

# The Alternate Path Prestige Classes





# The Alternate Path: Prestige Classes

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# Introduction

## What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on prestige classes or characters with levels in prestige classes. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

## Pain & Gain

This book does not shy away from giving you a penalty as you advance in order to grant you a greater boon. Class features labeled with a (Pn) tag denote these drawbacks.

## The Prestige Class Problem

Early in Pathfinder we are introduced to the concept of “prestige classes”, classes we need to qualify for in order to enter. These are seen as goals and many people work towards them. Unfortunately, not all prestige classes dovetail nicely with base classes and they were largely supplanted by archetypes, hybrids, and alternate classes. A prestige class should be a reward and, while they should not be inherently stronger than a base class, should at least be on par with them and offer some interesting roleplaying opportunities.

## Class Level vs Prestige Class Level

The term “character level” specifically refers to the total number of levels a character has in any class. A term that indicates levels in a specific prestige class are called out as “class name level” (example: “battle herald level”). Most of the abilities in this book work on class level rather than prestige class level.

## Rethinking Requirements

An important aspect to prestige classes is that there are requirements. Normally these are very strict and bar entry based on mechanical requirements. We feel they should be more holistic and roleplaying related (or at least as much as possible). Mechanical requirements (such as feat or skill requirements) should only be used if they are essential to the functioning of the class (a prestige class based around metamagics should probably have the requirement of being able to cast spells, for example). However- we encourage you as a GM to disregard requirements you do not agree with- if someone fits the spirit of the requirements of a prestige class, they should be able to enter that prestige class. Requirements should not be a barrier to fun but a meaningful challenge to surmount so that obtaining a prestige class feels like a worthy accomplishment.

## Prestige Abilities (Pres)

Some class features are listed with the (Pres) tag in the same fashion they'd normally be if they were Supernatural (Su) or Extraordinary (Ex). In order to qualify for a prestige ability a character must meet both the prestige class AND character level requirements. Sometimes this delays a character from getting something until later on. Prestige abilities are listed under the prestige class level that is required to unlock them.

**For Example:** A class feature could say, “A polymath who has at least 10 character levels can use any skill, even if the skill normally requires them to be trained.” Even if they reach 10th level AFTER leaving the polymath prestige class they would still get this class feature so long as they reach the polymath level required to unlock it.



## Variable Ability Score Modifier

Some prestige classes work of a particular ability score by default. A case can always be made for allowing it to work off some other similar ability scores.

Generally, a physical ability score (Strength, Dexterity, and Constitution) should replaced a physical ability score and a mental ability score (Intelligence, Wisdom, and Charisma) should replaced a mental ability score. This is not automatic and is a discussion between a GM and the player of the prestige class.

### SIDEBAR: DESIGN INTENT

These modifications are not designed to encourage characters to pick up multiple prestige classes or to simply spend a level or two in the prestige class. If you intent on doing so, using a more typical approach to the rules for prestige may be suggested. Other things like taking a particularly powerful ground work with a full BAB class may result in a higher than average damage output (a thousand fold with a full level animal companion designed for combat can be very high damage, for example). This system can, if the wrong intent is used, be abused and care should be exercised when employing it in a game. Please consult with your GM before taking any options in this book. These are options the GM can allow- not inherent choices one can select by default.

## Existing Prestige Classes

Prestige classes may not fit within the paradigm established within this book without a little work. The following changes could make existing prestige classes fit within the context of this book's material. These are not hard guidelines but suggestions and do not apply in every instance.

- **Loosen Restriction:** Replace restrictions with a roleplaying requirement. Remove any feat or class feature requirements that are not directly utilized by class features within the prestige class.
- **Ability Score:** DCs and other class features should work on a variable ability score modifier.
- **Prestige Level vs Character Level:** Most class features of a prestige class should be converted over to work based on total character level, not prestige class level.
- **Progressing Abilities:** Class features that progress the class features of an earlier class should be removed (such as spells per day, continued sorcerer bloodline progression, etc).
- **Groundworks:** At 2nd, 6th, and 10th level the class should gain a groundwork.

## Groundworks

Many prestige classes in this book have a class feature that says "groundwork". Groundwork is an ability related to your previous class. While a later section suggests what specific classes may grant, they should be on par with that of a bonus feat, a talent, or +1 level in an existing class for the purpose of spellcasting. Many include the ability to count prestige class levels as levels in previous classes for the purpose of progressing one class feature. A character typically counts as a member of a class for the purposes of meeting groundwork prerequisites if they have at least 3 levels in that class.

The following are some example groundwork feats. As we cannot possibly cover every class and archetype, please use the following groundworks as examples for designing your own. Groundwork feats can be taken as you would a typical feat or by gaining them from prestige class class features. A groundwork should not give a character access to a class feature they have not already earned (For example: a paladin who entered



the thousandfold prestige class at 3rd level probably shouldn't take the spellcasting groundwork, as they did not yet have spellcasting). If a player who has taken a prestige class wants to continue progressing an existing class feature of theirs from a previous class feature that is not listed here- they should talk to their GM about making a new one. Provided that it is not a particularly overpowered option- the GM should consider granting it.

Most groundworks call out a specific class associated with a class feature ("You count levels in prestige classes as levels in alchemist for the purpose of..."). If more than one class (or archetype) has that class feature, you can decide which class to count as for the groundwork.

It is important to note; if a prestige class that provides something similar to a groundwork, something that progresses an existing class feature (spell per day progression, blood of dragons from dragon disciple, etc), it does not stack with a groundwork and if a prestige class has it- you should not be allowed to take the associated groundwork.

If you wish to use an existing prestige classes (not from this book) with the rules presented in this book, we'd suggest that they should gain a groundwork feat at 2, 6, and 10th prestige level.

All groundwork feats apply retroactively.

## Example Groundwork Feats

The following are some examples of how groundwork feats could progress class features. Essentially, the notion is that in exchange for a feat you get to count levels in one prestige class as a class you took earlier for the purpose of one class feature.

### NON-CLASS SPECIFIC GROUNDWORKS

There are several groundworks that are not tied to a class features and are worthy of examination. These would be the Hit Dice, Spellcasting (and Full Spell Casting), Martial, and Skill groundworks. As a GM you should be careful when allowing these- only use them if a character would otherwise struggle to keep up with the rest of the party mechanically. These drastically change how a prestige class function can be easily abused; care should be given to their application.

### Arcane School Groundwork

**Prerequisites:** Arcane school class feature

**Benefit:** You count levels in prestige classes as levels in wizard for the purpose of determining what arcane school powers you have and variables relating to your wizard levels in them (how often you can use them, DCs, etc).

### Arcane Pool Groundwork

**Prerequisites:** Magus

**Benefit:** You count levels in prestige classes as levels in magus for the purpose of determining how large your arcane pool is.



### Bardic Performance Groundwork

**Prerequisites:** Bardic performance class feature

**Benefit:** You count levels in prestige classes as levels in bard for the purpose of determining the number of rounds of bardic performance you have per day and how effective it is.

### Bomb Groundwork

**Prerequisites:** Bomb class feature

**Benefit:** You count levels in prestige classes as levels in alchemist for the purpose of determining the number of bombs you can make per day and their effectiveness.

### Challenge Groundwork

**Prerequisites:** Challenge class feature

**Benefit:** You count levels in prestige classes as levels in cavalier for the purpose of determining the number of times per day and how effective your challenge class feature is. This does not impact the challenge benefit from your order.

### Channel Energy Groundwork

**Prerequisites:** Channel energy class feature

**Benefit:** You count levels in prestige classes as levels in cleric for the purpose of determining how effective your channel energy is and how many times per day you can use it.

### Companion Groundwork

**Prerequisites:** Any class with an animal companion, mount, or familiar.

**Benefit:** You count levels in prestige classes as levels in a class that grants an animal companion, mount, or familiar for the purpose of determining the advancement of their Hit Dice, abilities, skills, and feats.

### Deeds Groundwork

**Prerequisites:** Deeds class feature

**Benefit:** You count levels in prestige classes as levels in gunslinger for the purpose of determining what deeds you have access to and their effectiveness.

### Domain Groundwork

**Prerequisites:** Domain class feature

**Benefit:** You count levels in prestige classes as levels in a class with the domain class feature for the purpose of determining what domain powers you have and variables relating to your class levels in them (how often you can use them, DCs, etc).

### Eidolon Groundwork

**Prerequisites:** Eidolon class feature

**Benefit:** You count levels in prestige classes as levels in summoner for the purpose of determining the advancement of their Hit Dice, abilities, skills, feats, and evolution points of your eidolon.

### Fast Movement Groundwork

**Prerequisites:** Fast movement class feature

**Benefit:** You count levels in prestige classes as levels in one class that has the fast movement class feature for the purpose of determining how fast you can move.

### Fighter Groundwork

**Prerequisites:** Fighter

**Benefit:** You count levels in prestige classes as levels in fighter for the purpose of the weapon training and armor training class features. Furthermore, count your character level as your fighter level for the purpose of qualifying for class features.

### Grit Groundwork

**Prerequisites:** Grit class feature

**Benefit:** You count levels in prestige classes as levels in a class that grants a grit pool for the purpose of determining how large your grit pool is.



## Hit Dice Groundwork

**Prerequisites:** At least 3 levels in a base class that has d10 or d12 hit dice.

**Benefit:** Select one prestige class. This prestige class now uses the HD progression of one of your base classes. Once this groundwork is taken, it applies retrospectively.

## Jugement Groundwork

**Prerequisites:** Judgement class feature

**Benefit:** You count levels in prestige classes as levels in inquisitor for the purpose of determining how many times per day you can use judgement and how effective it is.

## Ki Groundwork

**Prerequisites:** Ki class feature

**Benefit:** You count levels in prestige classes as levels in a class that grants a ki pool for the purpose of determining how large your *ki* pool is.

## Martial Groundwork

**Prerequisites:** At least 3 levels in a base class that has +15 or +20 BAB at 20th level.

**Benefit:** Select one prestige class. This prestige class now uses (and continues) the BAB progression of one of your base classes. Once this groundwork is taken, it applies retrospectively.

## Mutagen Groundwork

**Prerequisites:** Mutagen class feature

**Benefit:** You count levels in prestige classes as levels in alchemist for the purpose of determining the effectiveness of your mutagens.

## Oracle Groundwork

**Prerequisites:** Oracle

**Benefit:** You count levels in prestige classes as levels in oracle for the purpose of determining what mystery powers you have and variables relating to your oracle levels in them (how often you can use them, DCs, etc).

## Order Groundwork

**Prerequisites:** Order class feature

**Benefit:** You count levels in prestige classes as levels in cavalier for the purpose of determining the effectiveness of order abilities and what order abilities you have access too.

## Rage Groundwork

**Prerequisites:** Rage class feature

**Benefit:** You count levels in prestige classes as levels in barbarian for the purpose of determining the number of rounds of rage you have per day and how effective your rage is.

## Ranger Groundwork

**Prerequisites:** Ranger

**Benefit:** You count levels in prestige classes as levels in ranger for the purpose of the favored terrain and favored enemy class feature.

