

ASIAN ARCHETYPES: MAGICAL



BY JASON NELSON AND
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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ASIAN ARCHETYPES: MAGICAL



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TABLE OF CONTENTS

THE MAGIC AND MYSTERY OF THE ORIENT	3
BODHISATTVA (PALADIN ARCHETYPE)	3
CENSOR (INQUISITOR ARCHETYPE)	5
JADE FIST (BLOODRAGER ARCHETYPE)	6
JINSHI (WIZARD ARCHETYPE)	7
KAIJU CALLER (UNCHAINED SUMMONER ARCHETYPE)	9
KANNUSHI (DRUID ARCHETYPE)	11
KENJA (CLERIC ARCHETYPE)	11
MANTIS MADONNA (MAGUS ARCHETYPE)	13
MIKO (SHAMAN ARCHETYPE)	15
NUMEROLOGIST (WIZARD ARCHETYPE)	16
ORIGAMIST (ARCANIST ARCHETYPE)	18
RAIDEN (SHAMAN ARCHETYPE)	20
SKYFLOWER SAVANT (ALCHEMIST ARCHETYPE)	22
WUSHEN (WIZARD ARCHETYPE)	22

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ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B₁ = *Pathfinder Roleplaying Game Bestiary*

B₂ = *Pathfinder Roleplaying Game Bestiary 2*

B₃ = *Pathfinder Roleplaying Game Bestiary 3*

B₄ = *Pathfinder Roleplaying Game Bestiary 4*

B₅ = *Pathfinder Roleplaying Game Bestiary 5*

BoB = *Softcover companion dealing with characters with beasts in their bloodlines*

• DEP = *Softcover primer to the far eastern empires of the official Pathfinder campaign setting*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

• ISB = *Softcover guide bestiary of monsters native to the inland sea in the official Pathfinder campaign setting*

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of the most recent Adventure Path. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Emerald Shogun" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure to supplement your "Far East Adventure Path," helping the "Destined Empress" claim her birthright in the "Eastern Kingdoms." See, that wasn't so hard, was it?

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE ASIAN ARCHETYPES: MAGICAL

Asian Archetypes: Magical brings you an incredible array of new *Pathfinder Roleplaying Game* class options for characters drawing upon the classic tropes and traditions of Asian fantasy! You'll find 14 awesome archetypes here covering almost every field of magic imaginable. You'll find hermits of the wild like **miko** shamans drawing their power from kami spirits and **wushen** wizards relying on primitive fetishes and obsessive taboos, as well as worldly and urbane arcane academics like the studious **numerologist** wizard and the **origamist** arcanist. For some, magic is a tool to serve a higher purpose, whether **jinshi** wizards upholding the state and its bureaucracy or **censor** inquisitors ensuring purity of thought. **Bodhisattva** paladins and **jade fist** bloodragers each seek purification of themselves and the world from the taint of evil, while **kenja** clerics seek the subtle pleasures of peaceful contemplation and spreading tranquility wherever they roam. The roaring thunder of **raiden** shamans and the booming fireworks of **skyflower savant** alchemists embody the opposite extreme, but even their bombast pales before the nearly suicidal devotion to destruction that is the daily bread of a **kaiju caller** summoner! Whether you're playing a completely Asian campaign or just want to add a dash more Asian spice to the ninjas, samurai, and more in your game, you'll find a wealth of exciting new opportunities in *Asian Archetypes: Magical*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



THE MAGIC AND MYSTERY OF THE ORIENT

Roleplaying games have typically featured European fantasy themes and tropes as the core game experience, but the idea of traveling to a mystical Asian land far across the sea or at the end of a grueling overland Silk Road has long been a part of the panoply of fantasy worlds. Somewhere *else* lay a fantasy Asia, somewhere for ninja and samurai to live and fight, with mysterious monks and wandering wizards alongside Asian monsters from the tengu, oni, and kaiju of Japan and imperial dragons and foo lions in China, to the nagas and rakshasas of India. The *Pathfinder Roleplaying Game* has dabbled in Asian themes

What you'll find between these pages is a wealth of new character options for your Pathfinder campaign that embody the spirit of the Orient, from India and Southeast Asia to the more "traditional" fantasy Asian analogues for China and Japan. You'll find options for arcane and divine spellcasters alike, with exciting new class features and abilities that really bring home the flavor of Asia for your campaign.

The *Asian Spell Compendium* from Legendary Games is an excellent supplement to these class options, and a handful of spells from that book have been included here where appropriate as special talents for archetypes you'll find within, but every kind of spellcaster from arcane to divine and psychic magic will find a ton of fun new alternatives among the 110 new spells found in that product.

The following archetypes follow the general rules for archetypes as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Advanced Class Guide*, and other volumes in the core rules hardback series.

BODHISATTVA (PALADIN ARCHETYPE)

Bodhisattvas are sometimes called the swords of heaven or the redeemers, as they are sanctified soldiers in the service of good, always ready to place themselves in the path of danger and to stand in defense of the weak, giving their all in the fight against evil. They love truth and mercy, and the presence of evil is like a stench in their nostrils. They are sustained by acts of generosity and kindness, taking the hurts of the world upon themselves to shame the venal and vicious and inspire those who are suffering and in need.

Alignment: A bodhisattva may be of any good alignment; they need not be lawful good. A bodhisattva who knowingly and willingly performs an evil act loses all supernatural and spell-like abilities and spellcasting ability from this class until they perform an *atonement* cast by a good-aligned spellcaster. A bodhisattva who ceases to be good-aligned cannot take further levels in this class but does not forfeit their class abilities unless they perform an evil act.

Weapon and Armor Proficiency: A bodhisattva is not

proficient with heavy armor.

Beatific Air (Ex): A bodhisattva radiates an aura of good, and his aura of beneficent goodness is so palpable that he gains a +2 bonus on Diplomacy checks and a -2 penalty on Intimidate checks with good-aligned creatures and a +2 bonus on Intimidate checks and a -2 penalty on Diplomacy checks with evil-aligned creatures. This replaces aura of good.

Glorious Caster (Ex): When a bodhisattva casts a paladin spell with the good descriptor or the conjuration (healing) subschool, his caster level is equal to his paladin level. In addition, a glorious satva can use the following as spell-like abilities: *detect disease*, *detect evil*, *detect good*, *detect poison*, *guidance*, *purify food and drink*, *resistance*, and *virtue*. He can use these abilities a total number of times per day equal to his paladin level, with a caster level equal to his paladin level. This replaces detect evil and heavy armor proficiency.

Lay on Hands (Su): A bodhisattva's lay on hands ability uses celestial planar energies rather than positive energy. It can still be used to heal living creatures as normal, but when used offensively it can damage evil outsiders, half-fiends, and fiendish creatures, rather than undead. All other effects related to lay on hands, including the use of mercies, feats, or magical items that affect that ability, are unchanged. This alters lay on hands.

Perceive Taint (Su): At 2nd level, a bodhisattva's sensitivity to the presence of evil functions like the scent^{B1} special quality, but only with respect to creatures or objects of evil alignment. The preternatural perception of evil granted by this ability also grants a bodhisattva the uncanny dodge class feature against creatures of evil alignment or attacks made with evil-aligned objects or effects with the evil descriptor.

In addition to sensing the presence (and location, if within 5 feet) of evil creatures and objects, a bodhisattva can use this ability to track evil creatures, substituting a Sense Motive check in place of a Survival check. The base DC for tracking in this fashion is determine not by the firmness of the ground but by the strength of the strongest evil aura in the group being followed (which may be an object rather than a creature).

Strength of Aura	Sense Motive DC
Overwhelming	5
Strong	10
Moderate	15
Faint	20
Per 5 evil creatures in the group being followed	-1
Per 24 hours since trail was made	+5
Object/creature teleports or is carried in extradimensional space	+10

While tracking with the scent of evil generally works like traditional tracking, terrain, creature size, weather, and



visibility are irrelevant. However, certain magical spells can dampen the spoor of evil and make it harder to trace.

Spell	Sense Motive DC
<i>misdirection</i>	DC = save DC
<i>nondetection</i>	DC 11 + caster level
<i>obscure object</i>	DC 11 + caster level
<i>antimagic field</i>	DC 16 + caster level
<i>mind blank</i>	DC 21 + caster level

Except as noted above, tracking with this ability follows the normal rules for frequency of tracking checks, re-finding a lost trail, etc. Note that while a bodhisattva can track the faint residue left behind by a creature using an *antimagic field*, the field blocks any other use of his perceive taint ability, as it would any other supernatural ability. This replaces divine grace.

Celestial Channeling (Su): At 4th level, a bodhisattva can expend two uses of her lay on hands ability to channel energy, as normal for a paladin. However, in addition to the

ability to heal or damage undead with this channeled energy, a bodhisattva may use the celestial energies she channels to create one of the following effects. Saving throws, where applicable, have a DC of $10 + \frac{1}{2}$ the bodhisattva's paladin level + her Charisma modifier. He may select one of these alternate effects at 4th level, plus an additional ability every 4 levels thereafter.

Anointed Alkar: You wreath yourself in heavenly light, which may resemble a pale nimbus of light surrounding your body, a golden or silver halo of radiance around your head or beams coming from your eyes, or whatever manifestation you wish for 1 minute. You shed bright light in a 10-foot radius and dim light in a 20-foot radius. Evil creatures within the bright light you create are automatically dazzled, while good-aligned allies are heartened and gains a +2 morale bonus on saves against exhaustion, fatigue, fear, pain, or harmful emotion effects.

Banish Nether Spirits: You can banish one or more evil outsiders (or outsiders called or summoned by an evil spellcaster) back to their home plane, affecting a number of Hit Dice equal to your paladin level plus your Charisma modifier within 30 feet. Creatures with the fewest Hit Dice are affected first, and creatures are unaffected if there are not sufficient Hit Dice available to fully affect them. Creatures succeeding on a Will save are not banished but are sickened for 1 round unless they have more Hit Dice than your paladin level.

Censure the Wicked: You cause all evil outsiders, half-fiends, and fiendish creatures (or creatures summoned or magically controlled by them) within 10 feet to become dazed for 1 round (Will negates). You can increase the radius you affect by 5 feet for each additional use of your lay on hands ability you expend.

