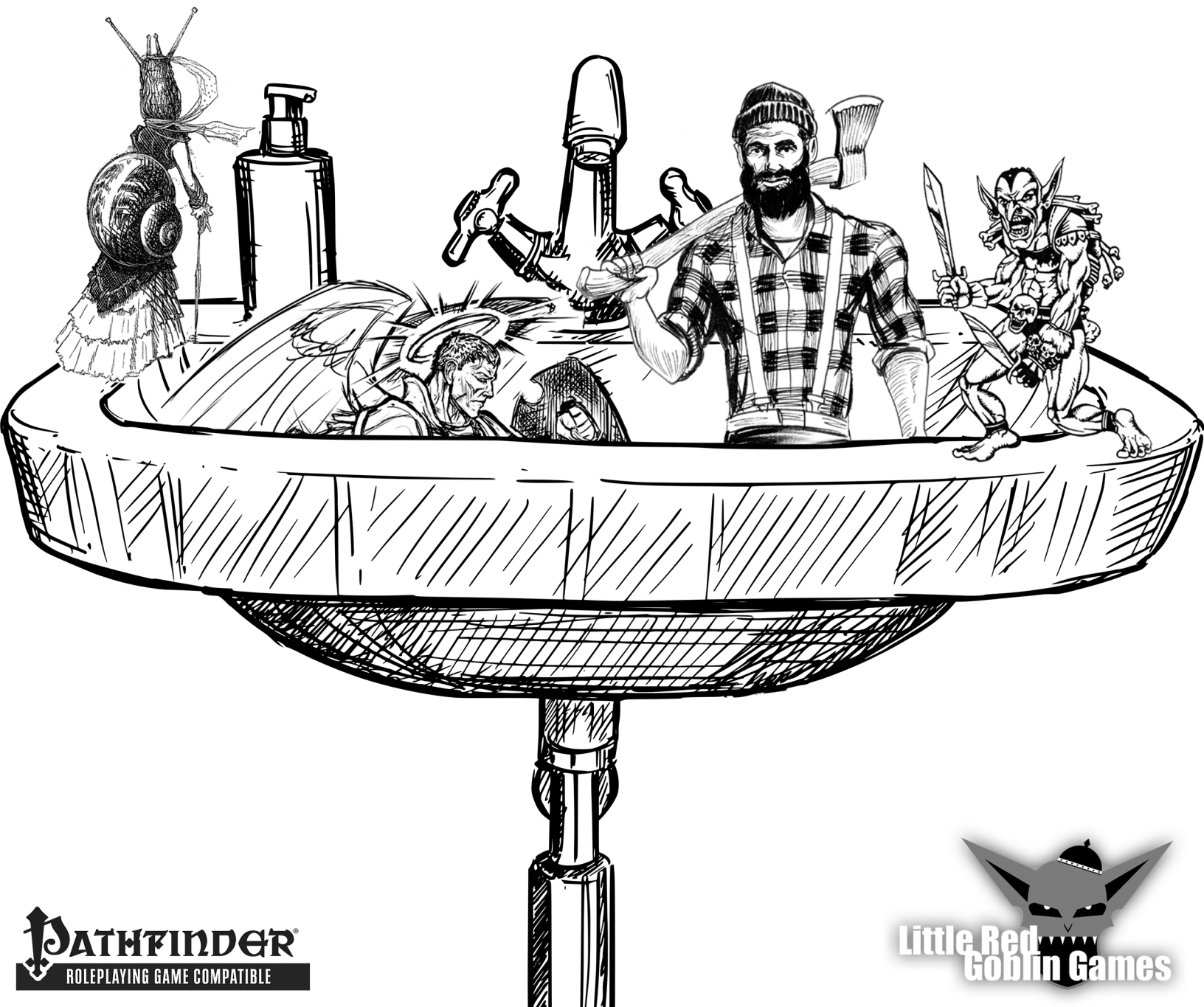


GONZO PRESENTS

THE KITCHEN SINK



GONZO PRESENTS

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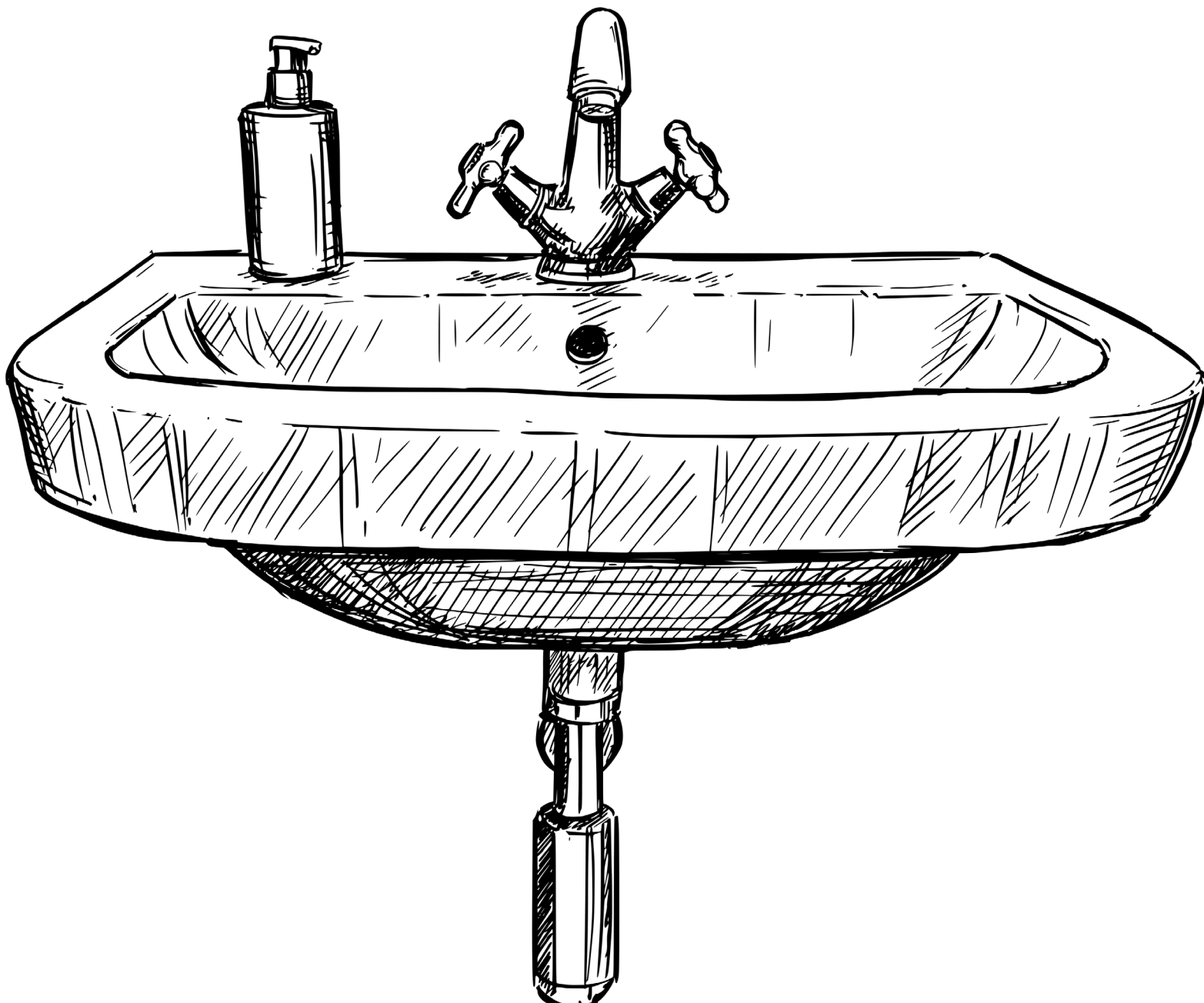
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CHAPTER 0: INTRODUCTION

WHAT IS THIS BOOK??

We've been developing Pathfinder material for about 8 years and over the course of that mad journey we've had material we could never quite find a book for. Some of it was too weird, too unwieldy, too one note, or too thematically different from other material that it never ended up in the book. So this is up, standing at the end of Pathfinder 1 and giving you everything we've got!