## Skill Groundwork

**Prerequisites:** At least 3 levels in a base class that has at least 6 + Intelligence modifier class skills.

**Benefit:** All prestige classes that provide you with 2 or 4 + your Intelligence modifier now provide 2 additional skill points per level (including retrospectively).

## Smite Groundwork

**Prerequisites:** Smite class feature

**Benefit:** You count levels in prestige classes as levels in paladin for the purpose of determining how many times per day you can use smite and how effective it is.

## Sneak Attack Groundwork

**Prerequisites:** Sneak attack class feature

**Benefit:** You count levels in prestige classes as levels in rogue for the purpose of determining the effectiveness of the sneak attack class feature.



## Sorcerer Groundwork

**Prerequisites:** Sorcerer

**Benefit:** You count levels in prestige classes as levels in sorcerer for the purpose of determining what bloodline powers you have and variables relating to your sorcerer levels in them (how often you can use them, DCs, etc).

## Spellcasting Groundwork

**Prerequisites:** Ability to cast 3rd level spells

**Benefit:** You count 1/2 your levels in prestige classes as levels in a single spell casting class of your choice you qualified for this feat with for the purpose of determining new spells per day and spells known, if applicable.

**Special:** This may be taken multiple times. Each time it applies to a new spellcasting class.

**Note:** This can be taken by an alchemist to advance their formulae/extracts as well.

## Full Spellcasting Groundwork

**Prerequisites:** Spellcasting Groundwork

**Benefit:** You count levels in prestige classes as levels in a single spell casting class of your choice you qualified for this feat with for the purpose of determining new spells per day and spells known, if applicable.

**Special:** This may be taken multiple times. Each time it applies to a new spellcasting class.

## Stalker Groundwork

**Prerequisites:** Stalker vigilante

**Benefit:** You count levels in prestige classes as levels in vigilante for the purpose of determining the effectiveness of the hidden strike class feature (part of the vigilante specialization class feature).

## Talent Groundwork

**Prerequisites:** Any class with talents

**Benefit:** You gain a talent from your class. These include rage powers (barbarian), *ki* powers (unchained monk), mercies/cruelties (paladins / antipaladins), rogue talents (rogue), discoveries (alchemist), magus arcana (magus), vigilante talents (vigilante), social talents (vigilante), hexes (witch), etc. Additionally, you count levels in prestige classes as levels of the base class you took a talent from when determining the overall bonuses and DCs of talent abilities for that class.

**Special:** This may be taken multiple times. Each time grants you a new talent.

**Note:** This may be used to take talents with level requirements like Advanced Rogue talents provided you meet the requirements.

## Unarmed Strike Groundwork

**Prerequisites:** Unarmed Strike class feature

**Benefit:** You count levels in prestige classes as levels in monk for the purpose of determining your unarmed damage.

## Wild Shape Groundwork

**Prerequisites:** Wild shape class feature

**Benefit:** You count levels in prestige classes as levels in druid for the purpose of determining how many times per day you can use wild shape and what kind of creatures they can turn into with it.

## Witch Groundwork

**Prerequisites:** Witch

**Benefit:** You count levels in prestige classes as levels in witch for the purpose of determining what patron spells you have.



# Afflicted

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The White Order is a organization dedicated to the destruction of evil in all of it's form. They serve as attack dogs for other devout organization in the never ending fight against the darkness. The White Order has a unique weapon in their arsenal, controlled lycanthropy, which they use in their zealous pursuit of the eradication of the wicked.

They accept afflicted lycanthropes into their care and will train them but also willingly inflict some of their own members with lycanthropy. They see this as a sacred service, gaining the benefits that lycanthropy provides and earning themselves a favorable place in the afterlife.

HIT DIE: D10.

## Role:

Affiliated are violent martial combatants who throw their full fury into combat. They are excellent frontline fighters and a terror to behind in combat.

## Alignment: Any

While The White Order is a decidedly good organization, they help any afflicted lycanthrope gain control over their curse and demand a period of service in return. While they attempt to reform, often quite brutally, evil characters they will still use them as tools in their war against evil.

## Afflicted In Your Game:

The afflicted can represent any sort of formal training that allows a character to control afflicted lycanthropy. The background presented above is just a single option. They may possess a connection to a druidic circle who is sympathetic with the plight of the afflicted or a martial society that believes lycanthropy can make them stronger. Perhaps afflicted in your game represent a barbarian tribe who intentionally contracts lycanthropy to allow an elite caste of warriors to transform into what they believe is a form closer to their animal-spirit deity (a bear tribe might have werebears afflicted perhaps).





**Table 1-1: The Afflicted**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Lycanthrope control, lycanthrope weapon mastery (+1 to hit)
2nd	+2	+1	+1	+1	Groundwork, shifter discipline talent
3rd	+3	+2	+1	+2	Lycanthrope weapon mastery (+1 to damage)
4th	+4	+2	+1	+2	Shifter discipline talent
5th	+5	+3	+2	+3	Lycanthrope weapon mastery (+2 to hit)
6th	+6	+3	+2	+3	Groundwork, shifter discipline talent
7th	+7	+4	+2	+4	Lycanthrope weapon mastery (+2 to damage)
8th	+8	+4	+3	+4	Shifter discipline talent
9th	+9	+5	+3	+5	Lycanthrope weapon mastery (+3 to hit)
10th	+10	+5	+3	+5	Groundwork, purge, shifter discipline talent

## Requirements

To qualify to become an afflicted, a character must fulfill all the following criteria.

- **Special:** Must be afflicted with lycanthropy. Natural lycanthropes do not qualify for this prestige class.
- **Special:** Must be inducted into The White Order or a similar organization.

## Class Skills

The afflicted's class skills are Acrobatics (Dex), Climb (Str), Knowledge (nature) (Int), Perception (Wis), Survival (Wis), Stealth (Dex), Swim (Str)

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the afflicted prestige class.

### Weapon and Armor Proficiency:

An afflicted is proficient with all simple and martial weapons and all armor and shields (except tower shields).

### Lycanthrope Weapon Mastery (Ex):

As a afflicted progresses in their training, they gain a degree of unparalleled mastery over the natural attacks their hybrid form grants them. These bonuses also apply while in their animal form. At 1st, 5th, and 9th level the afflicted gains a +1 competence bonus to hit with their natural attacks for a maximum of +3. At 3rd and 7th level they gain the afflicted gains a +1 competence bonus on damage rolls with natural attacks.



**Lycanthrope Control (Ex):**

An afflicted adds 2 + his 1/2 his character level as a competence bonus on all checks to resist changing or to change forms. In addition, an afflicted still retains his memory/identity when he is forced to shift.

**Groundwork:**

At 2nd, 6th, and 10th level an afflicted gains a groundwork.

**Shifter Discipline Talent:**

At 2nd level and every even level thereafter, an afflicted gains a degree of control over its curse via discipline. He selects a new talent from the list below at each of the aforementioned levels. After 4th level an afflicted can select shifter discipline talents as feats.

**Containment:** An afflicted lycanthrope can chose to infect another creature with lycanthropy or not with its attack.

**Hunter-Hunter:** The afflicted gains a +2 bonus on damage rolls against other lycanthropes, vampires, and undead.

**Improved Empathy:** The bonus to the afflicted's lycanthropic empathy improves from a +4 to a +8.

**Monstrous Changer:** The lycanthrope grows one size category when he shifts to his hybrid form. He may elect to not change size if he wishes but this choice must be made at the time of the shift. The effects of this ability mimic enlarge person. The afflicted must be at least 6th level before selecting this ability.

**Partial Shift:** The afflicted may manifest small partial changes as a swift action while in humanoid form. This grants him the use of one of his hybrid form's natural attacks. Alternatively he may use this to manifest the scent ability or the biology necessary to utilize one of its alternative forms of movement to its fullest (example: a wereshark could grant itself's hybrid form's swim speed). The afflicted must be at least 6th level before selecting this ability.

**Predatory Presence:** When the lycanthrope changes to his hybrid or animal form he may make a free Intimidate check against all enemies who can see him. In addition, while in his animal or hybrid form he gains a +4 racial bonus on Intimidate checks.

**Quick Change:** An afflicted can assume his various forms as a move-equivalent action (as a natural lycanthrope can).

**Purge (Sp):**

At 10th level, once per day the afflicted can cast *remove disease* as a spell-like ability, but this only cures lycanthropy. He may not cast this on himself. Additionally, the afflicted can never be unwillingly cured of lycanthropy (this does not matter if they are conscious or not).



# Bereaved

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Hate inspired by loss is a horrible thing. Those who give in to it are consumed by it in time. It twists and writhes in the bereaved's gut and empowers them to go beyond the limits of normal human endurance. There is a supernatural aspect to it too- those who swear oaths of vengeance, make deals with devils (literally and metaphorically), who damn themselves to right the wrong in their lives. Those who walk a dark path attract dark things and the bereaved gains powers and favors they may not even want. They achieve power by any means necessary to right that which they see as wrong.

HIT DICE: D8.

**Warning:** This class addresses emotional trauma. While we strive to represent this in a limited way- we understand that some people may not be comfortable reading about traumatic loss in even a general way.

## Requirements:

To qualify to become a bereaved, a character must fulfill all the following criteria:

- **Special:** Must have suffered an extremely traumatic loss such as the death of a loved one, a dramatic exiling, a public humiliation, etc and sworn to right it.

## Class Skills

The bereaved's only class skill is Intimidate (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features:

The following are the class features of the bereaved prestige class.

## Weapon and Armor Proficiency:

The bereaved gains no proficiency with any weapon or armor.

## Oath of Revenge:

Upon entering this prestige class the character must declare what traumatic event they are avenging. This could be the death of a loved one, a dramatic exiling, a public humiliation, etc. All suffering class feature only in circumstances where that oath/event are vocally evoked by the bereaved (such as shouting, "This is for my dead husband Thrall the Slayer!") and are directly related to achieving their revenge. Oaths must have a tangible outcome ("The necromancer Zeklore the Undying killed my husband Thrall the Slayer and had him kill the king. I am seeking to kill him and clear Thrall's name") but anything that is directly working towards their goal gets their bonus applied to it.

For example, in our example with with wife of Thrall the bonuses would apply against guards guarding a chamber where a magister who holds records that could exonerate her husband lay but not against a group of bandits who ambushed her party on the way to a dungeon. The GM is the final arbiter of when these bonuses apply.



**Table 2-1: The Bereaved**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+0	Pain, suffering
2nd	+1	+1	+1	+1	Groundwork, pain
3rd	+2	+1	+1	+1	Suffering
4th	+3	+1	+2	+2	Pain
5th	+3	+2	+2	+2	Grudge, suffering
6th	+4	+2	+3	+3	Groundwork, pain
7th	+5	+2	+3	+3	Suffering
8th	+6	+3	+4	+4	Pain
9th	+6	+3	+4	+4	Suffering
10th	+7	+3	+5	+5	Groundwork, pain

#### SIDEBAR: HOW THIS CLASS WORKS- PAIN AND SUFFERING

Each time a bereaved uses a “suffering”, an ability fueled by their vengeance, they pay for it by triggering a “pain” of their choice as well. A specific pain may only be triggered once per day. Sufferings may only be used on things related to your character’s oaths.