Chastise the Wicked: You cause all evil outsiders, half-fiends, and fiendish creatures (or creatures summoned or magically controlled by them) in a 30-foot cone-shaped burst to become frightened for 1 minute. Creatures succeeding on their saving throw are shaken for 1 round unless they have more Hit Dice than your paladin level. If you attack a frightened creature, the effect is ended for that creature (but not for others).

Heavenly Vigor: You grant all allies within 30 feet temporary hit points equal to your paladin level (or equal to twice your paladin level if they are currently below 50% of their normal amount of hit points). Allies who are not good-aligned gain only one-half the normal benefit from this ability. These temporary hit points last for one minute per paladin level and do not stack with other temporary hit points. If you expend an additional use of lay on hands you can use this ability as a move action, or as a swift action if you expend two additional uses of lay on hands.

Spontaneous Goodness: As a swift action, you may expend one or more uses of your lay on hands to spontaneously cast a spell from the paladin spell list with the good descriptor or of the conjuration (healing) subschool. You need not have the spell prepared, but it must be a spell of a level you are able to cast. Spells you spontaneously cast in this way do not count against your daily spells per day.

This alters channel positive energy and replaces aura of resolve and aura of justice.

Summon Satva (Su): At 5th level, you learn to call upon the heavens for aid, bringing into being disembodied celestial spirits representing the great virtues. You can use this ability once per day at 5th level, plus one additional time per day for every 4 levels after 5th.

When you summon a satva, it appears in any unoccupied square within 30 feet and occupies a 5-foot square, though the satva is insubstantial and transparent and does not block line of sight or line of effect, nor does it provide cover or concealment. You can move a satva up to 30 feet as a move action. If you wish, a summoned satva sheds light as a *light* spell. A satva cannot be attacked, though it can be dispelled (using your paladin level as its caster level) or banished as if it were a summoned creature; it uses your saving throws to resist effects that would dismiss or banish it. You may summon the following satvas, though you may summon each type no more than once per day.

Satva of sacred courage: This spirit inspires you and your allies in battle, granting a +1 sacred bonus on attack and damage rolls when adjacent to the satva, and their weapons are considered good-aligned for the purpose of overcoming damage reduction.

Satva of healing: This satva can heal up to 1d6 points of damage per paladin level. You or any ally can draw upon this healing power as a standard action when adjacent to the satva, up to a maximum number of d6 of healing equal to its Charisma modifier. A creature occupying the satva's space when this healing is tapped adds 1 point per die to the healing it gains. When the satva's healing capacity is exhausted, it dissipates.

Satva of heroism: This satva grants adjacent allies DR/good equal to one-half your paladin level. An ally sharing its space also gains the Diehard feat, and if you share the satva's space you can use your lay on hands ability once per round as a free action. This does not grant additional uses of lay on hands, just the ability to use it as a free action.

Satva of the fallen: This satva grants adjacent allies fast healing equal to one-half your paladin level. In addition, if you are adjacent to the satva or occupy its space and an ally within 30 feet is reduced to zero or fewer hit points, you can expend one use of your lay on hands as an immediate action to heal that character, adding a bonus equal to your paladin level to the number of hit points healed. You cannot use this ability to assist a character reduced below 0 hit points as a result of ability damage or drain, energy drain, death effects, or *disintegrate*.

CENSOR

(INQUISITOR ARCHETYPE)

An imperial bureaucracy is always rife with corruption, and censors are the cold-blooded seekers of truth who investigate strange happenings and track down and silence those who would sow sedition or bring dishonor on the empire.

Eye for Detail (Ex): A censor adds her Wisdom bonus on Diplomacy checks made to gather information, and also adds one-half her inquisitor level as an insight bonus on Perception checks to see through a disguise, spot a forgery, or notice a Sleight of Hand check. This replaces monster lore.

Pierce Deception (Ex): At 3rd level, a censor's clear vision can penetrate magical obfuscation, reducing the miss chance granted by any magical illusion effect by 5% per 2 inquisitor levels. A miss chance based on physical deflection of attacks, such as *entropic shield*, or by non-magical darkness, fog, and the like is unaffected. This replaces solo tactics and the teamwork feat gained at 3rd level.

Erasure (Ex): At 6th level, a censor adds *erase* and *memory lapse*^{APG} to his list of spells known as 1st-level spells. In addition, when a censor targets a single creature with a mind-affecting effect and the target fails its save, the censor can expend a 1st-level spell slot to ask that creature a single question that can be answered with a single word or short phrase. The target is entitled to a second saving throw against the original spell's DC; if the save is failed, the target answers the question truthfully and then forgets having answered the question. This replaces the teamwork feat normally gained at 6th level.

Censoring Critical (Su): At 9th level, when a censor confirms a critical hit while using her judgment, she may expend a 2nd-level spell slot as a swift action to deal the target 2 points of Charisma damage and afflict the target with the caster croak spellblight^{UM} for a number of minutes equal to her inquisitor level. A successful Will save (DC 10 + 1/2 the censor's inquisitor level + her Wisdom modifier) negates the effect. If the target is already afflicted with caster croak (including from this ability), a failed save renders the target completely unable to speak until all Charisma damage dealt by this ability is healed. This replaces the teamwork feat normally gained at 9th level.

Piercing Realization (Sp): At 12th level, when a censor strikes a target while using her judgment, she can expend a 3rd-level spell slot as a swift action to gain the benefits of *true seeing* against that target for as long as her judgment continues. This replaces the teamwork feat normally gained at 12th level.

Truthful Reversion (Su): At 15th level, when a censor strikes the target of her judgment, she is immediately aware if the target is using any effect that alters or disguises its true form, including not only illusions and polymorph effects but also effects that alter the target's size or the composition of its body, such as *enlarge person*, *iron body*, *righteous might*, or *statue*. In addition, as a swift action she may expend a 4th-level spell slot as a swift action that does not provoke attacks of opportunity to unravel that shapechanging effect and lock the target into its true form. If the target has the shapechanger subtype or is using a supernatural effect to change or disguise their shape, it is forced into its true form if it fails a Will save (DC 10 + 1/2 the censor's inquisitor level + her Wisdom modifier) and must remain in that form for a number of rounds equal to the censor's inquisitor level. If the disguise or shapechange was the result of a spell (or

multiple spells), this ability affects those spells as *greater dispel magic*, though it does not dispel any other spells that might be affecting the target. This replaces the teamwork feat normally gained at 15th level.

Step Into the Light (Su): At 18th level, a censor can expend a 5th-level spell slot as a swift action that does not provoke attacks of opportunity, creating a circle of bright light in a 30-foot radius centered on himself, lasting a number of rounds equal to her Wisdom modifier. All enemies within the light must succeed on a Will save (DC 10 + 1/2 the censor's inquisitor level + her Wisdom modifier) or be compelled to reveal themselves. On a failed save, affected creatures may not lie (as if the area was a *zone of truth*) and they must cease using Stealth, unlock and open doors between themselves and the detective, and dismiss, suppress, or dispel if necessary magical effects that grant *invisibility* or any other form of concealment from the censor. As long as the censor remains within the light, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures entering the area after the light is created must save or be affected as well. This replaces the teamwork feat normally gained at 18th level.

JADE FIST (BLOODRAGER ARCHETYPE)

Bloodragers draw raw magical energies through their bodies and souls with every breath, but some few tap into the power of physical objects and substances like the blessed purifying jade stone, willing to transform their mortal flesh to achieve purification and perfection.

Bloodrage: A jade fist's bonus on Will saves when in a bloodrage applies only against fear, necromancy effects, and effects created by undead.

Spells: A jade fist adds *blessed jade strike* (see sidebar) to his list of spells known, treating it as a 3rd-level spell.

Jade Rager (Su): When a jade fist enters a bloodrage, his skin takes on the appearance and texture of smooth, unyielding stone, typically pale green in color but sometimes white, deep green, or less commonly rust-red, brown, or black. He gains a +2 natural armor bonus to AC but takes a -2 penalty to Dexterity. He also gains a +2 bonus on saving throws against death effects, disease, energy drain, paralysis, poison, sleep, stunning, and necromantic effects. At 12th level, these bonuses (and the jade fist's penalty to Dexterity) are increased by 2.

This replaces the bloodline powers normally gained at 1st and 12th level.

Stonefist (Ex): A jade fist gains Improved Unarmed Strike as a bonus feat, and his unarmed strike deals 1d6 points of damage (for a Medium-sized jade fist). This replaces fast movement.

Stone Body (Su): At 2nd level, a jade fist learns to infuse himself with the purity and strength of blessed jade to

protect himself from harm. He gains DR 1/adamantine, and this DR increases by 1 for every 2 levels after 2nd. This replaces uncanny dodge and damage reduction.

Fist of Life (Su): At 4th level, a jade fist can expend one spell slot as a swift action in order to grant his unarmed strike the *lifesurge*^{UE} weapon property, making it a potent weapon against the undead. His unarmed strike is considered to have an enhancement bonus +1, increasing by 1 for every 4 levels after 4th, though this enhancement bonus applies only against undead. This effect lasts for 1 round if he expends a 1st-level spell, 1 minute if he expends a 2nd-level spell, 10 minutes if he expends a 3rd-level spell, and 1 hour if he expends 4th-level spell.

If the jade fist is at least 8th level, he can confer this effect on a weapon he is wielding rather than his unarmed strike. The target weapon must be at least partially constructed of jade (though this can include a jade hilt, guard, inlay, or similar embellishment), and the enhancement bonus he grants to a weapon is 1 lower than he provides to his unarmed strike.

This replaces the bloodline power normally gained at 4th level.

Raging Fortification (Ex): At 5th level, when a jade fist enters a bloodrage, his impervious flesh and calcified vitals are difficult to penetrate, guarding him from major injuries. He has a 25% chance to ignore any critical hit, precision-based damage, or similar effect; this overlaps and does not stack with the effect of *fortification* armor or similar effects. At 15th level, this increases to 50%. This replaces improved uncanny dodge and the bloodline feat normally gained at 15th level.

Imposition of Purity (Sp): At 14th level, when a jade fist confirms a critical hit with his unarmed strike, a melee touch attack made to deliver a spell, or a weapon made of jade, he can expend a 4th-level spell slot to cast *jade prison* (see sidebar) as a swift action on the target. The spell is treated as 4th level for all purposes when cast in this way, and casting it does not provoke attacks of opportunity. This replaces indomitable will.



These spells were first published in the *Asian Spell Compendium* and are reprinted here for ease of reference.