In these pages you'll find every absurd idea, weird notion, bizarre mental tangent, odd-ball in joke we've ever put together, and the kitchen sink. Some of it is pure gold, some of it won't resonate with you, and some will make you scratch your head. With this book we proudly continue the Gonzo line of products- it's weird, it's wonderful, and it's bound to confuse and inspire you in equal measure.



CHAPTER 1: NEW CLASSES

NEW BASE CLASSES

ACUPUNCTURIST

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The gentle art of acupuncture, when weaponized, can become a deadly art. This art demands little in the way of brawn- instead requiring a careful academic study of the body. Acupuncturist are as physicians, curing many ills while still inflicting maximum accuracy with their attacks. They can strike with the speed of a cobra and the precision of a scalpel.

Becoming a truly skilled acupuncturist takes decades of study, trial and error, and practicing before their art can become truly effective. Still, even a young acupuncturist should not be taken lightly. Initially an acupuncturist requires the use of needles but, as they mature in their art, they can project their own *ki* and impart the same effect as a needle with but a finger.

HIT DICE: D6.

ROLE

Acupuncturists are delicate fighters but effective when used correctly. What they lack in the ability to inflict damage they more than make up for in their ability to incapacitate enemies. An acupuncturist requires a high Intelligence and Dexterity score.

ALIGNMENT Any Non-Chaotic

While not inherently lawful, an acupuncturist needs to exacting in their study.

STARTING WEALTH: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The acupuncturist's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the acupuncturist.

WEAPON AND ARMOR PROFICIENCY

The class is proficient with all simple weapons and light armor. They are also proficient with darts as melee weapons (i.e they are improvised weapons that they do not take the normal penalty for).

ACUPUNCTURE STRIKE (EX)

Starting at 1st level, an acupuncturist can make an "acupuncture strike" in place of a normal attack. This causes them to strike with hyper-precision but inflicts little to no damage. This can be used as part of a full-round attack.

When making an acupuncture strike it is a touch attack that uses the acupuncturist's Dexterity modifier in place of their Strength modifier for all attack rolls. An acupuncture strike is a melee touch attack that always only deals 1 point of non-lethal piercing

TABLE 1-1: THE ACUPUNCTURIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Acupuncture strike, <i>de qi</i> , physician
2nd	+2	+0	+3	+3	Alternative medicine, bonus feat, <i>de qi</i>
3rd	+3	+1	+3	+3	<i>De qi</i> , ki pool
4th	+4	+1	+4	+4	<i>De qi</i>
5th	+5	+1	+4	+4	Acupressure, bonus feat, <i>de qi</i>
6th	+6/+1	+2	+5	+5	<i>De qi</i>
7th	+7/+2	+2	+5	+5	<i>De qi</i>
8th	+8/+3	+2	+6	+6	Bonus feat, <i>de qi</i>
9th	+9/+4	+3	+6	+6	<i>De qi</i>
10th	+10/+5	+3	+7	+7	<i>De qi</i>
11th	+11/+6/+1	+3	+7	+7	Bonus feat, <i>de qi</i> , precision
12th	+12/+7/+2	+4	+8	+8	<i>De qi</i>
13th	+13/+8/+3	+4	+8	+8	<i>De qi</i>
14th	+14/+9/+4	+4	+9	+9	Bonus feat, <i>de qi</i>
15th	+15/+10/+5	+5	+9	+9	<i>De qi</i>
16th	+16/+11/+6/+1	+5	+10	+10	<i>De qi</i>
17th	+17/+12/+7/+2	+5	+10	+10	Bonus feat, <i>de qi</i>
18th	+18/+13/+8/+3	+6	+11	+11	<i>De qi</i>
19th	+19/+14/+9/+4	+6	+11	+11	<i>De qi</i>
20th	+20/+15/+10/+5	+6	+12	+12	<i>De qi</i> , fallen star strikes

damage (unless otherwise noted). This damage cannot be increased by any means except by *de qi* effects. To make an acupuncture strike the acupuncturist must do so with a needle.

An acupuncture strike deals precision damage, and has no effect on creatures that are immune to precision damage. Critically hitting on an acupuncture strike does not increase the damage. Instead, the DC of any associated *de qi* effect increases by +4.