#### Sufferings (Su):

At 1st level and every odd level thereafter a bereaved selects a suffering from this list. Activating a suffering requires that the bereaved makes a statement related to their oath and pays for the suffering with a pain, which is visited upon themselves (as part of the same action as activating the suffering). Unless otherwise noted, activating a suffering is a swift (or immediate) action.

**Against All Odds:** A bereaved doesn’t care about stacked odds, inconvenient truths that doesn’t fit their narrative, or even logic if it gets between them and their goal. Activating this suffering causes an enemy who has just successfully made a d20 roll to re-roll

it again and take the worse result. Alternatively, the bereaved can use this on themselves to cause them to re-roll a failed d20 roll and take the better result.

**Can’t Die Yet (Su):** A bereaved cannot die until they have completed their vengeance and set things right. While many have a deathwish- their strength of purpose keeps them going when their physical body fails them. When they would be reduced to 0 or lower HP they can evoke their oath and make a Will save (DC of 10 + the amount below 0 they are) to instead leave them with 1 HP.

**Grief:** Grief is contagious and a bereaved can inflict another intelligent (non-mindless) creature with their grief. This takes a swift action and the creature gets a Will save to resist (DC 10 + 1/2 character level + the bereaved’s Charisma\* modifier). A creature that fails suffers a sudden shock of grief and takes penalty on Will saves equal to 1/4th the bereaved’s character level. This lasts for 1 + 1d4 rounds or until the creature suffering from grief fails a Will save against an enemy creature, whichever comes first.



**Hatred:** The bereaved adds his character level to damage as a morale bonus for a number of rounds equal to his character level. This stacks with bonuses from the ranger favored enemy class feature as well as any bonuses from the “hatred” racial trait.

**Madman:** The half-crazed stare and wild demeanor of the bereaved can make the weak falter, and lesser men flee. As a swift action, the bereaved can recite their oath of vengeance to gain a frightful presence (as per the universal monster rule, except where noted here) for a number of rounds equal to their character level. This frightful presence has a range of 30 feet, and causes creatures to become frightened for 1d6 rounds per 4 character levels. A Will save (DC 10 + 1/2 character level + the bereaved's Charisma\* modifier) resists the effect, and creatures with more HD than the bereaved has character levels are immune to this effect.

#### \*SIDEBAR: VARIABLE ABILITY SCORES

The bereaved works of Charisma by default but a case can be made for allowing it to work off Wisdom or even Intelligence if a viable reason can be decided upon between the player and the GM.

### Pain (Ex) (Pn):

Power does not come without a price. Each level a character takes in the bereaved class is another, willing, step down that dark road one can never come back from- the crossing of another line that one should not cross. At 1st level and every even level thereafter, a bereaved must select one price of pain from the list below. A pain is used to pay for a suffering and inflicts something on the bereaved. A pain can only be used on the bereaved if it would affect them. If it fails to affect them for whatever reason, the suffering fails to activate as well. Some pains list a duration. If the suffering is a single roll or check (such as Can't Die Yet) they duration is assumed to be 1 round.

**Breakdown:** The bereaved loses their composure, breaking down in public or otherwise embarrassing themselves. On the turn after the bereaved uses the pain that triggered this, they are staggered by stress and emotional trauma.

**Caution Be Damned:** The bereaved loses control of themselves, throwing themselves into the battle without concern for their own lives. This pain causes the bereaved to take a -4 penalty to their AC for the duration of the benefit of the suffering.

**Frozen:** Sometimes it's not the explosive moments of rage but the quiet moments where you feel like you are trapped in your own body; in a life you don't want to live in. A bereaved cannot move or take any actions other than attacking targets that are valid targets under their oath of revenge.

**Inconvenience:** The emotional baggage of a bereaved doesn't just affect them- it gets pushed on to those who care about them. Friends will stand by them despite this- helping them along despite the inconveniences it causes. After activating a suffering, this pain inflicts a -1 penalty on all d20 rolls for the bereaved and his allies within 30 feet of him. This persists as long as the suffering does. If any ally does not willingly accept this, the suffering automatically fails to trigger.

**Lash Out:** Sometimes those who are hurting the worst lash out at those they hold most dear. The closer they are the more they hurt them. On the turn following the activation of the suffering the bereaved must make at least one attack roll against an ally with the intent to cause harm or at least inconvenience. This attack roll cannot be made if the bereaved knows they will not cause their intended effect (such as attacking an ally with more DR than their maximum potential damage, exceptionally high AC, etc).



**Night Terrors:** A bereaved cannot get a restful night of sleep as terrible night terrors haunt their dreams. They often wake up frequently in cold sweats, scream, or have torturous nightmares. The next time the bereaved tries to get a full night's rest after paying for a suffering with this pain, they roll 1d8 and add 2. That is the maximum number of hours worth of sleep they got. A bereaved can only use this once per day or until the next time they rest. This cannot be taken at 1st level.

### Groundwork:

At 2nd, 6th, and 10th level a bereaved gains a groundwork.

### Grudge (Su):

At 5th level the bereaved's oath of revenge begins to border on the supernatural. This can take two forms: a weapon of hate or a personal demon.

If he selects weapon of hate, any weapon he wields for 1 minute becomes infused with his vile hatred. It pulses with an inky black bile that seeps from its blade. All attacks dealt an extra 1d4 negative energy damage. This increases by +1d4 at 7th and 9th level (for a maximum of +3d4). These extra damage dice become d6s rather than d4s if the target of the attack would fall under the oath of revenge.

Alternatively, the emotional baggage of the bereaved starts to take form supernaturally. The inky black hate might congeal into an evil parody of the bereaved themselves- representing their evil, a literal demon that follows them around representing the burden they carry, or they may have simply attracted the attention of something like a malicious fae or negative energy creature. This personal demon functions as a wizard's familiar, using their full character level

as his effective wizard level. The selected familiar is chosen from the Improved Familiar list and must have a neutral or evil alignment requirement (even if the bereaved is of a non-evil alignment, he can select it). This is typically an imp, brownie, or shadow drake. The bereaved selects a creature whose arcane spellcaster level requirement is equal to or less than his total character level.

Unlike typical familiars, a person demon isn't always helpful. It tends to play subtle tricks on the bereaved, mess with them, or make matters worse when it can. During combat it is obedient but when they go unsupervised they have a mischievous will of their own. If a bereaved has a familiar from another class, the levels do not stack- he simply has 2 familiars (this couples well with the companion groundwork!).

### Apotheosis: Resolving Your Oath of Revenge

If a bereaved completes their oath of revenge... then what? Well, this is a major moment of character development and should be rewarded in some way. Going forward is another matter however and there are two ways to approach it. The first is to have them exchange their class levels in bereaved for levels in another class. Afterall, their lives got interrupted by some trauma and, after picking up the pieces, they have emerged stronger for it. The other way to proceed is to say, "those born to hate will hate no matter what" and may proceed to take levels in the class after adopting a new oath of revenge. Sometimes people are addicted to hate and will feel wronged even if they weren't- they becomes addicted to that toxic mindset. It takes a real, true, friend or moment of epiphany to break that cycle and not everyone has that in their lives.



# Dragon Scout

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The Dragons Scouts are an organization for young (or young at heart), aspiring, adventurers who want to explore the magical world around them in a safe and guided fashion. Many Dragon Scouts go on to be famous leaders, well-rounded individuals, and contributing members of magical society. They are particularly popular with parents of at-risk-youths because of the positive effects their structure and positive reinforcement has on them. While most people don't go "all the way" and reach the coveted level of "Wurm Scout", many spend at least a summer or two in their ranks.

Dragon Scouts are organized into "clutches", small groups of youths who are lead by a scoutmaster who is general a member of their society in good standing. Many scoutmasters are former dragon scouts themselves or at least the parents of current dragon scouts. Clutches are collected into a "brood" and lead by a "Jabberwocky" - a former scoutmaster who takes on administrative duties. The organization exposes their members new experiences, trains them in basic skills, and helps them build self-confidence. A disproportionate number of them go on to become adventurers.

There is an adult branch of dragon scouts known as the "pseudodragons". They are generally part of community-improvement programs, post-prison rehabilitation programs, or support groups. However, they have such a high success rate they are being employed in new and exciting ways every day.

HIT DICE: D10.

## Role:

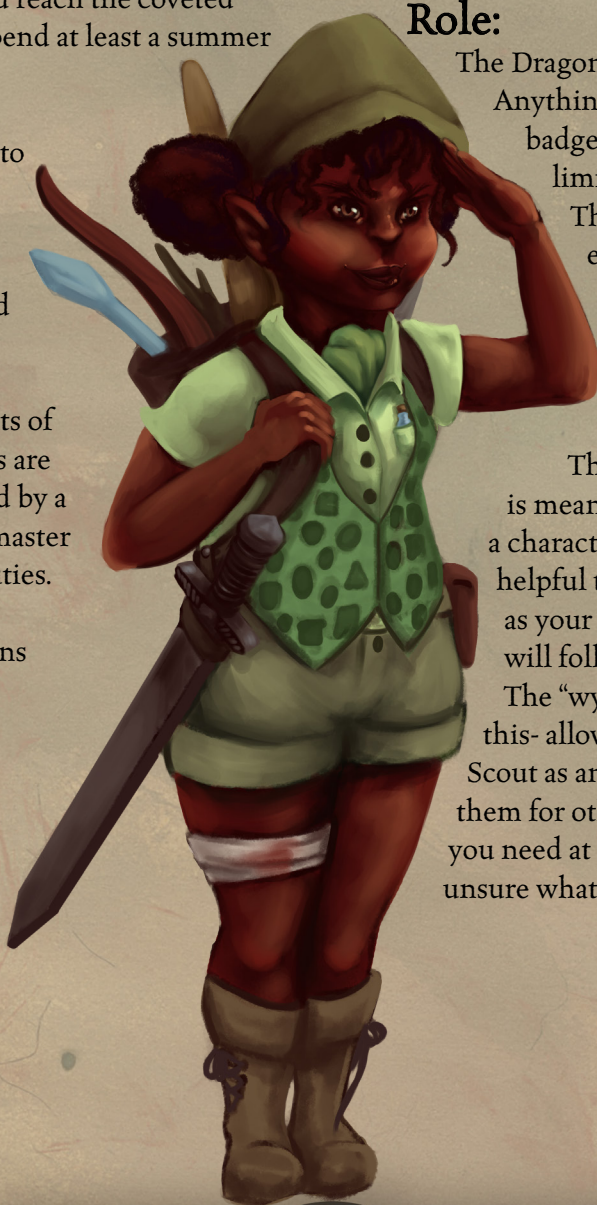
The Dragon Scout motto is "Be Ready for Anything". A Dragon Scout earns "merit badges" which gives them access to limited access to a lot of abilities.

This versatility, coupled with their exceptional base statistics, makes them exceptionally well-rounded combatants.