BLESSED JADE STRIKE

School transmutation [good]; **Level** cleric 4, magus 3, occultist 3, paladin 3

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

You infuse a touched weapon with the power of holy and blessed jade, making it a purifying weapon against the powers of death. The touched weapon is treated as an *undead bane* weapon and deals full damage to incorporeal undead creatures. In addition, whenever the wielder confirms a critical hit against an undead creature (or rolls a natural 20 on an attack roll against an incorporeal undead), that undead creature is blinded for 1 round (Fortitude negates).

JADE PRISON

School transmutation [good]; **Level** cleric 7, magus 6, occultist 6

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets evil creature touched

Duration concentration, up to 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

You attempt to leach out the evil taint within the target using the purity of holy jade. If the target succeeds on its initial saving throw, it takes 1d3 points of Dexterity damage but is otherwise unaffected. If the target fails its initial saving throw, it takes 1d4 points of Dexterity drain and Constitution drain and is paralyzed as its flesh begins transforming into jade stone. The target can take purely mental actions, but the sanctified jade encasing it affects it as *dimensional anchor*. The target is considered to have hardness 8 if attacked while paralyzed, but *holy* weapons and effects with the good descriptor ignore this hardness.

Each round you maintain concentration, the target must save again. A successful save deals Dexterity damage as noted above but ends the effect. A failed save results in continuing paralysis and Dexterity and Constitution drain. If the target's Dexterity or Constitution is reduced to 0, the creature is petrified, its evil encysted in a solid statue of pitted, discolored, and valueless jade. This spell has no effect on living creatures that do not have the evil subtype.

This spell affects evil undead, even if they are incorporeal or normally immune to paralysis or petrification. The spell functions as describe above, but deals Charisma drain in place of Constitution drain.

JINSHI (WIZARD ARCHETYPE)

Arcane magic in the lands of the east is often practiced by mysterious hermits like the wushen, but many nations maintain an elaborate bureaucracy of both mundane and magical servants recruited through a rigorous series of examinations throughout their empire. Some governments make eunuchs of these aspiring public servants, either to fight nepotism and corruption in the bureaucracy or as punishment for those compelled into service, though some take on that burden willingly in exchange for the honors and benefits that may accrue to their families.

Alignment: A jinshi must be devoted to public service and may not be of chaotic alignment.

Bureaucratic Duties: A jinshi is an academic expert in fields of magical knowledge and must make himself available to those seeking his counsel. He automatically gains the benefits of average living expenses^{CRB} at no cost when in or near any village, town, or city; however, he is required to spend at least seven days per month serving at the behest of the local government. He can donate 10 gp per wizard level per month to the local government, library, or institution of higher learning in lieu of this service, though he must appear in person to serve at least twice a year to make his report. A donation of written material, including valuable books or scrolls, counts as double its actual value.

Diplomatic Training (Ex): A jinshi adds Bluff, Diplomacy, and Sense Motive to his list of class skills, and when he takes a rank in Linguistics he may choose to learn two languages instead of one. In addition, a jinshi automatically gains *comprehend languages*, *share language*^{APG}, and *tongues* as spells known when he first learns spells of the appropriate level.

Jinshi Repository (Su): A jinshi cannot gain a familiar but must choose to create a bonded object, which serves as his badge of office. He can enchant this item if he wishes but cannot use it to cast any spell from his spellbook. However, he can use it to tap into a vast repository of magical knowledge shared by all jinshi who have passed their examinations.

This allows him to call one or more spells to mind each day into an open spell slot of the appropriate level. Retrieving a spell from the jinshi repository is a standard action, and once called to mind the spell must be cast within 1 minute per level of the jinshi or it is lost from memory, as if it had been cast. The jinshi must provide all necessary components for the spell, though if he has the Eschew Materials feat any retrieved spell is treated as if it had been prepared with that feat. Retrieved spells cannot otherwise be modified with metamagic feats.

A jinshi can retrieve a number of spell levels each day equal to one-half his caster level (minimum 1), which can be apportioned as a single spell or as multiple spells. The spells retrieved must be of a level that he is able to cast, and if he is not a universalist these spells may not be from his prohibited schools. He need not have the spell(s) he retrieves in his spellbook.

After retrieving spells from the repository, a jinshi is

expected to replenish that magical energy within 1 day per wizard level by expending one or more prepared spells whose levels total the levels of the retrieved spell(s). This requires a full-round action while the jinshi is touching his bonded object, and it expends the prepared spell(s) as if they had been cast. A jinshi can only replenish magical energy already withdrawn; he cannot donate magical energies in advance to count against future retrieval. If he does not replenish the energy of spells he has retrieved within the allotted time, he cannot retrieve new spells until that magical debit has been paid.

This modifies arcane bond.

Cooperative Caster (Su): A jinshi learns how to combine his magical energies with those of others. He gains Allied Spellcaster^{APG} as a bonus feat, and he gains the benefits of this feat whenever he is adjacent to an allied spellcaster who prepares arcane spells, even if that ally does not have this feat. If an adjacent ally does have this feat and the jinshi and that ally cast the same prepared arcane spell simultaneously by readying an action, the save DC of both spells is increased by 1 (or by 2 for creatures that are affected by both spells simultaneously). Furthermore, if their caster levels are not the same, both the jinshi and his ally use the higher of their two caster levels when rolling any caster level checks associated with the spell.

As a standard action, you can expend one use of your 1st-level school power to grant the Allied Spellcaster^{APG} feat to an ally you touch until the end of your next turn. If you expend two uses of your 1st-level school power, your ally gains the use of this feat for a number of rounds equal to 1 + 1/2 your wizard level.

This replaces Scribe Scroll and modifies your 1st-level school power.

Lore Master (Ex): At 5th level, a jinshi becomes a master of lore and can take 10 on any Linguistics check or a Knowledge skill check that he has ranks in. He can choose not to take 10 and can instead roll normally. In addition, once per day, a jinshi can take 20 on any Knowledge or Linguistics skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level. This replaces the bonus feat normally gained at 5th level.

Mighty Spell (Su): At 10th level, when a jinshi retrieves a spell from the jinshi repository, once per day he can add the effect of the Empower Spell or Extend Spell metamagic feat to that spell without increasing its level. He can use this ability one additional time per day every 5 levels after 10th, and at 15th level and above he may expend two daily uses of this ability to add the effect of Maximize Spell or Widen Spell instead. He may instead use this ability with other spells he has prepared when he casts a spell simultaneously with an ally. This replaces the bonus feats normally gained at 10th and 20th level.

Jinshi Minister (Ex): At 15th level, a jinshi attains a high rank within the bureaucracy. He no longer needs to serve his ordinary bureaucratic duties or donate money or treasure



to it, though he must attend at least six meetings per year with other ministers, rulers, or nobles. He may call these meetings himself, requesting an audience with people of such station, or may respond to invitations from others of similar rank.

As a standard action, the jinshi can grant the Allied Spellcaster^{APG} feat to all spellcasting allies within 30 feet who can see and hear him. Allies who are not spellcasters instead gain Shielded Caster^{APG} as a bonus feat. Allies retain the use of this bonus feat for 1 minute, and they need not meet the prerequisites of these bonus feats. The jinshi can use this ability once per day at 15th level, plus one additional time per day at 5th level and for every 5 levels thereafter.

This replaces the bonus feat normally gained at 15th level.

KAIJU CALLER (UNCHAINED SUMMONER ARCHETYPE)

Most summoners delve into the strange and inscrutable realms of the planes beyond our own to seek their otherworldly servants, soldiers, and minions, but a rare few hunt far bigger game in their service. They dare expend their power in quest of the mightiest titans and most colossal creatures imaginable, calling out to them with drum and chant and invoking their wrath on all who stand against them.

Weapon and Armor Proficiency: A kuma is not proficient in medium or heavy armor.

Titanic Summons (Su): When a kaiju caller uses his *summon monster* spell-like ability, he may expend two daily uses of that ability to summon a larger version of the creature he selects. The summoned creature's size is increased by one size category, gaining the benefits of *enlarge person* (regardless of its type).

Primal Eidolon: A kaiju caller cannot summon an eidolon until he reaches 5th level, at which point he must immediately select the Large evolution for his eidolon. At 15th level, a kaiju caller must select the Huge evolution for his eidolon.

A kaiju caller's eidolon is brutish and unintelligent, with an Intelligence score of 1 and only 1/4 as many skill points as normal, as noted on Table 1-6: Eidolon Base Statistics in *Pathfinder Roleplaying Game Pathfinder Unchained*. However, it is immune to Intelligence damage or drain. This modifies eidolon. The eidolon's own abilities are modified as follows:

Primal Ferocity (Ex): A 5th level, a kaiju caller's eidolon does not fall unconscious at negative hit points but is staggered and continues to lose 1 hit point per round unless it is stabilized. It does not die unless its negative hit point total exceeds its Constitution score plus the kaiju caller's summoner level. This replaces evasion.

Primal Defiance (Ex): At 10th level, a kaiju caller can delay the onset of one harmful condition or affliction (such as panicked, paralyzed, stunned, and so on) that would affect his eidolon, including permanent and instantaneous conditions, as an immediate action once per day. This

delays the onset of the condition until the end of his next turn, after which time the condition takes its normal effect. This cannot delay hit point damage or ability damage.

Alternatively, as a standard action the kaiju caller can grant his eidolon a new saving throw against a harmful condition, affliction, or effect requiring a Fortitude or Will save that is affecting it. A successful save ends the effect (or counts toward curing an affliction like a poison or disease), while a failed save does nothing. This ability is of no help against instantaneous effects, effects that do not allow a saving throw, or effects that do not require a Fortitude or Will save. This ability can be used once per day, plus once per day for every 5 levels after 10th. This replaces improved evasion.