SIDEBAR: "NEEDLES"

A needle is identical to a dart (which is fired from a blowgun).

DE QI (SU)

When an acupuncturist successfully hits their target with an acupuncture strike (even if they don't deal damage) they can apply one *de qi* effect to the target. The creature receives a Fortitude save (DC 10 + 1/2 acupuncturist level + Intelligence modifier) to negate the effect. A creature suffering from a *de qi* effect receives a new Fortitude save as the end of each of their turns to end all ongoing *de qi* effects. The acupuncturist may only apply one *de qi* effect per acupuncture strike. Subsequent applications of the same *de qi* effect do not stack, with the newest application replacing any older applications of the same effect.

Typically all *de qi* effects last until the end of the creature's next turn. However, starting at 3rd level an acupuncturist can pay 1 *ki* point when they select a *de qi* to increase the duration to a number of rounds equal to their Intelligence modifier.

Some *de qi* effects are noted as “[Instant]” effects. These effects allow no Fortitude save and cannot have their duration increased with *ki* points.

There are two kinds of *de qi* effects: *Bu* and *Xie* effects.

At 1st level and every level thereafter an acupuncturist learns one *de qi* (either a *bu* or a *xie* effect) they can apply to acupuncture strikes. (See “*De Qi* Effects” later in this class for a full list of all *bu* and *xie* effects.)

SIDEBAR: WHAT IS DE QI?

“*De Qi*” (得气) literally translates to “the arrival of qi” (“qi” being the Chinese spelling of “*ki*”) and describes the “electric” sensation when a needle punctures the skin in acupuncture. The effects caused by an acupuncture strike are called *de qi*. There are two major types of *de qi*: *bu* (补, or “tonifying”) and *xie* (泄 or “sedating”). *Bu* effects tend to be stimulating or overwhelming and *xie* effects tend to cause the body to freeze up or otherwise relax.

PHYSICIAN (EX)

At 1st level, the acupuncturist can use Intelligence in place of Wisdom on Heal checks and Will saves. A multiclassed acupuncturist loses this benefit unless the character has at least 4 levels in acupuncturist.

ALTERNATIVE MEDICINE (EX)

At 2nd level the acupuncturist gains all skill unlocks for the Heal skill, so long as they have sufficient ranks in the skill.

Alternatively, if not using the skill unlock system, the acupuncturist gains Skill Focus (Heal) as a bonus feat. In addition, they add 1/4th their acupuncturist level as a bonus on Heal checks.

BONUS FEAT (SU)

At 2nd level and every 3 levels thereafter an acupuncturist gains a bonus feat in addition to those gained from normal advancement. They must meet the prerequisites for these feats and must be selected from the following list: Acrobatic, Alertness, Athletic, Agile Maneuvers, Catch Off-Guard, Combat Reflexes, Critical Focus, Dodge, Deflect Arrows, Deft Hands, Mobility, Fleet, Improved Initiative, Iron Will, Lightning Reflexes, Lightning Stance, Nimble Moves, Persuasive, Self-Sufficient, Snatch Arrows, Skill Focus (any skill on their skill list), Wind Stance.

KI POOL (SU)

At 3rd level, an acupuncturist gains a pool of *ki* points, supernatural energy they can use to accomplish amazing feats. The number of points in an acupuncturist's *ki* pool is equal to 1/2 their acupuncturist level + their Intelligence modifier.

At 3rd level an acupuncturist can spend 1 *ki* point after making a successful acupuncture strike to increase the duration of its *de qi* effect from 1 round to a number of rounds equal to their Intelligence modifier.

An acupuncturist gains additional powers that consume points from their *ki* pool as they gain levels. The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

SIDEBAR: MULTIPLE KI POOLS

If the acupuncturist gains a *ki* pool from a separate source, levels in *ki* granting classes stack for the purpose of determining the size of their *ki* pool but only one modifier would apply to it. (Example: An acupuncturist 8 / monk 8 would have an effective level of 16 but would have to pick either Wisdom or Intelligence as the basis for their *ki* pool.)