## Using this Class:

This class is a 5 level base class. This is meant as an entry class to help diversify a character's abilities. It is exceptionally helpful to take this at low levels (particularly as your first class) but it is expected that you will follow this class up with other levels.

The "wyrmling" class feature helps with this- allowing you to count levels of Dragon Scout as any other class and freely exchange them for other ones, it might just be that boost you need at low levels (particularly if you are unsure what direction you want to go).





## Integration Into Your Game:

The concept of a “dragon scout” can be a little comedic but it doesn’t have to be. In a high magic, dungeon-punk, or somewhat self-aware fantasy setting (ala the Tippyverse) it makes sense to acclimate people to the dangers of the world when orcs, wizards, and demons are literally running around. If played straight they can be an extension of the local Adventurer’s Guild or even a magic academy. If you find the name “dragon scout” offputting, feel free to refer to it as the “adventurer’s apprentice” (or just “apprentice”), “dungeoneer”, something like a “debutant” or even “factotum”.

**Table 3-1: The Dragon Scout**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+2	+2	Basic training, merit badge, wyrmling
2nd	+2	+3	+3	+3	Merit badge
3rd	+3	+3	+3	+3	Merit badge
4th	+4	+4	+4	+4	Merit badge
5th	+5	+4	+4	+4	Merit badge, Wyrmling Scout

## Starting Wealth:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## Requirements:

Class Levels: Must not have any levels in any other class.

## Class Skills

The Dragon Scout’s class skills are Craft (Int), Knowledge (Dungeoneering), Perception (Wis), Profession (Wis), and Survival (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features:

The following are the class features of the Dragon Scout.

## Weapon and Armor Proficiency:

The Dragon Scout is proficient with all simple weapons and with light armor.

## Basic Training:

A Dragon Scout may attempt any skill untrained. When it does so it takes a -2 penalty. A Dragon Scout who takes levels in another class loses this benefit.

## Wyrmling:

Starting at 1st level, levels of Dragon Scout count as levels of any other class for the purpose of determining the effectiveness of class features and caster level. This has no impact on a character’s ability to cast spells. Levels of Dragon Scout may be exchanged freely with levels in other classes.



## SIDEBAR: CHARACTER LEVEL VS CLASS LEVEL

A character's "class level" refers to level in the class being discussed ("I have 3 class levels in barbarian") while one's "character level" is their total class levels in all classes ("I have 3 levels in barbarian and 2 in Dragon Scout. I am character level 5").

## Merit Badges (Ex):

At each level of Dragon Scout gains a merit badge. A merit badge is an experience that the Dragon Scout has both encountered and studied. After taking at least 1 level of Dragon Scout a Dragon Scout can take merit badges as feats (they can do this even if they exchange away all their Dragon Scout class levels). A Dragon Scout must have encountered something in game prior to taking the feat. A Dragon Scout with only 1 character level (not class level) may be taken from information provided in the Dragon Scout's background.

**ATHLETICS BADGE:** The Dragon Scout gains Fleet as a bonus feat. In addition the Dragon Scout always treats Climb (Str) and Swim (Str) as class skills and gains a bonus on those skills equal to 1/5th his Dragon Scout level.

**Requirement:** The Dragon Scout must have climbed at least 1 mountain or swam for at least 1 hour straight (even just treading water).

**BLACKSMITH BADGE:** The Dragon Scout gains a bonus on Craft (arms and armor) checks equal to 1/4th his Dragon Scout level and always treats it as a class skill. In addition the Dragon Scout becomes proficient in medium and heavy armor as well as tower shields once they have successfully crafted at least one.

**Requirement:** The Dragon Scout must have successfully crafted some sort of armor or shield.

**BOXING BADGE:** The Dragon Scout gained Improved Unarmed Strike as a bonus feat. In addition, the Dragon Scout gains a +2 Dodge bonus to their AC against unarmed strikes and natural attacks.

**Requirement:** The Dragon Scout must have fought at least 1 professional or semi-professional fight, even an exhibition or prolonged spar in public with someone skilled in unarmed combat.

**BULLSEYE BADGE:** The Dragon Scout becomes proficient in all martial ranged weapons and 1 exotic ranged weapon of their choice. In addition, the Dragon Scout gains a +4 bonus on confirmation rolls made with bows (this does not stack with other bonus on critical confirmation rolls).

**Requirement:** The Dragon Scout must have landed a killing blow on a target with a ranged weapon.

**COMMUNITY BADGE:** The Dragon Scout gains a teamwork feat and gains a +4 competence bonus when attempting an Aid Another check.

**Requirement:** The Dragon Scout must have benefit from a teamwork feat or made a successful Aid Another check during combat.

**FIRST AID BADGE (SU):** The Dragon Scout can take a standard action to heal all adjacent allies an amount of hit points equal to their Dragon Scout level. He can do this a number of times per day equal to 1/4th his Dragon Scout level. This minorly magical healing does not provoke attacks of opportunity. In addition the Dragon Scout always treats Heal as a class skill and gains a bonus on Heal checks equal to 1/5th his character level.

**Requirement:** The Dragon Scout must have successfully performed a Heal check to stabilize a dying creature or a long term care check.



## P R E S T I G E C L A S S E S

**HORSE BADGE:** The Dragon Scout gains a +1 bonus on attack and damage rolls made on a charge. This bonus doubles if he does it while mounted. In addition, the Dragon Scout always treats Ride as class skill and gains a +1/5th his Dragon Scout level bonus on Ride checks.

**Requirement:** The Dragon Scout must have rode a horse for 6 hours.

**JUNIOR MAGE BADGE (SP):** Select 2 0th level spells. The Dragon Scout can cast those spells and *prestidigitate* at will as spell-like abilities. In addition, the Dragon Scout always treats Spellcraft (Int) and Knowledge (Arcana) as class skills.

**Requirement:** The Dragon Scout must have read a mage's spellbook from cover to cover or successfully made a Use Magic Device check on a wand that casts an arcane spell.

**NATURE BADGE:** The Dragon Scout can move at full speed while tracking. In addition, the Dragon Scout always treats Knowledge (Nature) as class skills gains a bonus on Knowledge (Nature) and Survival checks equal to 1/5th his Dragon Scout level.

**Requirement:** The Dragon Scout must have spent 1 week in the wilderness without creature comforts. The Dragon Scout must really "rough it". Tents and basic camping supplies are acceptable.

**PLANAR BADGE (SU):** Once per day as an immediate action to being teleported the Dragon Scout can return to their native plane or the plane they were left on. In addition the Dragon Scout always treats Knowledge (Planes) as a class skill and gains a bonus on Knowledge (Planes) checks equal to 1/5th his Dragon Scout level.

**Requirement:** The Dragon Scout must have visited at least 1 other plane.

**PUBLIC SPEAKING BADGE:** Once per day a Dragon Scout with this badge can re-rolled a failed Charisma-based skill check and take the new result if better. In addition, the Dragon Scout always treats Bluff, Diplomacy, Intimidate, and Sense motive as class features and gains a +1/5th his Dragon Scout level bonus on it.

**Requirement:** The Dragon Scout must have delivered a speech of at least 5 minutes to at least 100 people or have accomplished some similar social feat (such as had a coming of age ball thrown in their honor, had an audience with a king, etc).

**SQUIRE BADGE:** The Dragon Scout becomes proficient with all martial weapons and 1 exotic weapon of their choice.

**Requirement:** The Dragon Scout must have fought in at least 1 battle with 3 or more opponents.

### Wurm Scout (Ex):

At 5th level, a Dragon Scout gets promoted to the rank of wurm scout- the highest rank a Dragon Scout can obtain. The Dragon Scout now counts levels in other classes as levels in Dragon Scout for the purpose of determining the effectiveness of your Dragon Scout class features. In addition, the Dragon Scout has committed the Dragon Scout Handbook (see below) to memory and always counts as if they had one to reference when making skill checks.

### DRAGON SCOUT HANDBOOK (ITEM)

The dragon scout handbook is a useful guidebook that is issued to all dragon scouts. It grants a +4 circumstance bonus on all Knowledge checks that have a DC of 10 or less. Additionally, it grants a +2 circumstance bonus on all checks made to identify creatures. These bonuses do not stack with one another. The book is quite extensive (if not a little basic) and quite large for a child to hold so most wear the small built-in straps on it's cover like a little backpack. It costs 300 gp and weighs 5 lbs.



# Polymath

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

They have been called many things: renaissance men, geniuses, polymaths, people of distinction and gentlefolk. A polymath is not just a jack of all trades but a master of all. They culture themselves—learning all that a person of their age should know and exceeding their peers in all regards. One might be a warrior-poet prince with an eye for science who has written many operas written in his native tongue (and two in Elven) and compiled the first astrological codex on the movement of stars in the night sky. Another could be a lady of distinction who is not only an accomplished civil servant who revolutionized sanitation (saving millions of lives) but also a master fencer, a business mogul whose ships now do business in every port, and also the accomplished explorer who discovered the lost continent of Mu.

HIT DICE: D8.

## Requirements:

To qualify to become a polymath, a character must fulfill all the following criteria:

- **Requirement:** All Knowledges (3 ranks).
- **Requirement:** Have performed some civil service task or an act of grand charity.
- **Requirement:** Must have lead and followed.  
Maybe you worked as a slave and now you are a master, you could have been a soldier and now an officer, a daughter who became a mother would fit this as would an apprentice who became a wizard.

- **Requirement:** Must have a physical accomplishment. This could be winning a physical challenge of note (even a local one), having a combat feat that you have used to great effect, having a remarkable physical ability score and demonstrating it, or even something as abstract as having invented something that helps others physically.
- **Requirement:** Must have at least 1 language other than your racial starting languages.

## Class Skills

The polymath treats all skills as class skills.

**Skill Ranks per Level:** 8 + Int modifier.





**Table 4-1: The Polymath**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+0	Bonus feat, Polymath knowledge, synergy (+1)
2nd	+1	+1	+1	+1	Loremaster
3rd	+2	+1	+1	+1	Bonus feat
4th	+3	+1	+2	+2	Synergy (+2)
5th	+3	+2	+2	+2	Bonus feat
6th	+4	+2	+3	+3	Jack of all trades
7th	+5	+2	+3	+3	Bonus feat, synergy (+3)
8th	+6	+3	+4	+4	Advanced learning
9th	+6	+3	+4	+4	Bonus feat
10th	+7	+3	+5	+5	Synergy (+4)

### Class Features:

The following are the class features of the polymath prestige class.

### Weapon and Armor Proficiency:

The polymath gains no proficiency with any weapon or armor.

### Bonus Feat:

At 1st level and every odd level thereafter, the polymath gains a groundwork feat or a bonus feat in addition to those gained from normal advancement.

#### SIDEBAR: GROUNDWORKS?

You'll notice that this prestige class does not specifically gain groundworks other than via the bonus feat class feature. We fully intend for a polymath to take lots of groundwork feats.

### Polymath Knowledge (Ex):

A polymath adds 1/2 its total character level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained. This does not stack with the benefits of bardic knowledge.