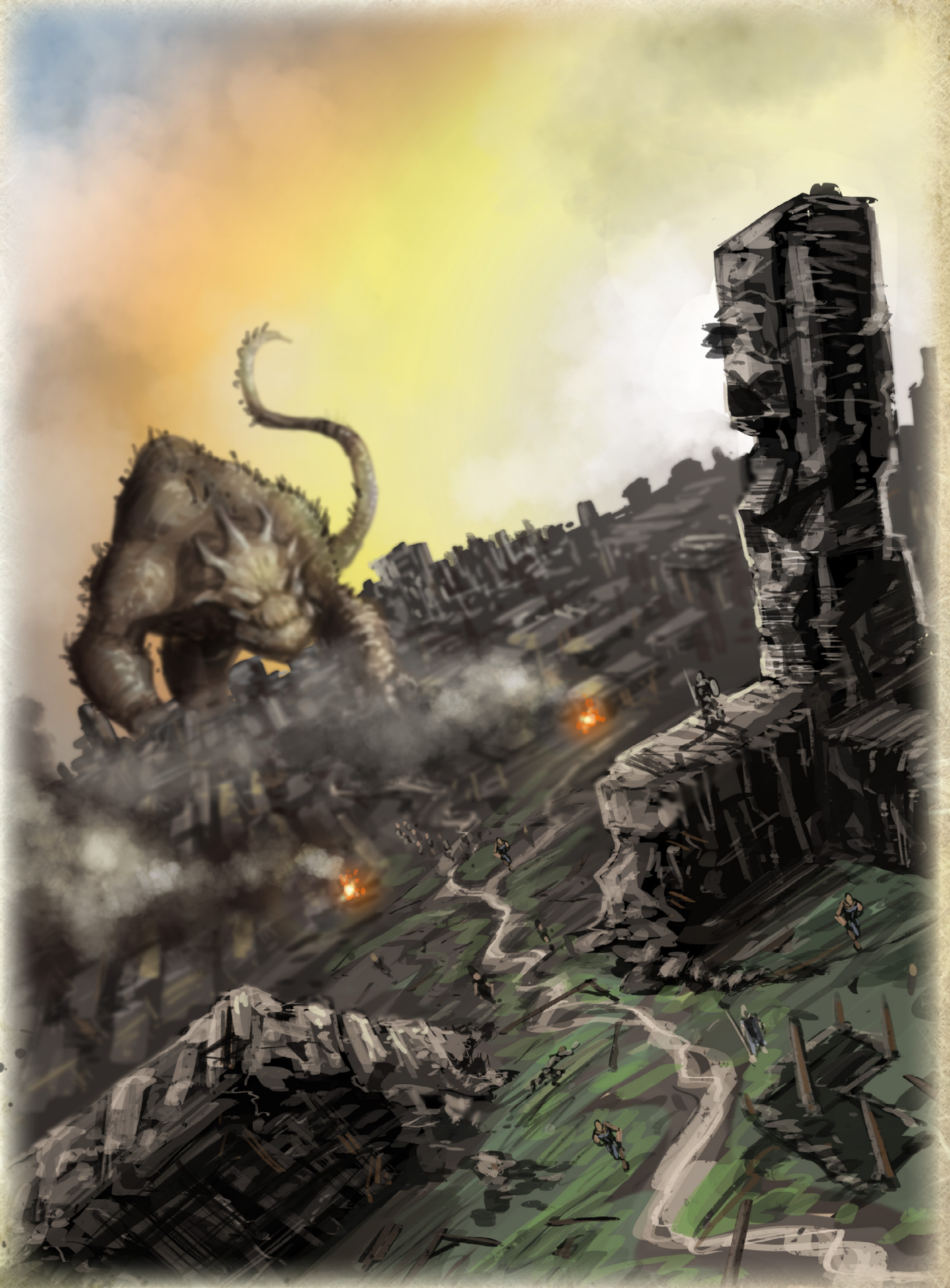
Chant of Doom (Su): At 8th level, a kaiju caller can expend one daily use of his *summon monster* spell-like ability while bellowing a terrifying primal chant imploring the attention of the great kaiju. This causes the sky to seem to grow dark, the wind to rise, trees to sway, and the distant tread of enormous footsteps to be heard and felt, interspersed with faraway echoing screeches and roars that slowly draw closer. Living enemies within 30 feet of the kaiju caller automatically become shaken (no save) as long as he continues to chant, up to a maximum number of rounds equal to his Charisma modifier or his number of ranks in Perform (singing), whichever is less (minimum 1 round). This cannot cause a creature to become frightened or panicked, even if they are already shaken. Beginning this chant is a move action but maintaining it is a free action in subsequent rounds. The kaiju caller can take other actions while chanting but cannot cast spells with a verbal component or speak command words while maintaining the chant. If the kaiju caller is deaf, he has a 20% chance for this ability to fail without effect, still expending one use of his *summon monster* ability. This is a sonic mind-affecting fear effect, and deaf creatures are immune to it.

If a kaiju caller has a drum or similar percussion instrument, he may play this instrument rather than chanting in order to create this effect (using Perform (percussion) in place of Perform (singing) to determine the maximum duration he can maintain the effect). If he does so, he can speak and utter command words while maintaining the chant but must use both hands to continue playing the instrument and so cannot cast spells with somatic components or perform other actions requiring his hands.

While this expends a use of his *summon monster* ability, using it does not interfere with the kaiju caller's ability to summon other monsters or his eidolon.

This replaces transposition.

Sound and Fury (Su): At 10th level, a kaiju caller can use his chant of doom to inspire allies with a battle fury, granting them a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saves, though they also take a -1 penalty to AC and cannot use Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, or Ride) or use any ability that requires concentration. The bonus this ability grants to Will saves



increases by 1 for every 4 levels after 10th, and at 18th level the bonuses to Strength and Constitution also increase by 2. Allies may choose whether to accept this battle fury. Unlike a barbarian's rage, they do not become fatigued when the rage ends. If allies have their own rage abilities, they may use the bonuses granted by those abilities instead of those from this ability without expending rounds of their own rage ability, though while doing so they cannot use other related abilities that depend on rage, such as activating rage powers, blood casting, or bloodrager bloodline abilities. This replaces aspect and greater aspect.

Invoke Disaster (Sp): At 20th level, a kaiju caller can expend two uses of his *summon monster* spell-like ability in order to create a localized natural disaster, duplicating the effect of any of the following spells: *control weather*, *earthquake*, *storm of vengeance*, *tsunami*^{APG}, *whirlwind*. Alternatively, he can expend all of his daily uses of *summon monster* in order to call a kaiju to him. This may be a specific kaiju^{B4} or spawn of the destroyer^{ISB} known to exist in the campaign world, or may take the form of a tempest, thalassic, or thunder behemoth^{B3}. The kaiju or spawn arrives within 1d100 minutes and is not under the kaiju caller's control. After using this ability, the kaiju caller takes a number of points of Constitution damage equal to the level of the spell he duplicates (or 10 points of Constitution damage for summoning a kaiju) and becomes exhausted. A successful Fortitude save (DC 20 + the spell's level) reduces Constitution damage by half and leaves the kaiju caller fatigued rather than exhausted. This replaces twin eidolon.

KANNUSHI (DRUID ARCHETYPE)

Kannushi perform rituals to contact the gods and kami, speaking on their behalf as well as mediating with humans and watching over sites holy to the spirits.

Class Skills: The kannushi adds Diplomacy, Knowledge (local), and Knowledge (planes) to her list of class skills. This replaces proficiency with medium armor and with shields.

Divine Mediator (Ex): A kannushi gains a +2 bonus on Diplomacy checks, Knowledge (local, planes, and religion) checks, and wild empathy checks.

Kami Tutelage (Ex): A kannushi learns to emulate the magical abilities of the kami with his spells. He adds the following spells to his druid spell list at the indicated spell levels: 1st—*alarm*, *desperate weapon*^{UI}; 2nd—*augury*, *conditional favor*^{UI}; 3rd—*meticulous match*^{UI}, *see invisibility*; 4th—*divination*, *selective alarm*^{UI}; 5th—*dimension door*, *restoration*; 6th—*breath of life*, *prognostication*^{UI}; 7th—*restoration (greater)*, *statue*; 8th—*true prognostication*^{UI}, *waves of exhaustion*; 9th—*teleport (greater)*, *time stop*.

In addition, the kannushi adds the following kami to the lists of creatures he can summon with *summon nature's ally* spells: shikigami^{B3} (3rd), kodama^{B3} (5th), zuishin^{B3} (7th). The kannushi can also call kami with *entice fey*^{UI} and similar spells. Instead of calling or summoning an existing kami, he can opt to cause a nascent kami to temporarily bond with a potential ward that lacks a kami, essentially drawing

the kami forth from its new ward (which serves as a focus component for the spell). This replaces spontaneous spells.

Nature Bond (Ex): A kannushi does not gain nature bond until 4th level. He treats his druid level as 3 lower for the purposes of nature bond. If the kannushi worships an elder jinushigami or elder fey, he can choose one of that spirit's domains instead of those domains normally permitted by nature bond. This alters nature bond.

Shrine Trust (Su): At 9th level, a kannushi is entrusted with the care of a sacred site such as a shrine or place of pilgrimage within a 60-foot radius. Its sacred power protects the place and anything the kannushi stores there, as well as creatures the kannushi invites within, as the spells *nonetection* and one of the following: *magic circle against chaos*, *magic circle against evil*, or *thaumaturgic circle*^{OA}. Bodies interred there cannot be turned into undead creatures. Finally, a spell can be bound to it in a fashion similar to *hallow*. You need not cast this spell and can change any choices about the shrine's wards once per month with a day-long ritual. This ability replaces venom immunity.

KENJA (CLERIC ARCHETYPE)

Kenjas are ascetic priests, sworn to a path of peaceful contemplation and communion with the living and the dead. They live gently, with a courageous commitment to nonviolence and bound to the vision of being a blessing to all they encounter.

Alignment: Dedicated to the cause of peace and thoughtful cooperation, kenjas cannot be of evil alignment.

Vow of Peace: A kenja must strive to attain peace and may only use violence as a last resort. He can never strike the first blow in combat. If attacked, he must use the fight defensively action or the total defense action for the first 2 rounds, or cast defensive or healing spells on allies, and even when attacking he must always choose to deal nonlethal damage against living targets. He must always give his opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join a civilized society as a productive member (obviously this excludes many monsters). Many kenjas are vegetarians, though it is not a strict requirement. These restrictions do not apply against constructs, oozes, or undead, or against outsiders whose alignment is opposed to the kenja's on the good-evil or law-chaos axis.

Weapon and Armor Proficiency: A kenja is not proficient with armor or shields. A kenja is proficient with the bolas, club, light mace, quarterstaff, sap, sling, and staff sling.

AC Bonus: When unarmored and unencumbered, a kenja adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a kenja gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four cleric levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the kenja is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.