ACUPRESSURE (SU)

At 5th level the acupuncturist can impart their energy into their foes without a pin thanks to their increased control over their *ki*. They can make acupuncture strikes with unarmed or primary natural attacks. In addition, they gain Improved Unarmed Strike as a

bonus feat. Even with this feat, the acupuncturist only ever deals 1 point of non-lethal piercing damage with their acupuncture strike.

PRECISION (EX)

Starting at 11th level, all non-acupuncture strikes count as confirmed critical hits for the purpose of triggering critical feats (not for damage or other effects).

FALLEN STAR STRIKES (SU)

If the acupuncturist spends 1 *ki* at the start of their turn the 1st successful acupuncture strike made during that turn counts as a *coupe de grace*.

DE QI EFFECTS

BU

- **BLIND:** Target goes blind due to an overwhelming sensitivity to the slightest amount of light. This is suppressed while in the area of a *deeper darkness* spell. The acupuncturist must know the light sensitivity *de qi* and be at least 8th level to select this *de qi*.
- **DRAW OUT LIFE:** The target becomes immune to death effects and for every 3 points of healing the target receives within the duration of this effect they get 1 extra point of healing.
- **HYPER-STIMULATION:** Target is affected by a mundane *haste* spell and also gains 2 additional attacks of opportunity per turn.
- **LIGHT SENSITIVITY:** Target gains light-blindness and darkvision with a range of 60 feet.
- **OVER-STIMULATION [INSTANT]:** The creature takes 1d6 electricity damage per 4 levels of acupuncturist (minimum 1d6). The first time per round the acupuncturist uses this *de qi* effect, they add their Dexterity modifier to the damage.
- **OVERWHELM METABOLISM:** The creature gains +1/4th acupuncturist level on all damage rolls and their next attack is affected by a mundane *true strike* spell but after this effect ends all food they have consumed is burned away rapidly. They are immediately fatigued at the end of this effect, and remain so until they eat a full meal.
- **SENSITIVE HEARING:** The target's ears become hypersensitive. They receive a +8 on all sound-based perception checks. However, if they hear any loud noises (such as combat) they must make a Fortitude save (DC 10 + 1/2 level) or be sickened and deafened for 1d4 rounds.
- **STIMULATE RECOVERY:** The creature struck gains fast healing equal to 1/4th their acupuncturist level. Using this *de qi* effect consumes 1 *ki* point. The acupuncturist must know the stimulate recuperation *de qi* and be at least 8th level to select this *de qi*.
- **STIMULATE RECUPERATION [INSTANT]:** The creature struck heals 1d6 points of non-lethal damage per acupuncturist level.
- **STIMULATE REGENERATION:** The creature struck gains regeneration equal to 1/2 their acupuncturist level. Using this *de qi* effect consumes 2 *ki* points. The acupuncturist must know the stimulate recovery *de qi* and be at least 16th level to select this *de qi*.
- **THE CUP OVERFLOWS [INSTANT]:** For every 1 *ki* point this creature has they takes 1 point of electricity damage per *ki* point per acupuncturist level. (Example: a 5th level acupuncturist who burned 5 *ki* points from an enemy would deal 25 electricity damage). If the creature has any *ki* transferred to them by the acupuncturist it is removed (burned away) and the acupuncturist does not regain this *ki*. The acupuncturist must know the transfer *ki de qi* and be at least 8th level to select this *de qi*.
- **TRANSFER KI [INSTANT]:** The acupuncturist transfers some of their *ki* to their target. If they do not have a *ki* pool, they gain one (though it only holds the *ki* transferred to them). They gain no way to use this unless they already had a *ki* pool. An acupuncturist can transfer up to their Intelligence modifier in *ki* per strike (provided they have that much *ki*). The acupuncturist does not regain this *ki* and the creature retains this *ki*, if unused, for 8 hours.

SIDEBAR: CAN I PERFORM ACUPUNCTURE ON MYSELF?