### Synergy (Ex):

The value of a polymathic mind is that it has such a grasp of the fundamentals that all things inspire their next step. Their knowledge of physics might inspire a unique approach to combat and the way they shoot a bow might lead to some insight with a string instrument plays, and the words they sing accompanying the music that they play might reinforce a long held belief about fear being nothing but an unnecessary construct.



If a d20 roll that a polymath attempted was successful, the next d20 roll they attempt within 1 round gains a +1 morale bonus on it. This bonus improves by 1 every 3 levels after 1st to a maximum of +4 at 10th level. If they ever fail a d20 roll this bonus resets to +0.

### **Loremaster (Ex) (Pres):**

A polymath who has 2 polymath levels and at least 5 character levels becomes a master of lore and can take 10 on any Knowledge skill check that they have ranks in. A polymath can choose not to take 10 and can instead roll normally. In addition, once per day, the polymath can take 20 on any Knowledge skill check as a standard action. They can use this ability one additional time per day for every six character levels they possess beyond character level 5, to a maximum of three times per day at character level 17.

### **Insight (Ex):**

A 3rd level polymath who identifies a creature via a Knowledge check gains a +1 insight bonus on all d20 rolls against that creature for a number of rounds equal to the polymath's highest mental ability score bonus.

### **Jack of All Trades (Ex) (Pres):**

A polymath who has 6 polymath levels and at least 10 character levels can use any skill, even if the skill normally requires them to be trained. If they have at least 19 character levels, the polymath can take 10 on any skill check, even if it is not normally allowed.

### **Advanced Learning (Ex):**

Fool them once and you'll not fool a polymath again with the same trick. An 8th level polymath gains a morale bonus equal to 1/4th their character level to their AC, CMD, or any relevant save against sources they have been successfully caused them harm within the last minute.

A valid "source" for this ability is defined as:

- A specific creature using a type of weapon ("greatsword" for example) to deal damage.
- A specific spell or spell-like ability ("*fireball*" or "*charm person*" for example).
- A specific type of trap ("swinging blade trap").
- A specific creature using a class feature or supernatural ability to cause damage or inflict a harmful effect (a cleric's channel energy, for example).

"Specific creature" means a singular instance, as in "this one particular bandit". This means that having Bandit A hit you with a longsword would provide you with a bonus against Bandit A hitting you with a longsword again, but not against Bandit B hitting you with a longsword or Bandit A hitting you with a knife. "Cause harm" is defined as anything that would constitute a "hostile action" (a good example is: anything that would break *invisibility*).





# Returned

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The precipice of death, that thin line that separates life from oblivion, is a line known all too well by adventurers. Even when magic brings someone back from the brink, sometimes they don't come all the way back; a piece of them remains behind, caught with one foot in the grave. Those who have 'returned' find themselves imbued with ghastly powers, and can even shunt their own bodies into a spectral form. Still, they bear a terrible memory of their near-death experience, and dread anything that threatens to repeat the event.

HIT DICE: D8.

## Requirements:

To qualify to become a returned, a character must fulfill all the following criteria:

- **Special:** Must have been reduced to within 1 hitpoint of death (i.e. been reduced to a negative value equal to your Constitution score -1).

## Class Skills

The returned gains no new class skills.

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features:

The following are the class features of the returned.

## Weapon and Armor Proficiency:

The returned gains no new weapon or armor proficiencies.

## Epitaph (Su/Pn):

At 1st level, the returned gain an epitaph, which reflects the nature of his near-death experience. The epitaph grants the returned damage options when using his spectral force ability (see below). However, each epitaph also bears with it a specific fear, something that reminds the returned of their brief time in the land of the dead. Several example epitaphs are provided at the end of this prestige class, but talk with your GM to develop an epitaph that best reflects the events surrounding your character's near-death experience.

## Play Dead (Ex):

At 1st level, the returned adds 1/4 his character level to any check made to fake being dead. This bonus improves to 1/2 his character level if it relates directly to his epitaph.

## Spectral Force (Su) (Pres):

The returned can channel their own ghostly energies through their weapons to better harm their foes. At 1st level he adds +1d6 negative energy damage to his attacks. This damage improves to +2d6 at character level 6th level and this bonus damage improves by +1d6 every 6 character levels thereafter.

At 3rd level, the returned always counts his weapons (both manufactured and natural) as having a mundane version of the ghost touch weapon property.



**Table 5-1: The Returned**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Epitaph, play dead, spectral force (+1d6)
2nd	+1	+0	+0	+3	Grave gift, groundwork
3rd	+2	+1	+1	+3	Ghostform, spectral force (ghost touch)
4th	+3	+1	+1	+4	Grave gift
5th	+3	+1	+1	+4	Discorporation (10'x10')
6th	+4	+2	+2	+5	Grave gift, groundwork
7th	+5	+2	+2	+5	Discorporation (15'x15'), spectral force (spite attack)
8th	+6	+2	+2	+6	Grave gift
9th	+6	+3	+3	+6	Mostly dead
10th	+7	+3	+3	+7	Discorporation (20'x20'), grave gift, groundwork

At 7th level, the returned may chose to make a special attack called a spite attack as a standard action. A spite attack resolves against touch AC, using his Charisma modifier in place of his Strength modifier to determine his attack bonus, and deals damage equal to his spectral force bonus damage + his Charisma modifier.

### Grave Gift (Su):

At 2nd level, and every even level after that, the returned gains a talent from the following list.

**Black Speech (Sp):** The returned can speak with non-mindless undead creatures as though they shared a language. In addition, once per day per Charisma modifier, they can speak with a truly dead creature whose remains they have located (functioning as per the spell *Speak with Dead*).

**Fogcatcher:** While discorporated, the returned may choose to have his swarm attack ignore a number of creatures up to his Charisma modifier. The returned must have the discorporation class feature to take this grave gift.

**Ghostly Fog:** While discorporated, the area occupied by the returned counts as an area of obscuring mist that cannot be removed by any means save killing the returned. The returned ignores the miss chance provided to creatures within the area. The returned must have the discorporation class feature to take this grave gift.

**Ghoul Keeper:** A returned with this ghostly gift deals twice as much negative energy damage with their spectral force against undead who are healed by negative energy damage (if you roll 2d6 and get 3 negative energy damage, the undead is healed for 6). **Invisible (Pres):** While in ghostform, the returned becomes invisible, as by a supernatural *invisibility* spell effect. He becomes visible if he attacks or takes any action that would break an *invisibility* spell, but he may resume the effect as a swift action on his turn. This has no effect while discorporated. The returned must be at least character level 10 to take this grave gift.



**Lifesense:** The returned gains the lifesense monster ability with a range of 60 feet.

**Poltergeist:** While in ghostform, the returned may interact with corporeal objects as though they had the ghost touch magical property. He uses his Charisma in the place of his Strength to determine how much he can lift and his bonus on attack and damage rolls. The returned must have the ghostform class ability to take this grave gift.

**Possession (Sp) (Pres):** While in ghostform, the returned may attempt to possess a creature within 30 feet. This functions as a *greater possession*<sup>OA</sup> spell, except it only lasts while the returned maintains his ghostform, after which he reforms in a square adjacent to the creature he was possessing. While possessing a creature, the returned may still use his spectral force ability. If the returned uses this ability while disincorporated, the possessed creature becomes the center of the swarm effect, but is not affected by the swarm attack. The returned must be at least character level 10 to take this grave gift.

**Ritual of the Veil (Sp):** As a full round action a returned can grant themselves and all willing allies within 30 feet of them the effects of hide from undead for a number of rounds equal to the returned's Charisma modifier. Once used, it cannot be used for 1 minute.

**Spectral Flight (Pres):** While in ghostform, the returned gains a fly speed equal to his base land speed +5 feet per 2 returned class levels with perfect maneuverability. The returned must be at least character level 6 to take this grave gift.

### Groundwork:

At 2nd, 6th, and 10th level a returned gains a groundwork.

### Ghostform (Su):

At 3rd level, the returned can enter a ghost-like state, pulling himself closer to the afterlife. As a move action, the returned can become incorporeal. The returned can remain incorporeal as long as he chooses, but he must make a Will save each round (see below). The returned may exit ghostform as a swift action, at which point he becomes fatigued for a number of rounds equal to the time he spent incorporeal. The returned cannot enter ghostform while fatigued.

At the end of the end of each round the returned remains in ghostform, he must make a Will save to resist the mortal decay brought on by exposure to the afterlife. The save DC starts at 10 + his returned class level, and increases by +1 for each additional round he remains in ghostform. Should the returned fail the Will save, he immediately becomes corporeal and gains 1 temporary negative level in addition to the normal fatigue effect. The save DC resets once the returned exits ghostform.

### Disincorporation (Su):

At 5th level, as a free action when the returned enters ghostform, or as a swift action while already in ghostform, the returned can dissolve their form into a 10'x10' cloud of ghostly fog. This is referred to as being 'disincorporated', and certain class features only trigger while the returned is in this state. Any effect that functions while in ghostform continue to function while disincorporated. While disincorporated, the returned is treated as a swarm of incorporeal fine creatures, with a swarm attack that deals their spectral force bonus damage. He does not gain the distraction ability. Additionally, the base DC to remain in ghostform while disincorporated increases by +5. The returned may end his disincorporation as a swift action, or have it automatically end when he exits ghostform.



At 7th level and 10th, the size of the returned's disincorporated form increases as shown on Table 5-1: The Returned, to a maximum of a 20' x 20' cloud at 10th level.

### Mostly Dead (Su):

At 9th level, the returned gains the negative energy affinity monster ability, causing them to be healed by negative energy and harmed by positive energy.

## Example Epitaphs

### FROZEN

You nearly froze to death on a snowy mountain peak, when you were caught in an avalanche, or when the frost dragon caught froze you to an icy husk.

**Damage Type:** Spectral force can deal cold damage, negative energy damage, or a mix of both

**Fear:** When the returned takes cold damage, he must make a Will save (DC 10 + 1/2 the damage dealt) or become shaken while the source of the damage is present.

**Design Note:** If using something like burned, electrocuted, boiled in acid, etc it would be wise to substitute the relevant damage types for cold.

### BURIED

You nearly died when a cave collapsed on you, when you were buried prematurely, or under similar circumstances.

**Damage Type:** Spectral force can deal bludgeoning damage, negative energy damage, or a mix of both

**Fear:** Any time the returned becomes grappled\*, entangled, or otherwise restrained, he must make a Will save (DC equal to the Escape Artist check to escape the effect) or become shaken as long as he remains bound.

\*The returned does not have to make a save if he is in control of the grapple.

### VIOLENCE

You had a brush with death as a result of a murderous encounter with bandits, a betrayal by a supposed ally, or an assassin's half done work.

**Damage Type:** Spectral force can deal slashing damage, piercing damage, negative energy damage, or a mix of any two

**Fear:** Any time the returned takes bleed damage, he must make a Will save (DC 10 + bleed damage) or become shaken while the bleed damage persists.

### ALONE

You passed away, starving and wasting to nothing, far from your friends and family, alone in the world.

**Damage Type:** Spectral force can deal nonlethal damage, negative energy damage, or a mix of both.

**Fear:** Any time the returned cannot draw line of sight to an ally, he must make a Will save (DC 10 + 1/2 the damage dealt) or become shaken until he can see an ally.