Ancestor Worship (Su): A kenja has the ability to call upon his ancestors for advice and counsel. He can commune with them as a move action in order to gain a +2 insight bonus on a single d20 roll that the kenja makes before the end of his next turn. If not used, this bonus is wasted. He can use this ability a number of times per day equal to his Wisdom modifier plus 1/2 his cleric level.

In addition, once per day a kenja can expend three daily uses of this ability to enter a trance in which he calls a council of the ancient spirits to offer him advice. This trance lasts for 10 minutes, which must be uninterrupted and during which he can take no other actions. When he

comes out of this trance, he has gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 9th level, the knowledge he gains is equivalent to a *commune* spell.

This replaces the 1st-level domain power for one of the kenja's domains. He retains 1st-level domain power for his other domain.

Merciful Touch (Su): A kenja can heal wounds (his own or those of others) by touch. Each day he can use this ability a number of times equal to 1/2 his cleric level plus his Charisma modifier. With one use of this ability, a kenja can heal 1d6 hit points of damage for every two kenja levels he possesses. Using this ability is a standard action, unless the kenja targets himself, in which case it is a swift action.

At 3rd level and every 3 levels thereafter, a kenja may select a mercy (as the paladin class feature) to add to the effect of her merciful touch, using her cleric level in place of her paladin level.

Rather than healing a creature, a kenja can instead use this ability once per round when making an unarmed strike attack to quell the target's hostile impulses, as if he had the Touch of Serenity^{APG} feat. The duration of this effect is increased by 1 round at 6th level and every 6 levels thereafter, though the duration does not stack if a creature is affected more than once.

When casting a spell that normally deals lethal damage, a kenja can expend one use of this ability in order to convert that spell's damage to nonlethal damage, as if he had prepared the spell with the Merciful Spell^{APG} feat.

Unlike a paladin's ability to lay on hands, a kenja cannot use her merciful touch to damage undead. This replaces channel energy.

Spontaneous Casting: In addition to spontaneously casting *cure wounds* spells in place of previously prepared spells, a kenja can spontaneously cast *peacebond*^{UC} in place of a prepared spell of 1st level or higher, or *calm emotions* in place of a prepared spell of 2nd level or higher.

Unarmed Strike (Ex): A kenja gains Improved Unarmed Strike as a bonus feat, and deals damage with his unarmed strike as a monk, using his cleric level in place of his monk level.

Beneficent Blessing (Su): At 4th level, a kenja can grant a blessing to a willing creature, granting it the benefit of a *sanctuary* spell as well as a +2 deflection bonus to AC and a +2 resistance bonus on all saving throws. While this blessing is in effect, the target also gains a +2 bonus on Diplomacy checks due to the air of harmony and good fortune that surrounds it. This blessing persists until the recipient is struck by an attack or fails a saving throw. A kenja can have only one such blessing in effect at a time. If he provides a beneficent blessing to a new creature, the blessing on the previous creature ends.

At 8th level, a kenja can maintain a beneficent blessing on two creatures simultaneously, or can bless a single creature while increasing the bonuses above to +3.

At 16th level, a kenja can maintain a beneficent blessing on a number of creatures equal to his Wisdom modifier simultaneously, or can bless a single creature while increasing the bonuses above to +4.

Alternatively, a kenja can use this ability on an unwilling creature, preventing it from drawing a weapon for a number of rounds equal to his cleric level. This has no effect on natural weapons or weapons already in a creature's hands, but does prevent creatures from drawing ammunition for a ranged weapon. A Will save (DC 10 + 1/2 the kenja's cleric level + his Charisma modifier) negates this effect, and whether or not the save is successful, a creature cannot be the targeted with this blessing again for 1 day.

This replaces the second domain power (typically gained at 6th or 8th level) for one of the kenja's domains. He retains the second domain power for his other domain, which need not be the same domain for which he retained the 1st-level domain power.

MANTIS MADONNA (MAGUS ARCHETYPE)

There are otherworldly priesthoods devoted to the cultivation of an eventual savior of the universe. These strange cults believe that such saviors can be born and bred through the mixing of carefully chosen genetic lines grafted with the essence of ancient and alien plant matter that they believe contains the literal seed of creation and salvation, and they train cadres of aspirants and initiates in the higher mysteries of the mind, body, and spirit in seeking physical and mystical perfection suited for the mothers (or, rarely, fathers) of their hoped-for cosmic messiah.

Weapon and Armor Proficiency: A mantis madonna is not proficient with light armor and cannot cast magus spells in light armor without incurring an arcane spell failure chance. She is not proficient with martial weapons. This alters weapon and armor proficiency.

Spells: A mantis madonna uses Wisdom to determine the level of spells she can cast, bonus spells, and the save DC of spells she can cast. Her spells are considered psychic magic^{OA} spells, using thought and emotion components in place of verbal and somatic components. A mantis madonna treats all spells (including o-level knacks) on the psychic spell list as magus spells and may cast them using her magus spell slots.

Unlike a typical magus, a mantis madonna's selection of spells is limited, she begins play knowing four o-level cantrips or knacks and two 1st-level spells, which may be chosen from the magus spell list^{UM} or the psychic spell list^{OA}. Thereafter, she learns one or more new spells each time she advances in level, gaining the same number of spells known as a bard^{CRB} and selecting her spells from the magus or psychic spell lists. Unlike a magus, the number of spells a mantis madonna knows are not affected by her Intelligence score; the number of spells she knows is fixed.

At 4th level and every even-numbered level thereafter, a mantis madonna can choose to learn a single new spell in

place of one she already knows. The new spell must be of a level she can cast, and it must be at least 1 level lower than the highest level of spells she can cast. She can swap only a single spell at any given level, and she must choose whether to swap a spell at that level.

A mantis madonna need not prepare her spells in advance. She can cast any magus or psychic spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

This modifies spells.

Arcane Pool (Su): A mantis madonna uses her Wisdom modifier to determine how many points she has in her arcane pool. She can expend 1 point from her arcane pool to grant an enhancement bonus to her unarmed strike for 1 minute; she cannot grant an enhancement bonus to any other weapon. In addition, she can expend 1 point from her arcane pool to grant herself a +4 natural armor bonus to AC for 1 minute, and this bonus increases by 1 every 4 levels beyond 1st, to a maximum of +8 at 17th level. Multiple uses of this ability do not stack with themselves. This alters arcane pool.

Stunning Fist (Su): A mantis madonna gains the stunning fist class feature of a monk, using her magus level as her monk level. This replaces spell combat.

Unarmed Strike (Ex): A mantis madonna gains Improved Unarmed Strike as a bonus feat, and her unarmed strike deals damage as a monk, treating her magus level as her monk level. This replaces proficiency with light armor and martial weapons, as well as medium armor at 7th level and heavy armor at 13th level.

Empty Hand Spellstrike (Su): A mantis madonna can use spellstrike only while making unarmed strike attacks. This alters spellstrike.

Magus Arcana: Any magus arcana a mantis madonna selects whose effects are normally dependent on the magus' Intelligence modifier are instead dependent on her Wisdom modifier. In addition, the following magus arcana are unique to mantis madonnas:

Astral Projection (Su): The mantis madonna can expend 1 point from her arcane pool to detach her consciousness from her body and project her senses elsewhere. This functions identically to *arcane eye* but also allows her to hear. The invisible magical sensor appears like a transparent duplicate of her body to creatures using *see invisibility*, *true seeing*, or similar magic.

If the mantis madonna spends 2 points from her arcane pool, she can project her consciousness into other planes, as if she had cast *lesser astral projection*^{UM}, affecting only herself. She can bring the spirits of willing allies along with her if she expends 2 points from her arcane pool for each such companion.

A mantis madonna must be at least 9th level before selecting this magus arcana.

Combat Precognition (Su): The mantis madonna can expend 1 point from her arcane pool as a move action, or as a swift action after touching a creature (including after a successful

unarmed strike) in order to read its thoughts and intentions and react to them in combat, as if she had cast *anticipate thoughts*^{OA}. If she uses this ability after confirming a critical hit, the save DC is increased by 4. A mantis madonna must be at least 6th level before selecting this magus arcana.

Emotional Empath (Su): The mantis madonna can expend 1 point from her arcane pool as a swift action after touching a creature (including after a successful unarmed strike) you may choose to read that target's surface thoughts, as if she had cast *detect thoughts*, or gain information about the target with a Sense Motive check, as if she had cast *psychic reading*^{OA}. If the target is currently affected by a fear or emotion effect, she is automatically aware of it and can identify the specific effect with a Sense Motive check with a bonus equal to one-half her magus level, using that result as if it were a Spellcraft check.

Evasion (Ex): The mantis madonna gains evasion, as the rogue class feature, as long as she has at least 1 point remaining her arcane pool.

Improved Evasion (Ex): The mantis madonna gains improved evasion, as the advanced rogue talent, as long as she has at least 1 point remaining her arcane pool. A mantis madonna must evasion and be at least 12th level before selecting this magus arcana.

Improved Uncanny Dodge (Ex): The mantis madonna gains improved uncanny dodge, as the rogue class feature, as long as she has at least 1 point remaining her arcane pool. A mantis madonna must have uncanny dodge and be at least 9th level before selecting this magus arcana.

Intuitive Magic (Su): The mantis madonna can cast one spell per day as if it were modified by the Intuitive Spell^{OA} feat. This does not increase the casting time or the level of the spell.

Logical Magic (Su): The mantis madonna can cast one spell per day as if it were modified by the Logical Spell^{OA} feat. This does not increase the casting time or the level of the spell.

Style Feat (Ex): The mantis madonna can select any one style feat (or a feat in the feat path of a style feat she already knows). The mantis madonna does not need to meet any other prerequisite of the feat in the style's feat path. A mantis madonna can select this magus arcana more than once.

Uncanny Dodge (Ex): The mantis madonna gains uncanny dodge, as the rogue class feature, as long as she has at least 1 point remaining her arcane pool.

Verdant Communion (Sp): The mantis madonna adds her Wisdom modifier as a bonus on Diplomacy checks made with creatures of the plant type. In addition, she can expend 1 point from her arcane pool to use *commune with nature*, *plant growth*, or *speak with plants* as a spell-like ability. A mantis madonna must be at least 9th level before selecting this magus arcana.