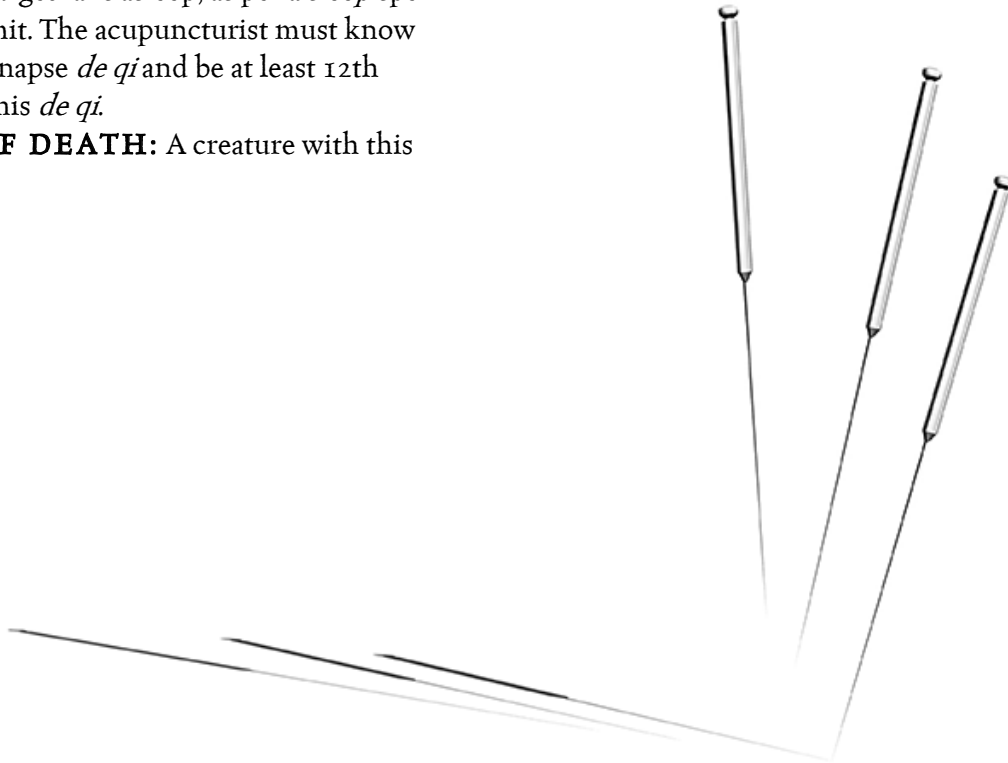
Yes. An acupuncturist can hit themselves with their own acupuncture strike and apply the *de qi* effect. They do not have a save as they are a willing target. They may end any or all *de qi* effects they placed on themselves prematurely as a swift action.

XIE

- **BURN SPELL [INSTANT]:** Target loses 1 spell slot of their lowest level (minimum 1st level spell). This can be used to affect spell-like abilities- consuming one daily use of it. The target selects which prepared spell or spell-like ability is consumed.
- **DISRUPT FOOT FLOW:** The creature counts as if they had taken damage from a caltrop.
- **SEDATE LIMB:** Select 1 limb. That limb goes totally limb- dropping what was held and is unable to be used. If this limb was used to move the creature now has any movement speed associated with that limb reduced by half and they take a -4 to Acrobatics checks (or Fly checks if it was a wing). This may be applied multiple times, each time it affects a different limb.
- **SLEEP:** The target falls asleep, as per a *sleep* spell with no HD limit. The acupuncturist must know the suppress synapse *de qi* and be at least 12th level to select this *de qi*.
- **SPECTER OF DEATH:** A creature with this

has been set up for their life force to be snuffed out. The next acupuncture strike made against such a creature is treated as a coup de grace. This is a death effect.

- **SUPPRESS ATTUNEMENT:** All of the creature's elemental resistance are reduced by 1/2 the acupuncturist's level, to a minimum of Resistance 0.
- **SUPPRESS SPIRIT:** The target becomes immune to mind affecting effects but also morale bonuses and cannot take actions that require concentration.
- **SUPPRESS SYNAPSES:** The target is affected by a mundane *slow* spell, and additionally cannot make attacks of opportunity.
- **SUPPRESS VOCAL CORDS:** The creature is rendered unable to speak.
- **WITHER LIMB:** This has the same effect as sedate limb but the creature also takes 1d6 points of Strength damage that recovers at the end of the duration of this *de qi* and their reach is reduced by 5 feet if the limb was used for attacking. This Strength cannot reduce a creature below 1 Strength. The acupuncturist must know the sedate limb *de qi* and be at least 8th level to select this *de qi*.