# Tainted Mage

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

## The Blight

The Blight is an ancient spellblight plague that warps the mind, flesh, and spells of those casters who are infected with it. Their skin turns a milky white and becomes covered in blistering pustules that grow into open sores that ooze a greenish ichor. It also taints all the spells of the caster, turning their spells from their typical form into spells of disease and infection. The Blight is highly contagious, a spellcaster who is affected by a tainted spell has a chance of becoming infected themselves.

The Blight is actually a curse from the Gods for mortal hubris. It is believed in primordial times the first mages taunted the gods with their power, disowning them in favor of arcane study. To show their might the gods cursed the most offensive of these mages with the Blight. Since then this ancient plague has appeared from time to time; often in civilizations where mages are common. Its name is whispered with fear in the halls of every mage's tower and when it manifests the infected are systematically destroyed.

**Note:** This is a spellblight (see Ultimate Magic for more information).

### ACQUIRING

A character capable of casting an arcane or psychic spell of 1st level or higher who has failed a save against or takes at least 1 point of damage from of a spell cast by a character with the infected stage (stage 2) of the Blight must roll a Fortitude save (DC 20) to avoid contracting the Blight. If one fails this save, they enter have incubating (stage 1) Blight.

**Note:** This does not affect creatures with spell-like abilities, only creatures that can actually cast psychic and/or arcane spells. Divine casters are immune to this.





# P R E S T I G E C L A S S E S

## DETECTION

A DC 10 Heal check will indicate that one is infected with the Blight. If the result is at least 15, the stage is known.

## TREATMENT

In stage 1 any spell that removes a disease, curse, or negative level cures them instantly. In stage 2 or 3 only a *wish* or *miracle* spell can cure it. Blight cannot be removed by mundane Heal checks.

## Stages

The Blight has 3 stages: incubation, infected, and acute.

### STAGE 1: INCUBATION

**Symptoms:** There are no penalties or outward signs during stage 1.

### STAGE 2: INFECTED

**Progressing:** After 2d6 days in stage 1, if not cured a character with stage 1 Blight progresses to stage 2.

**Symptoms:**

- **Mechanical:** Creature is permanently sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.) This outwardly manifests as coughing, odd smells, weakness, etc. Spells have a chance to infect other spellcasters (see “acquiring” in stage 1).
- **Aesthetic:** Skins whitens as if an albino. Small, white, blistering, pustules appear on the skin. Body hair darkest to jet black.

### STAGE 3: ACUTE

**Progressing:** After 2d6 days in stage 2, if not cured a character with stage 2 Blight progresses to stage 3.

**Symptoms:** All previous symptoms plus:

- **Mechanical:** The creature must make a Fortitude save (DC 20) each time they cast a spell. If they fail it they begin coughing up green ichor. This causes them to take the spell's level in damage. The completion of the spell is unaffected and happens even if the spell fails to take effect.
- **Aesthetic:** Pupils disappear and the eyes glow an ominous green green, features become lean and gaunt, teeth become needle-like and sharp.
- **Roleplaying:** The creature is compelled to seek out and infect as many spell casters with the Blight. This is not overpowering, but is a subtle, insidious, constant, whispering in their mind and they may go mad if they don't regularly infect others.





**Table 6-1: The Tainted Mage**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+0	+0	+0	False remission, spellblight casting	+1 level of existing class
2nd	+1	+1	+1	+1	Groundwork	+1 level of existing class
3rd	+1	+1	+1	+1	Suppression	+1 level of existing class
4th	+2	+1	+1	+1	Groundwork, patient zero	+1 level of existing class
5th	+2	+2	+2	+2	Toxic biology	+1 level of existing class

Infected by the most horrific of spell blights some mages not only survive with their infirm but thrive under it. Some even seek it out, cultivating more and more horrific implications so that they can use the horrific weapon against their enemies. Powerful mages who reach the acute stage sometimes give in to this plague and become pure monsters, fueled by their disease's madness. Occasionally followers of plague gods or deities who hate magic take levels in this class after studying a mix of arcane and divine magics. Perhaps the most tragic tainted mages are those who start their journey with the best of intentions, to cure the Blight though research, but get lost along the way.

HIT DICE: D6.

### Requirements:

To qualify to become a class, a character must fulfill all the following criteria:

- **Requirement:** Infected with at least stage 2 of the Blight spellblight.
- **Requirement:** Able to cast 3rd level arcane or psychic spells

**Note:** If a creature is ever cured of the Blight, reduced it to stage 1, or they are not suffering from the effects of it, by a means other than by class features found in this prestige class, they lose all tainted mage class features except proficiencies. They may not progress any further in levels as a tainted mage. They regain their abilities and advancement potential if they are reinfected (at stage 2).

### Class Skills

The tainted mage gain no new class skills.

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features:

The following are the class features of the tainted mage prestige class.

### Weapon and Armor Proficiency:

The tainted mage gains no proficiency with any weapon or armor.



**False Remission (Su):**

At 1st level, the tainted mage can magically suppress all symptoms of its disease for 1 hour after a magical ritual that takes 10 minutes. This automatically fools all magical means of disease detection and the DC to detect it with Heal check is 20 + their character level.

**Spells per Day:**

When a new tainted mage level is gained, the character gains new spells per day as if they had also gained a level in a spellcasting class they belonged to before adding the prestige class. It does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a tainted mage, they must decide to which class they add the new level for purposes of determining spells per day.

**Spellblight Casting (Ex):**

At 1st level, any spell cast by a tainted mage with an elemental descriptor or that deals damage of an element (including sonic and force) instead treats its element as "blight". A blight elemental spell (or "blighted spell") is comprised of pure disease and is often a greenish, slimy, ichor. Any save associated with a blighted spell is changed to a Fortitude save. In addition to any normal effects for failing the save, the creature is additionally affected by a *contagion* spell. If a spell does not have an associated save, the creature still gets a Fortitude save to resist the contagion effect.

**Groundwork (Ex):**

At 2nd and 4th level a tainted mage gains a groundwork.

**Suppression (Ex):**

At 3rd level, a tainted mage can suppress the sickened condition and damage they normally take from casting spells for a number of rounds equal to their tainted mage level as swift action. This can be done a number of times per day equal to their highest mental ability score.

**Patient Zero (Ex):**

When a tainted mage of 4th level infects a target with the Blight, the creature automatically receives it at the stage the tainted mage has it at (a tainted mage with acute Blight would cause a creature to receive acute Blight).

**Toxic Biology (Su):**

At 5th level, the tainted mage becomes immune to all diseases (magical or otherwise) and poisons- except for the Blight. In addition, any creature who drinks the blood of a tainted mage can be infected with Blight (so long as they are a valid target).



# Thousandfold

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Those who follow the “Thousandfold Path” strive towards personal godhood through action. They believe that those who act as a god become a god and those who strive towards godhood are touched by the divine. Thus to strive against impossible odds is to be saintly. A thousandfold is a dedicated and initiated adherent to this strange religious warrior-cult.

Those that master their ways are rewarded with the ability to “do” more, most notably by the divine manifestation of more limbs.

HIT DICE: D8.

## Requirements:

To qualify to become a class, a character must fulfill all the following criteria:

- **Requirement:** Knowledge (religion) (3 ranks)
- **Requirement:** Must have joined the Thousandfold Path and past their Trial of Action. See “Initiation” for more information.

## The Thousandfold Path

The Thousandfold Path (often called “The Path”) is a warrior cult found scattered about the world. They practice ancient, cultish, arts and pray to myriad gods and goddesses. While their individual nature varies they almost always follow deities of hubris, warriors, strength, battle, and decisive action. They rebuke any sense of subtlety or deception- viewing it as shying away from godhood/the divine path. They all have a similar dogma that deities are just beings who act boldly and with the intent to change the world and are rewarded for it. They value people who take direct action and change things. While not evil, the meek are ignored and only those who force such cults to accept them are welcomed.

## INITIATION

Those who learn their ways must fell a foe bigger and decidedly stronger than themselves through direct action to officially join their number. Their favorite targets are giants, angels, and demons but bears and other ferocious creatures are acceptable. Prior to their “day of action” a potential thousandfold student must stand a vigil, contemplating the nature of personal godhood and what it means. After standing vigil all night, under the supervision of another silent member of The Path, the initiate must seek their challenge. This may have been arranged before (a mastodon or bear chained to a post to be let loose when they arrive, for example) or simply planned in general (they plan to go and challenge the leader of an orc tribe to personal combat) but regardless of the nature of the challenge- they must complete it by the next sundown. Those that fail are flogged and can only re-attempt their challenge if they wait a month and offer 10 gp worth of sacrifices. After multiple failures the cult may expel them.

## WAR & ADVENTURING

War is seen as the ultimate expression of action. Those of The Path answer the call frequently and are often employed as religious mercenaries by local lords. Because of this many lords will attempt to cultivate some kind of positive relationship with these cults. The only thing that fulfills their dogma more than a good war or contest of strength is adventuring. A quest where decisive action is sought, where great forces are at play, where things may change as a result are the most sought after endeavors.



**Table 7-1: The Thousandfold**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	NUMBER OF ADDITIONAL ARMS
1st	+1	+0	+0	+0	Decisive (+1), extra limbs	2
2nd	+2	+1	+1	+1	Groundwork, multiweapon fighting	2
3rd	+3	+1	+1	+1	Decisive (+2)	2
4th	+4	+2	+2	+1	Hands of effort (2:1)	4
5th	+5	+2	+2	+2	Decisive charger	4
6th	+6	+3	+3	+2	Decisive (+3), groundwork	4
7th	+7	+3	+3	+2	Decisive (+4), improved multiweapon fighting	6
8th	+8	+4	+4	+3	Hands of effort (1:1)	6
9th	+9	+4	+4	+3	Decisive (+5)	6
10th	+10	+5	+5	+3	Groundwork, hundred hands	8

## Code of Conduct

While not as strict as a paladin's code, a thousandfold must continuously strive towards taking decisive action and getting involved with world-changing events. While subtly is occasionally required, it is something a thousandfold must be careful employing. Should a thousandfold stray to far from this path, they may not take new levels in thousandfold.

## Class Skills

The thousandfold gains no additional class skills.

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features:

The following are the class features of the thousandfold prestige class.

## Weapon and Armor Proficiency:

The thousandfold gains no proficiency with any weapon or armor.

## Decisive (Ex):

Decisiveness is key on the path to godhood and those who adhere to The Path know this most of all. They have a mind that is hard set on that life choice and thus develop an impeccable ability to react quickly and decisively in the heat of the moment.

They gain a +1 bonus on Initiative checks and on damage rolls made during an attacks of opportunity. This bonus equals 1/3rd their character level or 1/2 their thousandfold level, whichever is higher.

## Extra Limbs (Su):

At 1st level, a the thousandfold gains 2 additional spiritual limbs. These limbs appear in various forms but are clearly supernatural in origin (they might be formed of divine energy, infused with glowing tattoos, resemble demon arms, etc).