Slot Regeneration (Su): At 4th level, a mantis madonna can regain one of her previously used spell slots by expending a number of points from her arcane pool equal to the level of the spell slot. The slot is regained as if it had not been used to cast a spell.



At 11th level, this ability becomes more efficient, requiring her to expend a number of points from her arcane pool equal to one-half the level of the spell slot (minimum 1).

This replaces spell recall and improved spell recall.

Bonus Feats: At 5th level and every 6 levels thereafter, a mantis madonna can select any one style feat (or a feat in the feat path of a style feat she already knows). The mantis madonna does not need to meet any other prerequisite of the feat in the style's feat path. This alters bonus feats.

Collective Unconscious (Su): At 7th level, when a mantis madonna meditates to prepare her spell slots, she can choose to expend 1 or more points from her arcane pool, up to her Wisdom modifier. For each point she expends, she can add a spell from the psychic spell list as if it were one of her spells known. She may spontaneously cast these spells for up to 24 hours or until she meditates again to refresh her spell slots. This replaces knowledge pool.

Style Fusion (Ex): At 8th level, a mantis madonna can fuse two of the martial arts styles she knows into a more perfect style and can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift

action, but when the mantis madonna switches to another style feat, she can choose one style whose stance is already active to persist. She may only have two style feat stances active at a time.

At 14th level, the mantis madonna can fuse three styles at once. She can have the stances of three style feats active at the same time. She gains a bonus on attack rolls equal to the number of styles whose stances she currently has active. Furthermore, she can enter up to three stances as a swift action.

At 20th level, the mantis madonna can fuse four styles at once. She can have the stances of four style feats active at the same time. Furthermore, she can enter up to four stances as a free action by spending 1 point from her arcane pool, and she can change those stances as a free action.

This replaces improved spell combat, greater spell combat, and true magus.

Cosmic Awareness (Ex): At 19th level, a mantis madonna adds *mind blank*, *moment of prescience*, and *foresight* to her list of spells known, treating each as a 6th-level magus spell. She can always act in a surprise round even if she fails to make a Perception check to notice a foe, though she is still considered flat-footed until she takes an action. She can expend 1 point from her arcane pool to treat her initiative roll as a natural 20. This replaces greater spell access.

MIKO (SHAMAN ARCHETYPE)

Miko learn to bargain with kami and other spirits of nature.

Class Skills: A miko adds Appraise to her list of class skills. This alters class skills.

Ofuda: A miko uses ofudas—psychically charged prayer scrolls—to focus his spells. Each of her spells gains an ofuda as an additional inexpensive material component, and the ofuda replaces his divine focus component. Unless the spell involves a touch attack or ranged touch attack, the kami medium doesn't need to attempt an attack roll to place an ofuda on an unwilling target; the ofuda simply appears on affected targets. For instantaneous spells, the ofuda is consumed during the casting, but for spells with any other duration, the ofuda remains on the target or targets throughout the duration and then disintegrates when the duration expires.

A miko's spells can't be dispelled by *dispel magic* or *greater dispel magic*, but removing or destroying the ofuda ends the duration immediately. An ofuda must be displayed prominently and can't be hidden (though a creature bearing an ofuda can hide normally).

A successful steal or grapple combat maneuver check to remove an item is sufficient to remove an ofuda from an unwilling target, and a standard action automatically



removes it from a willing target. An ofuda counts as an object made of paper with 5 hit points per shaman level of the caster. The target of the spell can't see, harm, or remove the ofuda attached to her, though her allies can do so. If the spell is harmless, the target can see her ofuda.

This alters spellcasting.

Kami Speech (Su): At 2nd level, a miko gains an insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks to interact with fey and kami equal to 1/2 her shaman level. In addition, she can interrogate even dormant or nascent kami within any object, animal, or plant. This functions as the spells *speak with animals*, *speak with plants*, or *object reading*^{OA}, as appropriate. A miko can target each object only once per day and can speak with each animal or plant once per day for up to 1 minute each. At 10th level, a miko can also use *stone tell* in this manner, targeting each stone once per day for up to 1 minute. This ability replaces the hex gained at 2nd level.

Conjure Kami (Ex): At 8th level, a miko's spirit animal uses a shikigami kami^{B3} as its base creature instead of an animal, as if with the Improved Familiar feat (even if the miko doesn't qualify for a shikigami familiar). It treats the miko as its ward and can assume its former animal form with change shape (*beast shape III*).

In addition, the miko adds the following kami to the lists of creatures she can summon with *summon nature's ally* spells: shikigami^{B3} (3rd), kodama^{B3} (5th), zuishin^{B3} (7th). She also gains the ability to call forth kami with *planar ally* spells (lesser, greater, or standard). Instead of calling or summoning an existing kami, she can opt to cause a nascent kami to temporarily bond with a potential ward that lacks a kami, essentially drawing the kami forth from its new ward (which serves as a focus component for the spell). This ability replaces the hex gained at 8th level.

Kito (Su): At 12th level, a miko can perform a public ritual to bless a group or community with safety or bounty once per day. If she chooses safety, the ritual grants all creatures in the group within 1,000 feet per caster level a +4 sacred bonus on saving throws against curses, divinations, and mind-affecting effects. The bonus also applies on Sense Motive checks and on Perception checks to notice traps, hazards, and enemies.

If she chooses bounty, the ritual functions as a combination of *plant growth* (enrichment) and *control weather* affecting a radius of 1,000 feet per caster level. With the kingdom-building rules^{UCamp}, one tile in the area produces twice the usual amount. With the downtime system^{UCamp}, all buildings in the area gain a +4 sacred bonus on its income check for 1 day. This ability replaces the hex gained at 12th level.

NUMEROLOGIST

(WIZARD ARCHETYPE)

Some wizards study magic through the inscrutable calculus of mystical mathematics, seeking to understand the

universe through pure logic and immutable proof, and in so doing to define and control the powers latent in the world around them. Also called *shugue xi* or *shugekasha* or *jadugar*, numerologists show off the least of their skills in petty divinations based more on their arcane analysis than true mystical insight, but their mastery of arcane symbology

Alignment: A numerologist's mind must be incredibly disciplined to master their art. Thus, they must be of lawful alignment. A numerologist who ceases to be lawful can gain no further levels in this class, though he does not forfeit class abilities already gained.

Class Skills: Numerologists add Disable Device to their list of class skills.

Spellbook (Ex): Numerologists use their own unique cipher of mathematical formulae interwoven with the traditional language of magic. It takes a numerologist twice the normal amount of time to scribe a new spell into his spellbook, but each spell takes up only a single page regardless of its level. A numerologist's spellbook is difficult for other wizards to interpret, increasing the DC of Spellcraft checks to decipher or prepare a spell from his book. This penalty is waived if the numerologist personally instructs that character in the use of a spell from his book. This alters spellbook.

Spells: Numerologists focus on absolute perfection of their spells as they prepare them through complex formulae and abstract proofs, rather than preparing many spells with less precision and rigor. At 2nd level, a numerologist can prepare one fewer 1st-level spell per day; if he is a specialist wizard, he may forfeit one of his normal prepared spells or his prepared spell from his specialty school. Every 2 levels thereafter (except at 20th level), the numerologist likewise forfeits one prepared spell per day of the highest level of spells he is able to cast. This alters spells.

Scribe Scroll: A numerologist gains this as a bonus feat at 1st level. Because of the complexity of the formulae involved, it takes a numerologist twice as long as normal to scribe a scroll, allowing him to craft a scroll with a base price of 250 gp or less in 4 hours or up to 500 gp in 8 hours. His scrolls are difficult for others to decipher, increasing the DC of Spellcraft and Use Magic Device checks made to understand or use his scrolls by 5. This alters scribe scroll.

Factors (Su): A numerologist understands that chance is never as random as others believe it, and through their arcane calculations they are able to adjust the parameters of reality by manipulating the fragmentary ratios and percentages that others ignore, which he calls factors. He can use a number of factors per day equal to one-half his wizard level (minimum 1) plus his Intelligence modifier. Spending a factor is a move action that requires the numerologist to perform quick calculations with glowing digits and diagrams floating in midair, enabling him to discern the precisely correct moment and method to resolve a situation favorably, spending one or more factors to add one of the following insight bonuses to an action he takes before the end of his next turn:

+1 on an attack roll

+2 on a skill check

+2 on an ability check

+2 on a caster level check

+1 to the save DC of a spell being cast

Reduce the miss chance on an attack from 50% to 20%, or from 20% to zero.

The numerologist can select the same factor more than once; the effects stack. He need not use all of his factors at once, and the number of factors he spends in a round cannot exceed his Intelligence modifier. Each time he uses factors, whether a single factor or multiple factors, he must spend a move action to perform a new calculation.

Factors are replenished when the numerologist prepares his spells. He must have his spellbook available to him in order to regain his factors.

This replaces arcane bond.

Arcane Arithmetic (Su): At 2nd level, when a numerologist prepares spells, he can break down one or more spell slots whose total levels do not exceed his wizard level plus his Intelligence modifier, breaking down the chosen slots into several lower-level slots. The sum of the levels of all new spell slots must be equal to or less than the total levels of the original spell slots. A 1st-level slot can be broken down into two 0-level cantrips. Hence, a numerologist could sacrifice a 2nd and 3rd-level slot (5 total spell levels) and convert it into four 1st-level spell slots and two 0-level cantrips. A numerologist cannot use this ability to combine spell slots to gain a single higher-level spell slot.

Divinations (Ex): At 4th level, a numerologist adds *augury* to his spell list as a 2nd-level wizard spell and *divination* to his spell list as a 4th-level wizard spell, and in addition he can use *augury* once per day as a non-magical extraordinary ability that otherwise functions as the spell. In addition, because of his expertise in numerology, he can add his Intelligence bonus to the percentage chance of a successful result when casting either spell.

Hexagram (Su): At 5th level, a numerologist can create an arcane diagram based on divinatory oracles (often coins or yarrow stalks) and his mathematical analysis of the patterns derived from casting them. The numerologist must specify the spell for which he is creating the hexagram and then spend 1 minute inscribing it with rare inks worth at least 10 gp per spell level (plus the price of any material component costing more than 1 gp). Hexagrams are usually inscribed on paper, but can also be drawn onto silk, slate, or any other suitable material (GM's option). Once a hexagram is prepared, the numerologist can cast the spell without speaking, as if the spell were prepared with the Silent Spell

metamagic feat, by unfurling the hexagram as a somatic component and willing the magic to occur. The hexagram itself replaces any material components (but not foci) required by the spell. A hexagram becomes blank once used, but the paper, silk, or other item on which it was drawn can be reused.