BARB

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Spare the rod and spoil the holy man. A barb is a divine goad: a secret sliver in the hand of the righteous that drives them to action, the wasp's sting of god that compels the just to their calling. They taunt and curse, howl and blaspheme, test and condemn; it is their work on earth to make life difficult for the virtuous so that good people see the light within themselves.

Barbs are never called, always chosen for their willingness to submit to the divine. They are empowered by a divine spirit (often angelic) that cohabitates within their body. It gives them the tools and protections they need to torment and test good characters to greater heights of glory. It often enters their body during fervorous prayer, during moments of religious ecstasy, or while speaking in tongues. It is a form of holy possession and as barbs work with it and do good works it gives them more leeway with its near unlimited power. Barbs don't always know why they do the things they are told to do but they do them for that is their calling.

HIT DICE: D8.

ROLE

Barbs help control enemies, directing them to allies while keeping them from doing any real harm with their covert curses. A barb will need good Charisma to fully utilize the many skills they had.

ALIGNMENT Any Good

STARTING WEALTH: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The barb's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device.

Skill Ranks per Level: 6 + Int modifier.

SIDEBAR: PLAYING THE BARB-SUBTLE MISDIRECTION

A barb's actions are always for the greater good, judged by the divine spirit that cohabitates in their body. They can lie about their class and abilities to everyone but the GM, though this is strictly an out of game aspect; it does not impact the mechanics of the game at all.

SECRET ACTIONS

Several of the barb's abilities have the [Secret] descriptor. A secret action is one that is called by a different name. You might say, "Ok I'm using unsettling strike. I got a +4 and I rolled a 14... so that's a total of 18 to hit. They've got to make a DC 14 Will save now." when you are really using your ire class feature. Set this up ahead of time with your GM. Covert curse, which is commonly used, could be utilized with a wink, nod, or subtle hand gesture to your GM. If playing online, a private chat feature could help facilitate secret actions. Common phrases like "oh no!" or a made-up catch phrase for your character could be a good way to mask using covert curse as well. This class can be played normally without the degree out of game secrecy. Just try to preserve your incognito status in game.

TABLE 2-1: THE BARB

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Covert curse, ire, secret sinner
2nd	+1	+0	+3	+3	Evasion, sneak attack +1d6
3rd	+2	+1	+3	+3	Edict
4th	+3	+1	+4	+4	Leeway (2/round)
5th	+3	+1	+4	+4	Selfless curse, trickster's vigilance +2
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Edict
8th	+6/+1	+2	+6	+6	Leeway (3/round)
9th	+6/+1	+3	+6	+6	Improved evasion, trickster's vigilance +3
10th	+7/+2	+3	+7	+7	Sneak attack +3d6
11th	+8/+3	+3	+7	+7	Edict
12th	+9/+4	+4	+8	+8	Leeway (4/round)
13th	+9/+4	+4	+8	+8	Trickster's vigilance +4
14th	+10/+5	+4	+9	+9	Sneak attack +4d6
15th	+11/+6/+1	+5	+9	+9	Edict
16th	+12/+7/+2	+5	+10	+10	Leeway (6/round)
17th	+12/+7/+2	+5	+10	+10	Trickster's vigilance +5
18th	+13/+8/+3	+6	+11	+11	Sneak attack +5d6
19th	+14/+9/+4	+6	+11	+11	Edict
20th	+15/+10/+5	+6	+12	+12	God's goad, leeway (7/round)

BARBS AND ROGUES

A barb's nature makes it quite like a rogue and, as such, their class reflects this (the same hit dice, proficiencies, BAB, many of the same skills, sneak attack, evasion, etc). This makes claiming to be a rogue a perfect lie to make. It might be best to claim to be a rogue hybrid, a 3rd party class or variant, or an archetype to account for some of the differences.

WHAT IF I DON'T HAVE A GOOD ALIGNED PARTY MEMBER?!