Like normal, only one hand is considered its primary hand; all others are considered off hands. The thousandfold can use any of its hands for other purposes that require free hands.



At 4th level, he gains 2 more for a total of 4 extra limbs.

At 7th level, he gains 2 more for a total of 6 extra limbs.

At 10th level, he gains 2 more for a total of 8 extra limbs.

#### REFRESHER: HOW ATTACKS WITH MULTIPLE LIMBS WORKS

- If you take a standard attack, you can only make 1 attack- regardless of the number of limbs you have.
- If you make a full attack without weapons (i.e only natural attacks or unarmed strikes), you can make 1 attack per limb you have.
- When using unarmed strikes, if you have more arms than you have iterative attacks, treat the remaining attacks as natural attacks (i.e. made at highest BAB -5).
- If you make a full attack with weapons, you are restricted to the number of attacks your BAB allows (your iterative attacks).
- Remember, if attacking with multiple weapons, you take a -6 penalty to your primary hand and a -10 to your offhands.
- If you make a full attack with both weapons and natural attacks (or unarmed strikes)- you make your weapon attacks first then any left over natural attacks are resolved.
- You can only make a number of attacks with weapons equal to your BAB allows (your iterative attacks).
- In this case these remaining natural attacks are resolved as if they were secondary natural attacks (you only apply 1/2 your strength).

#### Groundwork:

At 2nd, 6th, and 10th level a thousandfold gains a groundwork.

#### Multiweapon Fighting:

At 2nd level, the thousandfold gains Multiweapon Fighting as a bonus feat. This reduces the penalty for attacking while wielding multiple weapons by -2 for the primary hand and by -6 for the offhand attacks.

#### Hands Of Effort (Su):

At 4th level, the thousandfold gains a +1 bonus on Strength-based skills checks and Strength checks equal for every 2 additional arms he has beyond his normal amount, to a maximum of +8. Additionally, he treats his Strength score as +1 higher for every 2 additional arms he has beyond his normal amount for the purpose of determining his carrying capacity, to a maximum of +8.

At 8th level, these bonuses improve to a +1 bonus for each additional arm, rather than +1 for every 2 additional arms.

#### Decisive Charger (Ex):

At 5th level, the thousandfold can make a full attack after a charge.

#### Improved Multiweapon Fighting:

At 7th level, the thousandfold takes no penalty to attack rolls when wielding multiple weapons.



## Sidebar: Multiweapon Penalty Reductions

BENEFIT	PRIMARY ATTACK	SECONDARY ATTACKS	THOUSANDFOLD LEVEL GAINED
Default	-6	-10	-
Multiweapon Fighting	-4	-4	2nd
Improved Multiweapon Fighting	-0	-0	7th

### Hundred Hands (Su) (Pres):

At 10th level, a thousandfold can, as a swift action, spontaneously grow spiritual limbs that raises his total number of limbs to 100. These limbs last until the end of his next turn. After that he loses all his spiritual arms for 3d6 minutes and cannot use this ability until they return (though he may use his extra limbs class feature, up to +8 limbs).

If attacking with more than 10 arms, the thousandfold takes a -10 penalty on all attack rolls and each arm after the initial 10 attacks at highest BAB -10 and only deals the thousandfold's Strength damage (no unarmed damage, though improvements to unarmed/natural attacks such as a amulet of mighty fists apply).

If the thousandfold has 20 character levels, he instead simply gains limbs that raise his total to 100 persistently. He may summon these, at will, as a swift action. There is no cooldown time for this.

### SIDEBAR: I'M ROLLING TOO MANY DICE!

Because a thousandfold can attack 100 times in the same turn, it is highly recommended (if not outright required) to use a digital dice roller that can roll multiple dice at the same time. Otherwise a full attack may take several minutes to complete.





# Sample NPCs

## Bereaved Rager

CE medium humanoid (orc)

Orc barbarian (invulnerable rager) 6 / bereaved 6

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +0;

### DEFENSE

**AC** 14 (+8 Armor, +2 Dex, -6 rage)

**hp** 147 (6d12 + 6d8 + 72)

**Fort** +13; **Ref** +7; **Will** +7 (+5 vs spells/SLAs/supernatural)

**Defensive Abilities** DR 3/-, resist fire 2

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** greataxe +23/+18 (1d12 +12 S +1d4 negative energy/x3)

**Ranged** throwing axe +13 (1d6 +7 S/x2)

**Space** 5 ft.; Reach 5 ft

**Special Attacks** rage 29 rounds/day

**Special Abilities** sufferings (hatred, can't die yet, against all odds)

### TACTICS

#### During Combat

The grieving rager begins combat by entering rage and activating his hatred suffering before charging the closest enemy. He focuses on targets of his oath of suffering whenever possible, making charge attacks to close distance quickly.

### MORALE

The rager shows no regard for his own life or safety, and fights to the death.

### BASE STATISTICS

When not raging, the barbarian's statistics are AC 20; hp 123; Fort +10, Will +5; no bonus vs. spells and spell-like or supernatural abilities; Melee greataxe +15/+10 (1d12 +7 +1d4 negative energy); Ranged throwing axe +13 (1d6 +4); Str 18, Con 16; CMB +14; Skills Climb +6, Swim +6

### STATISTICS

STR 22, DEX 14, CON 22, INT 8, WIS 10, CHA 8

BAB +10; CMB +16; CMD 28

**Skills** Climb +8, Intimidate +14, Survival +9, Swim +8

**Feats** Diehard, Endurance, Furious Focus, Power Attack, Rage Groundwork, Raging Vitality, Talent Groundwork, Toughness

**Special Qualities** extreme endurance (hot), fast movement, ferocity, grudge (weapon of hate), invulnerability, light sensitivity, oath of revenge, pain (breakdown, caution be damned, frozen, night terrors), rage powers (reckless abandon, superstition, witch hunter, no escape)

**Combat Gear** potion of bull's strength, potion of cure light wounds x3

**Gear** +1 furious greataxe, +1 returning throwing axe, +2 breastplate

**GP** 135 gp



## Blighted Sage

NE medium humanoid (elf)

Elf wizard 5 / tainted mage 2

**Init** +3; **Senses** low-light vision; **Perception** +1;

### DEFENSE

**AC** 18 (+4 Armor, +1 Deflection, +3 Dex)

**hp** 57 (5d6 + 2d6 + 21)

**Fort** +5; **Ref** +6; **Will** +7

**Defensive Abilities** elven immunities

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d4 -1/ x2)

**Space** 5 ft.; Reach 5 ft

**Special Attacks** force missile (1d4 +2) 6/day

**Wizard Spells Prepared** (CL 7th, concentration +10)

- 4th - *Enlarged fireball*, *wall of fire*
- 3rd - *fireball*(2), *lightning bolt*(2)
- 2nd - *acid arrow*, *false life* (already cast), *scorching ray*(2), *summon monster 2*
- 1st - *burning hands*, *ear-piercing scream*, *mage armor*(already cast), *magic missile*(2), *summon monster 1*
- 0th (at will) - *acid splash*, *detect magic*, *light*, *ray of frost*, *jolt*

**Opposition Schools:** enchantment, illusion

### TACTICS

#### Before Combat

At the first sign of trouble, the blighted sage casts false life and mage armor on himself. His current hit points include 12 points from false life.

#### During Combat

He fires spells without regard for allies or any creatures he has summoned. He specifically tries to catch as many arcane or psychic spellcasters as he can with his area spells, while using summoned creatures to hold off physical assault.

### MORALE

The blighted sage has no intention of fighting to the death, and flees when reduced below half his current hit points. He uses *wall of fire* to cover his escape. If cornered, he attempts to bargain for his freedom, possibly offering to cure any spellcasters who have contracted the Blight. He can't actually cure the Blight, but counts on the party not being aware of this fact.

### STATISTICS

STR 8, DEX 16, CON 14, INT 16, WIS 12, CHA 8

BAB +3; CMB +2; CMD 15

**Skills** Heal +8, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (planes) +13, Spellcraft +13

**Feats** Combat Casting, Companion Groundwork, Enlarge Spell (Metamagic), Great Fortitude, Improved Familiar, Scribe Scroll, Toughness

**Special Qualities** arcane bond (familiar), arcane school (evocation), Blight (stage 2), cantrips, elven magic, false remission, intense spells, keen senses, spellblight casting, weapon familiarity

**Combat Gear** potion of barkskin, potion of invisibility, potion of cure moderate wounds

**Gear** dagger, ring of protection +1, cloak of resistance +1, pearl of power (1st)

**GP** 100



## Familiar: Fiendish Rat

NE Tiny animal

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +1

### DEFENSE

**AC** 18 (+2 Dex, +4 Natural, +2 size)

**hp** 22

**Fort** +2, **Ref** +4, **Will** +1

Resist cold/fire 10; DR 5/good

### OFFENSE

**Speed** 15 ft., climb 15 ft., swim 15 ft.

**Melee** bite +7 (1d3-4)

**Space** 2-1/2 ft.; Reach 0 ft.

**Special Attacks** smite good 1/day

### STATISTICS

Str 2, Dex 15, Con 11, Int 9, Wis 13, Cha 2

BAB +3; CMB +0; CMD 6 (10 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +10, Stealth +18, Swim +10;

**SQ** deliver touch spells, empathic link, improved evasion, share spells,, speak with animals of its kind, speak with master

## Jabberwocky Scout Leader

NG small humanoid (halfling)

Halfling Dragon Scout 5/ fighter 3

**Init** +7; **Perception** +12;

### DEFENSE

**AC** 21 (+7 Armor, +3 Dex, +1 size)

**hp** 60 (5d10 + 3d10 + 24)

**Fort** +10; **Ref** +9; **Will** +6 (+2 vs fear);

### OFFENSE

**Speed** 25 ft. (20 ft. in armor)

**Melee** longsword +11/+6 (1d6 + 3/ 19-20 x2)

**Ranged** composite longbow +12/+7 (1d6 + 3/ x3)

**Space** 5 ft.; Reach 5 ft

**Special Abilities** first aid 2/day (8 hp)

### TACTICS

#### During Combat

The scout leader begins combat wielding her longbow, peppering foes from a distance. If forced into melee range, she quickdraws her longsword, but returns to using her longbow when it is safe to do so. If any allies become seriously injured, she heals them using her first aid ability.