This replaces the bonus feat normally gained at 5th level.

Symbolic Magic (Ex): At 6th level, a numerologist adds *glyph of warding* to his spell list as a 3rd-level wizard spell and *greater glyph of warding* as a 6th-level wizard spell. When casting either spell, or any *symbol* spell or spell that involves writing (such as *arcane mark* or *illusory script*), a numerologist increases the caster level and save DC of the spell by 1.

In addition, a numerologist is so attuned to discerning patterns in numbers and symbols that he can recognize magical traps involving writing. He gains a bonus equal to one-half his wizard level on Disable Device and Perception checks to find and remove such traps, and he can disarm such traps if he were a rogue. He can notice magical glyphs, symbols, and other magical writings as if he had the trap spotter rogue talent.

Orderly Mind (Ex): At 8th level, a numerologist becomes tethered to the firm foundation of logic and reason, gaining a +2 bonus on saves vs. compulsions and gaining immunity to *confusion* and *insanity* effects.

Greater Hexagram (Su): At 10th level, when a numerologist prepares a hexagram his calculations are so precise that the spell is strengthened beyond its normal effects, taking effect at +1 caster level.

In addition, rather than applying the benefits of Silent Spell, he may alter the mathematical parameters of a spell by applying Enlarge Spell or Sculpt Spell through the use of a hexagram.

This replaces the bonus feat normally gained at 10th level.

Regression to the Mean (Su): At 12th level, a numerologist discovers that all randomness ultimately evens out to a single most probable outcome. Once per day as a swift or immediate action, he can replace the result of any die roll, either his own or that of another creature (or object, in the case of a trap or similar effect), with an average result for that die roll, dropping fractions. If the die roll is with multiple dice, he takes the mathematical average of all dice taken together, such as 35 on a roll of 10d6. An unwilling creature can resist this effect with a successful Will save (DC 10 + 1/2 the numerologist's wizard level + his Intelligence modifier). The numerologist can use this ability after a die has been rolled. He can use this ability more than once per day by spending three factors for each use after the first.

Control Probability (Su): At 14th level, when a numerologist activates a magical item that produces a random effect, such



as a *bag of tricks* or a *rod of wonder* (or if he is in a wild magic area that creates similar random magical effects), he can spend a move action and two factors to quickly compute and adjust the probabilities involved, allowing him to roll twice and choose the better result. This ability does not apply to random rolls to determine the contents of an item, such as a *robe of useful items* or *iron flask*, nor does it affect artifacts, such as a *deck of many things*.

In addition to controlling probability around magic items, a numerologist can bias the hands of fate through his calculations, allowing him to use the fortune and misfortune hexes as a witch^{APG} of his wizard level. He can extend the duration of either hex by 1 round by spending 1 factor as a move action.

ORIGAMIST (ARCANIST ARCHETYPE)

The fine art of paper sculpture is an ancient and honored Asian tradition, and those who weave and tinker with the forces of magic are well-practiced at infusing magical energies into the delicate structures they carefully construct.

Paper Familiar (Ex): An origamist must select familiar as his arcanist exploit at 1st level, but rather than a living creature he crafts his familiar out of intricately folded paper. It has the shape of an animal or vermin typical for a familiar, but its type changes to construct. As a construct, it gains 60-foot darkvision and construct immunities, it loses any special abilities the animal or vermin has other than movement speed, and it doesn't provide the usual familiar benefit (for instance, a paper toad doesn't provide 3 bonus hit points). With a supply of paper on hand, an origamist can spend 8 hours to restore his familiar to full health at no cost, unless the familiar is destroyed, in which case he must follow the usual rules for replacing his familiar. An origamist can never gain an improved familiar or a bonded object. This alters the arcane exploit normally gained at 1st level.

Paper Preparation (Ex): An origamist can substitute a folded paper sculpture for the material component of any spell he prepares that requires a material component with a cost of 1 gp or less.

Folded Scroll (Su): At 5th level, an origamist gains the consume magic items exploit^{ACG}, though he may use it only to consume scrolls or other magic items made from paper. In addition, when he prepares spells, he also may spend 1 minute folding a scroll into an origami sculpture that allows him to treat the spell on the scroll as one of his prepared spells for that day. The spell must be on the sorcerer/wizard spell list and must be of a level the origamist can cast, though he need not learn the spell or inscribe it into his spellbook. If this origami is lost or destroyed, he can no longer cast that spell using his spell slots. This origami component crumbles to dust the next time the origamist prepares spells or after 24 hours, whichever comes first.

An arcanist can fold one or more scrolls into the form of a costly material component whose value is equal to the price

of all scrolls used for this purpose. This takes 1 minute per scroll and requires him to expend a number of points from his arcane pool equal to 1/2 of the total spell levels of all scrolls he is folding together (minimum 1).

The spell contained on the scroll(s) does not matter, and it need not even be a spell the origamist can cast. If the spell contained on a scroll is on the sorcerer/wizard list and is of the same school as the spell for which it is serving as a focus component, its price is doubled for the purpose of serving in place of a focus component. A scroll used as a focus component is not destroyed or otherwise harmed (unless the normal focus component of the spell would be); however, unfolding scrolls folded into focus components requires the same amount of time and the same expenditure from his arcane pool as folding them together in the first place.

This replaces the arcanist exploit normally gained at 5th level.

Paper Making (Sp): At 9th level, an origamist can use *shadow conjuration* as a spell-like ability, though on close inspection the creatures and objects he creates are obviously made of intricately folded paper, granting creatures a +2 bonus on saving throws to perceive the illusion. These creatures and objects otherwise function as described for the *shadow conjuration* spell. For every 2 arcanist levels beyond 9th, the origamist can duplicate conjuration (creation) and conjuration (summoning) spells of 1 level higher, up to a maximum of 8th-level spell effects at 19th level (though they are still only 20% real, and objects he creates always have a hardness of 0). The origamist can use this ability once per day for every 4 arcanist levels he has.

An origamist adds *unfortunate origami* to his list of spells known automatically at 10th level and *paper vessel* at 12th level. He does not need to select them as spells learned when he gains a level or otherwise research or acquire them.

This ability replaces the arcanist exploit gained at 9th level.

Paper Self (Su): At 13th level, an origamist can transform himself into a flexible and perfectly flat paper facsimile of himself with height and width but no depth, shunting his third dimension into an extradimensional space that moves with him. He can enter or leave this form as a swift or move action and can maintain this form for a number of rounds per day equal to his arcanist level. These rounds need not be consecutive.

While in paper form, the origamist gains concealment and attacks against him have a 20% miss chance. In addition, as an immediate action he can turn sideways in response to an attack, granting himself total concealment and a 50% miss chance on that attack; even if the attack hits, he takes only half damage. The origamist takes normal damage from area effects and takes 50% more damage than normal from fire effects. A creature flanking an origamist in paper form deals double damage to him with slashing weapons.

As a swift or move action, the origamist can furl himself, shunting his second dimension into the extradimensional space as well, leaving only a virtually invisible single line

denoting his location. See *invisibility* does not help locate you, but *true seeing* allows creatures to see you and effects like *faerie fire* and *glitterdust* reveal your presence as a sinuous line. Your own senses function normally and you can move normally in this form and can pass through any gap small enough to admit a single thread, and can slip through impediments as if using *freedom of movement*. You are immune to virtually all forms of attack in this shunted form, though your senses can be affected by illusions, gaze weapons, the blinding beauty of a nymph or horrific appearance of a hag, and similar effects, and you can be blinded, dazzled, or deafened normally. You must still breathe in this form, and inhaled poisons and similar effects can affect you. You can hold your breath and avert your eyes as normal.

You can cast spells or use items or abilities that affect only you in this form, but you cannot cast spells that affect an area, affect other creatures, or create an object or effect outside your body. You can return to your two-dimensional flat paper state as a swift or move action.

A *dimensional anchor*, *dimensional lock*, *forbiddance* or similar effect that blocks planar travel does not block your movement, but it does prevent you from shifting your dimensionality from flat to line or vice versa, or from dismissing the effect, though you return to your normal form when you run out of rounds per day even if you are subject to such an effect.

This ability replaces the arcanist exploit gained at 13th level.

These spells were first published in the *Asian Spell Compendium* and are reprinted here for ease of reference.

PAPER VESSEL

School conjuration (creation); **Level** sorcerer/wizard 6

Casting Time 10 minutes

Components V, S, M (a sheet of origami paper)

Range touch

Effect a boat or ship of paper

Duration 1 hour/level (D)

Saving Throw no; **Spell Resistance** none

You create a seaworthy vessel out of a single sheet of paper, folding the component into the shape of an oared boat or a small junk. The *paper vessel* is similar in all respects to a *folding boat*. In addition, you may propel the *paper vessel* forward under its own power with a speed of 40 feet, with no need for a crew. Every 10 minutes or fraction thereof spent with the *paper vessel* moving under its own power expends 1 hour of the spell's remaining duration. When moving under its own power, the *paper vessel* has a bonus on its Profession (sailor) checks equal to one-half your caster level.



UNFORTUNATE ORIGAMI

School transmutation; Level sorcerer/wizard 5, witch 5
Casting Time 1 standard action

Components V, S, M (a folded piece of paper)

Range touch

Target one touched object up to 2 cubic feet/level

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance no

Any item you touch is transformed into a delicate facsimile of itself crafted of folded paper on a failed save. A paper item has its weight reduced to 25% normal, its hardness reduced to 0, and its hit points reduced to 10% of the normal amount (or 2 hit points per inch for solid barriers). An origami weapon deals only 1 point of nonlethal damage (plus any enhancement bonus it possesses) on a successful hit, and the weapon itself takes 1d6 points of damage each time it strikes an opponent. The wielder's Strength bonus does not apply to damage taken by the target but does apply to damage dealt to the origami weapon. Origami armor and shields provide no armor or shield bonus to AC, though if they are magical their enhancement bonus. Origami items retain their magical properties but are very fragile and susceptible to damage from being worn or wielded, forcing their wearer or wielder to succeed on a Fortitude save at the end of each day to avoid the item's destruction.

