Countess may transform herself and all of her worn and carried items into a (5 ft. per class level) radius pool of blood or back to her natural form as a swift action. When the Countess reverts to her natural form from her pool form, she may appear in any space that her pool form occupied (this is not a teleportation effect; she re-forms in the chosen space). While in pool form, she gains a number of benefits and drawbacks:

- Immune to bludgeoning, piercing, and slashing damage

- 10 ft. climb speed

- May pour herself through any opening that is not watertight

- Creatures may share the Crimson Countess's space while she is in pool form. Neither the Countess nor these creatures gain any benefit or penalty from sharing the same space.

- Does not threaten an area and cannot make attacks of opportunity.

- Cannot make melee or ranged attacks (and cannot initiate maneuvers that require them).

- Does not gain Vitae.

At 15th level, the Crimson Countess gains fast healing equal to her Intelligence modifier while in pool form.

This ability modifies Grim News.

#### RAVENLORD

Everyone reacts to negativity differently, including harbingers. Ravenlords are a curious but not uncommon phenomenon amongst those grim warriors; unable to fully cope with whatever sorrows fuel their power, ravenlords splinter off a fraction of their soul into a bird-like servant that contains their sorrow for them. From then on, the two are inseparable. This bird, this Dark Messenger, serves the ravenlord and does his bidding, but the more the ravenlord pours his own misery into the Dark Messenger, the more it acts on that misery unless the ravenlord is wise or cunning enough to control it. More than one ravenlord has woken up in the morning to find his servant slathered in gore that he cannot account for.

Dark Messenger (Ex): The Ravenlord is served by a raven-like bird which obeys him, known as his Dark Messenger. The Ravenlord treats his Dark Messenger as a bird animal companion (the Ravenlord's effective druid level is equal to his class level for the purposes of advancing the Dark Messenger), with the following exceptions:

- The Dark Messenger's Intelligence score is equal to its master's.

- The Dark Messenger always acts on the same initiative count as its master.

- The Ravenlord may communicate telepathically with his Dark Messenger, provided the two are within one mile of each other. The Dark Messenger always obeys the Ravenlord's orders to the best of its ability and will exercise its own initiative to promote the Ravenlord's interests and safety.

- When slain, the Dark Messenger deals 1d6 points of Constitution damage to the Ravenlord, then re-forms 24 hours later, reappearing on its master's shoulder at full hit points.

- The Dark Messenger does not gain bonus tricks or the benefits of the Share Spells ability.

This ability replaces Ill Tidings.

**Dark Focus (Ex):** At 2nd level, the Ravenlord's Dark Messenger also enjoys the benefits of his Dark Focus ability (in the disciplines he has chosen), with the exception of the bonus feat gained at 6th level.

This ability modifies Dark Focus.

**Channel of Woe (Su):** At 3rd level, the Ravenlord's Dark Messenger gains the ability to initiate counters and strikes that the Ravenlord has readied. The Dark Messenger's initiator level is equal to the Ravenlord's; its initiation modifier is Intelligence. Only either the Ravenlord or the Dark Messenger may initiate a strike in the same round (that is, if the Dark Messenger initiates a strike, the Ravenlord may not



initiate a strike in the same round, and vice versa). When either the Ravenlord or his Dark Messenger initiates a strike, the other being generates a 10 ft. radius sphere known as a Gloom around themselves (the Gloom is generated after the strike is resolved); this Gloom is stationary, lasts for 1 round, and grants concealment to the creature that generated it so long as that creature is within its area.

At 3rd level, hostile creatures within the Gloom are cursed and suffer a -2 penalty on skill checks and Reflex saves.

At 9th level, hostile creatures within the Gloom also suffer a -4 penalty to AC, attack rolls, and damage rolls.

At 15th level, hostile creatures within the Gloom also suffer a -2 penalty to Fortitude and Will saves, and may not make attacks of opportunity while within the Gloom.

These are energy drain effects (which means, among other things, that undead and constructs are not subject to them).

This ability replaces Grim News.

**Sorrow's Shadow (Su):** At 4th level, the Dark Messenger's type changes to magical beast and it gains Toughness as a bonus feat. Do not recalculate its base attack bonus, hit points (except those granted by Toughness), saving throws, or skills. Once per turn, as a free action, the Dark Messenger may increase its size to Medium or revert to its natural size. This increases to Large at 10th level, and Huge at 16th level.

This ability replaces Massacre.

Unwanted Missive (Su): At 11th level, once per encounter as an immediate action, the Ravenlord may exchange places with its Dark Messenger, provided both are within long (400 ft. plus 40 ft. per initiator level) range of each other. If this is used in response to one or more abilities or attacks that target the Ravenlord or the Dark Messenger or include them in an area of effect, each becomes the potential target or victim of the abilities or attacks that targeted the other (for example, the Ravenlord is targeted by a charge attack. The Ravenlord activates this ability and exchanges places with his Dark Messenger. The Dark Messenger is now the target of the charge attack). This is a teleportation effect, and if either the Ravenlord or the Dark Messenger are prevented from teleporting for any reason the ability fails and its use for the encounter is expended. At 17th level, the Ravenlord may use this ability twice per encounter.

This ability replaces Black Omen and Rumors of War

**Memories of Loss (Su):** At 13th level, the Gloom generated by the Ravenlord's Channel of Woe ability lasts for a number of rounds equal to his Intelligence modifier. Additionally, hostile creatures within the Gloom become incapable of benefiting from insight or morale bonuses.

This ability replaces Tenebrous Reach.

Whispers of Atrocity (Su): At 19th level, maneuvers initiated by the Ravenlord or his Dark Messenger ignore any and all immunities possessed by their victims.

This ability modifies Whispers of Atrocity.





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