### STATISTICS

STR 14, DEX 16, CON 14, INT 10, WIS 10, CHA 12

BAB +8; CMB +10; CMD 23

**Skills** Climb +9, Perception +12, Survival +10, Swim +9

**Feats** Deadly Aim, Dodge, Fleet, Improved Initiative, Point Blank Shot, Precise Strike, Quick Draw, Toughness

**Special Qualities** armor training 2, bravery +2, fearless, halfling luck, keen senses, sure footed, weapon familiarity, wyrmling, merit badges (athletics, bullseye, community, first aid, squire), wyrm scout

**Gear** +1 breastplate, +1 longsword, +1 composite longbow (+2), 40 arrows

**GP** 215



## Sacred Spirit

LG medium humanoid (human/orc)

Half-orc paladin 6/ returned 6

Aura good, courage

**Init** +2; **Senses** lifesense 60ft.; **Perception** -1

### DEFENSE

**AC** 20 (+8 Armor, +2 Dex)

**hp** 96 (6d10 + 6d8 + 36)

**Fort** +11; **Ref** +8; **Will** +14;

### OFFENSE

**Speed** 30 ft.

**Melee** greatsword +19/+14/+9 (2d6 + 9 S + 3d6  
[negative energy or fire]/19-20 x2)

**Space** 5 ft.; Reach 5 ft

**Special Attacks** channel energy, lay on hands (3d6,  
8/day), smite evil 4/day, spectral force (+3d6, ghost  
touch)

**Special Abilities** discorporation (10' x 10'), ghostform  
(base DC 16 Will)

Spell-Like Abilities

- At Will - *detect evil*

**Paladin Spells Prepared** (CL 3rd, concentration +6)

- 1st - *divine favor*

### TACTICS

#### During Combat

The sacred spirit enters combat using ghostform, appearing out of a wall or the floor in an attempt to surprise her target. Likewise, if the fight turns against her, she enters ghostform and runs through a wall to escape.

### STATISTICS

STR 20, DEX 14, CON 14, INT 10, WIS 8, CHA 18

BAB +12; CMB +16; CMD 28

**Skills** Climb +7, Heal +14, Intimidate +15, Sense  
Motive +8, Swim +7

**Feats** Dodge, Extra Lay On Hands, Furious  
Focus, Martial Groundwork, Power Attack, Smite  
Groundwork, Toughness

**Special Qualities** divine bond (+1, 1/day), divine grace,  
divine health, epitaph (burned), grave gift (black  
speech, lifesense, spectral flight), mercy (shaken,  
diseased), play dead

**Gear** +2 breastplate, +2 greatsword, belt of giant  
strength +2, headband of alluring charisma +2

**GP** 160



## The One Hundred Hands Of Heaven

CG medium outsider (native)

Aasimar (angelkin) godhand 10/ thousandfold 10

**Init** +15; **Senses** darkvision 60 ft.; **Perception** +27;

### DEFENSE

**AC** 44 (+11 Armor, +5 Deflection, +5 Dex, +1 Dodge, +6 Natural, +6 Sacred)

**hp** 234 (10d10 + 10d10 + 120)

**Fort** +13; **Ref** +17; **Will** +14 (+7 vs rebellion)

**Defensive Abilities** resist acid/cold/electricity 5, DR 5/magic

### OFFENSE

**Speed** 30 ft., fly 30 ft. (average)

**Melee** godhand +32/+27/+22/+17 (2d10 + 12/ x2) + 6 unarmed strikes +22 (1d3 +7/ x2) -OR- godhand +22/+17/+12/+7 (2d10 +12 /x2) + 6 unarmed strikes +12 (1d3 +12 /x2) + 90 strikes +2 (7 /x2)

Reach 5 ft (15 ft. w/ godhand)

**Special Attacks** divine destruction +10, overdrive +5

**Special Abilities** domination 3/day, spontaneous morphology, god mode 2/day

**Spell-Like Abilities**

- 1/day - *alter self*

### TACTICS

#### During Combat

The Hundred Hands begins combat using 8 hands, attacking heavily armored targets with his godhand and weaker adjacent targets with his unarmed strikes. If he believes he can still strike a target, he releases all 100 hands and attempts to overwhelm the target under a flurry of blows. Against particularly heinous foes like demons and devils, he releases all 100 hands and activates god mode, causing all 100 hands to become godhands. He refers to this as his 'ultimate technique'; the one hundred hands of heaven.

### STATISTICS

STR 24, DEX 20, CON 20, INT 10, WIS 18, CHA 24

BAB +20; CMB +27; CMD 32

**Skills** Acrobatics +28, Climb +20, Knowledge (planes) +15, Knowledge (religion) +13, Perception +27, Swim +20

**Feats** Angelic Blood, Angelic Flesh (steel), Angel Wings, Combat Reflexes, Divine Destruction Groundwork, Dodge, God Hand Groundwork, Hit Dice Groundwork, Improved Unarmed Strike, Multiweapon Combat, Power Attack, Overdrive Groundwork, Talent Groundwork (godhand), Toughness, Weapon Focus (unarmed strike)

**Special Qualities** binding (good), controlled overdrive, decisive +10, decisive charger, extra limbs (8), God's Hand, hands of effort (1:1), hundred hands, morphology (armor of god, mystic seals, binding wards, titanic arm x2, golden seals), rebellion (DC 20)

**Gear** Belt of physical perfection +6, headband of mental prowess +6 (Wis, Cha), +5 mithral breastplate of invulnerability, ring of protection +5, amulet of natural armor +5

### SIDEBAR: DEVELOPING NEW GROUNDWORKS

An astute reader may notice that this character has a number of groundwork feats that didn't appear earlier on when we introduced that nice long list. The groundworks here (Divine Destruction Groundwork, God Hand Groundwork, and Overdrive Groundwork) all work off class features of the godhand, a base class LRGG developed. Each groundwork allows the godhand to continue advancing the associated class feature, even when taking levels in thousandfold.



## Undercity Gang Leader

LN medium humanoid (tengu)

Tengu rogue 6/ polymath 6

**Init** +7; **Senses** low-light vision; **Perception** +0;

### DEFENSE

**AC** 20 (+4 Armor, +1 Deflection, +4 Dex, +1 Dodge)

**hp** 78 (6d8 + 6d8 + 36)

**Fort** +6; **Ref** +11; **Will** +5;

### OFFENSE

**Speed** 30 ft.

**Melee** elven curve blade +12/+7 (1d10 + 4/18-20 x2),  
bite +7 (1d3 + 3/x2)

**Ranged** composite shortbow +12 (1d6 + 2/ x3)

**Space** 5 ft.; Reach 5 ft

**Special Attacks** sneak attack +6d6

**Special Abilities** vanishing trick, *ki* pool (2/2)

**Spell-Like Abilities** detect magic 3/day

### TACTICS

#### Before Combat

The gang leader attempts to barter his wide knowledge base to the party, offering insight and hints into their current adventure at a price (potentially an exorbitant one). If negotiations turn sour, he uses his vanishing trick to turn invisible.

#### During Combat

He opens combat by sneak attacking a lightly armored target while invisible. He prefers to use his curve blade, but against a strong opponent he while switch to hit-and-run tactics using his shortbow. If someone proves particularly troublesome, he uses vanishing trick again to sneak up on them while invisible.

### MORALE

The gang leader has no intention of getting himself killed. If reduced below 15 hp, he either uses vanishing trick a second time if he still has *ki*, or signals to the party that his is willing to parly.

### STATISTICS

STR 16, DEX 18, CON 14, INT 14, WIS 10, CHA 10  
BAB +8; CMB +11; CMD 26

**Skills** Disable Device +21, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility) +11, Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +11, Stealth +23, Use Magic Device +13

**Languages** Common, Draconic, Dwarven, Elven, Goblin, Sylvan, Tengu, Undercommon

**Feats** Combat Reflexes, Dodge, Furious Focus, Improved Initiative, Power Attack, Sneak Attack Groundwork, Talent Groundwork (rogue), Toughness, Weapon Finesse

**Special Qualities** evasion, gifted linguist, insight, jack of all trades, loremaster, polymath knowledge, rogue talent (fast stealth, *ki* pool, minor magic, ninja trick [vanishing trick]), sneaky, swordtrained, synergy +2, trapfinding, trap sense +2, uncanny dodge

**Combat Gear** potion of cure moderate wounds x2, potion of invisibility

**Gear** +2 studded leather, +1 elven curve blade, +1 composite shortbow (+2) with 40 arrows, ring of protection +1, belt of physical might +2 (Str, Dex)

**GP** 45



## White Order Hunter

CN large humanoid (human, shapeshifter)

Human wereboar ranger 8/ afflicted 8

**Init** +6; **Senses** low-light vision, scent; **Perception** +8;

### DEFENSE

**AC** 36 (+9 Armor, +2 Deflection, +4 Dex, +2 Natural, -1 size)

**hp** 152 (8d10 + 8d10 + 64)

**Fort** +16; **Ref** +15; **Will** +11;

**Defensive Abilities** DR 5/silver

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +24 (1d8 + 8), gore +24 (2d6 + 8)

**Space** 10 ft.; Reach 10 ft.;

**Special Attacks** favored enemy (magical beast +8, monstrous humanoid +6, aberration +4, undead +2), curse of lycanthropy

**Special Abilities** shifter's blessing (form of the bear) 2/day, change shape

**Ranger Spells Prepared** (CL 4, concentration +7)

- 2nd - *aspect of the bear*, *cure light wounds*
- 1st - *longstrider*, *savage maw*

### TACTICS

#### During Combat

The white order hunter attempts to charge the nearest visibly evil target, such as evil outsiders or anyone wearing a symbol of an evil deity. He positions his boar companion to flank with him whenever possible.

### BASE STATISTICS

While not in hybrid form, the White Order Hunter's statistics are Size medium; Senses none; Initiative +7; AC 35; hp 136; Fort +15; Ref +16; Melee 2 claws +24 (1d6 + 8), no gore; Space 5ft.; Reach 5 ft.; Str 18; Dex 20; Con 16;

### STATISTICS

STR 20, DEX 18, CON 18, INT 10, WIS 16, CHA 9  
BAB +16; CMB +20; CMD 33

**Skills** Climb +15, Handle Animal +18, Knowledge (nature) +19, Perception +22, Stealth +23, Survival +22, Swim +15

**Feats** Aspect Of The Beast (claws), Combat Reflexes, Companion Groundwork, Dodge, Eldritch Claws, Endurance, Improved Initiative, Improved Natural Attack (claws), Mobility, Power Attack, Ranger Groundwork, Skill Groundwork, Spring Attack, Toughness, Weapon Focus (claws)

**Special Qualities** track, wild empathy, combat style (natural weapons), hunters bond (), lycanthrope control, lycanthrope empathy, lycanthrope weapon control (+2/+2), shifter discipline talent (containment, monstrous changer, partial shift, quick change), swift tracker, woodland stride

**Gear** +3 mithral breastplate, belt of incredible dexterity +4, amulet of mighty fists +2, cloak of resistance +2, ring of protection +2

**GP** 1500

## Companion: Boar

Medium N animal

**Senses** low-light vision, scent

### DEFENSE

**AC** 22 (+6 Armor, +2 Dex, +14 Natural)

**hp** 123 (13d8 + 65)

**Fort** +11; **Ref** +9; **Will** +4;

### OFFENSE

**Speed** 40 ft.;

**Melee** gore +14/+9 (1d8 + 6)

**Special Attacks** ferocity

### STATISTICS

Str 22, Dex 14, Con 18, Int 2, Wis 13, Cha 4;

BAB +8; CMB +14; CMD 26;

**Skills** Perception +9, Survival +10

**Feats** Dodge, Light Armor Proficiency, Medium Armor Proficiency, Power Attack, Toughness

**Special Qualities** devotion, evasion, link, share spells

**Gear** breastplate barding



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