You may employ *unfortunate origami* in combat with a successful melee touch attack. Attacking a wielded item, such as a weapon, provokes an attack of opportunity. You must touch the weapon to use this spell; you cannot use it to affect an item when it touches you.

Items transformed into paper by *unfortunate origami* can be restored to normal with *break enchantment*, *limited wish*, *miracle*, *polymorph any object*, or *wish*.

RAIDEN (SHAMAN ARCHETYPE)

Shamans exist in all cultures throughout the world, especially those more primitive and atavistic societies, tapping into the primal rhythms of nature. Some, however, find themselves drawn to the fury of the storm and become one with the wind, the lightning, and the thunder.

Weapon and Armor Proficiency: A raider is proficient with longbows, shortbows, whips, and simple weapons. He is proficient with light armor but not medium armor.

Spirit: A raider must select wind as his spirit. He can use his *shocking touch* spirit ability as a standard action to infuse an arrow with electricity and shoot that arrow. If the arrow hits, the target takes electricity damage from his *shocking touch*. This alters his spirit ability.

Stormcaster (Su): At 4th level, a raider adds the following spells to his class spell list, and can cast these spells spontaneously using his spirit magic class feature as if they were spirit magic spells: 1st-*shock shield*^{UC}, *shocking grasp*; 2nd-*defensive shock*^{UM}, *resist energy* (electricity only); 3rd-*lightning bolt*, *protection from energy* (electricity only); 4th-

ball lightning^{APG}; 5th-*fickle winds*^{UM}, *lightning arc*^{UM}; 6th-*chain lightning*; 7th-*scouring winds*^{UM}; 8th-*stormbolts*^{APG}; 9th-*ride the lightning*^{UM}. He also adds *summon nature's ally I-IX* to his class spells list and can spontaneously cast these spells using his available spell slots, though only to summon one or more air elementals, lighting elementals, or storm giants.

In addition, he can expend one use of his *shocking touch* spirit ability to fire a ray of electricity as a ranged touch attack at a target within 30 feet, dealing electricity damage as normal for his *shocking touch*.

This replaces wandering spirit.

Lightning Ladder (Su): At 6th level, a raider can expend one use of his *shocking touch* ability as a standard action to create a vertical column of lightning in his own space, stretching to a total height of 5 feet per level; usually it extends up from the raider's position, but if near a cliff, pit, or similar drop the lightning ladder can extend down for some or all of its length. The *lightning ladder* persists until the beginning of his next turn, and any creature other than the raider touching it (including moving through its space) takes damage as if the raider had hit them with his *shocking touch*.

The raider must use one hand to grasp the *lightning ladder* with one hand. If he releases his grip on the *lightning ladder*, it disappears. As a move action, he can slide up or down the *lightning ladder* to any point along its length. This functions like *levitate*, moving up or down, but he can move all the way to the top or bottom of the *lightning ladder* or any point in between. After moving, he can take a 5-foot step off of the *lightning ladder* if desired, and can release or continue grasping the ladder.

If he maintains his grasp on the *lightning ladder*, it can persist for a number of rounds equal to his Charisma modifier, and he can move up or down it as a move action each round while taking any other actions he wishes that require only one free hand.

A raider can expend two uses of his *shocking touch* to create a lightning ladder as an immediate action when he falls at least 5 feet, extending up to 5 feet per level below him and allowing him to slow his fall as he slides down the *lightning ladder*. He may choose to slide down the entire length of the lightning ladder or may stop at any point along its length.

This replaces wandering hex.

Thunderer (Su): At 12th level, a raider and his spirit animal each gain sonic resistance 10, and any weapon he wields may be treated as either a *thundering* weapon or a *shock* weapon; he may switch this effect as a standard action. In addition, whenever the raider confirms a critical hit with his *shocking touch* ability, including an infused arrow or ray of electricity, that attack gains the benefit of a thundering weapon. This replaces wandering spirit (greater).

Three Storms (Su): At 14th level, a raider can use his *spark soul* greater spirit ability to unleash two crackling lines of sparks connecting him to two allies, each of which may be up to 30 feet away. These allies take no damage, and in fact gain electricity resistance 10 and sonic resistance 10 for 1 minute. Any creature in a direct line between the raider



and those allies, however, takes 1d6 points of damage per raiden level (Reflex half), half of which is electricity damage and half of which is sonic damage. This replaces wandering hex (greater).

SKYFLOWER SAVANT (ALCHEMIST ARCHETYPE)

Most alchemists are content to conduct their research cloistered in dusty laboratories, but the skyflower savant's ambitions and artifice are far more grandiose, as they love nothing more than to light up the night with showers of sparks and soaring rockets that erupt into dazzling displays.

Explosive Extracts (Ex): At 1st level, a skyflower savant learns *snappedragon fireworks*^{UM} as a 1st-level extract. In addition, at 3rd level and every 3 levels thereafter he can learn one evocation spell from the sorcerer/wizard spell list as if it was an alchemist extract. These spells are in addition to the extract he gains at each level and do not require research. Evocations he wishes to learn must affect an area and must have the fire subtype. He uses his normal alchemical components for using the spell as if creating an extract; this replaces any material component normally required for the spell (other than costly components or focus components, which must still be supplied as normal). These extracts are treated as spells for the purpose of concentration checks, provoking attacks of opportunity, and affecting creatures other than the alchemist.

In lieu of learning an evocation spell in this way, a skyflower savant may learn one of the following alchemist discoveries: explosive bomb^{APG}, explosive missile^{UC}, blinding bomb^{UM}, smoke bomb^{APG}, strafe bomb^{UM}. He must meet all necessary prerequisites for these discoveries.

This replaces mutagen and persistent mutagen.

Brilliant Blast (Su): A skyflower savant's bombs always erupt in a vivid burst of sparks. Creatures struck by a bomb or failing their Reflex save against a bomb are dazzled for a number of rounds equal to the skyflower savant's Intelligence modifier. If a critical hit is confirmed against the bomb's target or if a creature rolls a natural 1 on its saving throw, it is blinded instead of dazzled. This replaces Brew Potion.

Blast Resistance (Ex): At 2nd level, a skyflower savant gains a +1 bonus on saving throws against fire effects and against effects that would cause him to become blinded, dazzled, or deafened. This bonus increases by 1 for every 3 levels after 2nd, up to a maximum of +5 at 14th level.

At 5th level a skyflower savant also gains fire resistance 5, and this increases by 5 for every 5 levels after 10th.

This replaces poison resistance and poison immunity.

Fireworks Factory (Ex): At 3rd level, a skyflower savant gains a +2 bonus on Craft (alchemy) checks to manufacture mundane fireworks^{UE} and black powder^{UC}, and when making fireworks and black powder he can create a number of identical fireworks (or doses of black powder) equal to

his Intelligence modifier at one time. These additional fireworks or uses of black powder do not increase the time required but do increase the raw material cost. In addition, whenever he makes fireworks or black powder using Craft (alchemy), he uses the item's gp value as its sp value when determining his progress. This replaces swift alchemy.

Rocket Launcher (Su): At 6th level, a skyflower savant gains rocket bomb^{ARG} as an alchemist discovery. This replaces poison use and swift poisoning.

WUSHEN (WIZARD ARCHETYPE)

Wizards are strange figures in most Asian campaigns, less often academics and officials and more often hermits and recluses, committed to poring over tattered scrolls and pondering the elemental mysteries of the natural world.

Master of the Elements: Wushen attune themselves closely to the powers of the elements, including air, earth, fire, and water, as well as the elements of metal, wood, and void, and preparing multiple spells of the same element focuses and strengthens their connection to that element. If a wushen prepares at least three wizard spells of the same element, then all spells she casts from that element take effect at +1 caster level. This level increase persists until the next time the wushen prepares spells.

Taboos: A wushen adopts a number of strange taboos that may seem incomprehensible to others but which are essential to her ability to focus and meditate in clarity of mind and understand the deeper secrets of the universe and the natural world that grant them their powers. She must select one taboo at 1st level and additional taboos at 3rd level and every 3 levels thereafter. If forced to violate any of her taboos, she takes a -1 penalty on caster level checks and to her spell save DCs for 24 hours for each taboo she violates. Taboos can be required actions, such as always wearing a specific color or making a daily offering of food, flowers, or incense to the spirits when preparing spells. More often, however, they are proscriptions that forbid a specific behavior, such as the following:

Eating meat

Drinking alcohol or using other intoxicants

Touching dead bodies

Bathing

Cutting hair or fingernails

Owning more possessions than can be carried

Lighting a fire

A wushen may select a monk vow^{UM} in place of an ordinary taboo.

Ki Caster (Su): A wushen gains a ki pool like that of a monk, though he begins with only 1 point in that ki pool. At 5th level, she adds her Intelligence modifier as a bonus to the number of ki points in her pool, plus 1 additional point for every 5 levels thereafter.

A wushen can expend 1 point from her ki pool in order to add a +2 bonus on a caster level check or concentration check or to use his Intelligence modifier in place of her Dexterity modifier on an initiative roll, Reflex save, Dexterity check, or Dexterity-based skill check.

At 10th level, a wushen can expend 2 points from her ki pool when casting a spell to increase the spell's caster level by 1d4.

This replaces Scribe Scroll and bonus feats.

Fetish Spells (Ex): Wushen in their meditations and studies of the natural world have discovered strange secrets of magic that help them tie particular magics to physical objects like feathers, stones, crystals, and herbs, often tied together into primitive fetishes and inscribed with mystic symbols. At 3rd level and every 3 levels thereafter, a wushen can craft a fetish for any spell she knows, taking 1 hour per level of the spell; she must be in a natural area to craft the fetish. As long as she carries that fetish somewhere on her

person, she can prepare that spell without her spellbook, as if she had mastered it with Spell Mastery, and she can cast it as if prepared with the Eschew Materials feat. In addition, she can permanently apply the effects of any one metamagic feat with a +1 level adjustment to that spell. Whenever she prepares and casts that spell with the fetish on her person, the spell gains the effects of that metamagic feat without increasing its level. She can craft multiple fetishes for the same spell. She does not need to know the metamagic feat in order to create a fetish using that feat.

If a spell fetish is lost or destroyed, she can craft a new one as long as she has access to a natural area, but she cannot choose to create a different spell fetish; once she has chosen a spell and companion feat for a spell fetish, that choice cannot be changed.

This replaces arcane bond.



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