This class works best with good aligned party members and is not recommended for evil parties.

CLASS FEATURES

The following are the class features of the barb.

WEAPON AND ARMOR PROFICIENCY

Babrs are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

COVERT CURSE (SU) [SECRET]

At 1st level, every time a good aligned ally has a run of bad luck, the barb gets a little more freedom from their divine spirit to give them a secret little helping hand. This comes in the form of a little curse, muttered under their breath in the true language of the universe; glossolalia ("speaking in tongues"), to help them along. It can be done at will as a free action, but only once per round and never more than

once per die roll. The enemy takes a -1/4th barb level penalty to its AC, attack rolls, and saves on a single d20 roll (with minimum penalty of -1).

The barb can only use this on the target of a good-aligned ally. That ally must have suffered one of the following things happen since the end of the barb's last turn: they were hit by an attack, they failed on a d20 roll (attack roll, skill check, stabilization roll, etc), or a target succeeded on a save from them.

DEEPER RULES

- This action is a free action and thus can be used at any point during the round, even interrupting other actions.
- The enemy creature does not get a save.
- This is assigned as a penalty to the enemy so that the GM never has to state out loud that the player is getting a bonus from the barb.
- This must be declared/indicated prior to a dice roll.

IRE (SU) [SECRET]

Once per turn, when the barb hits an enemy as a free action they can force that creature to make a Will save (DC 10 + 1/2 barb level + Charisma modifier) or be forced to take a hostile action against a good aligned party member, other than the barb, on their next turn. A barb can do this a number of times per day equal to their class level + their Charisma modifier.

DEEPER RULES

- Once a creature has been successfully hit with this class feature the barb cannot use it again the same creature for 24 hours.
- Good aligned divine casters, including characters from classes that eventually get divine casting, are targeted before other good aligned creatures. Allies of higher level or who have the potential to a greater amount of harm are always treated as being a higher priority as well. If there is a tie, the GM may pick who their creature targets.
- The barb may not choose who their enemy targets.

SECRET SINNER (SU) [SECRET]

A barb's alignment always appears as being the direct opposite of what it actually is (a lawful good barb would register as chaotic evil to a *detect evil* spell). A barb may not suppress this and nothing shy of a *wish* or *miracle* spell can detect their true alignment, though a *commune* spell with the barb's deity may reveal their true nature if that deity had reason to reveal such truths.

EVASION (EX)

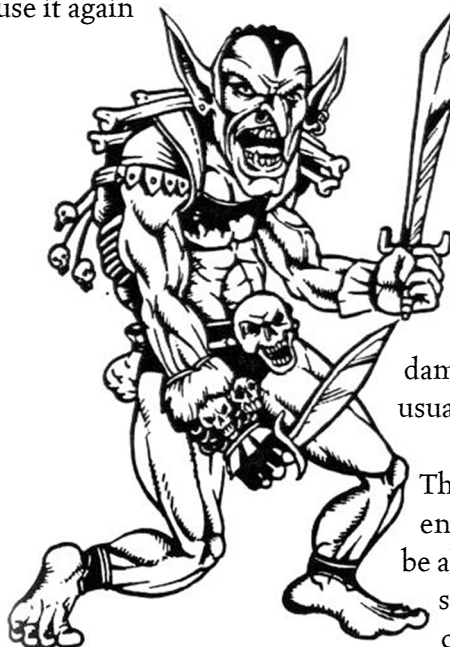
At 2nd level or higher, a barb can avoid damage from many area-effect attacks. If a barb makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if a barb is wearing light armor or no armor. A helpless barb does not gain the benefit of evasion.

SNEAK ATTACK

At 2nd level, the barb gains the rogue's sneak attack class feature. Their attacks deals extra damage anytime their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks their target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every 4 barblevels thereafter. Should the barb score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a barb can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The barb must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A barb cannot sneak attack while striking a creature with concealment.



EDICTS

Barbs may be the tools of heaven but they get a little say in what they are assigned to do. These are edicts passed down from on high and barbs may select which ones they wish to pursue. These edicts give them a little flexibility and additional instruments of divine justice to wield so that they might accomplish these tasks. At 3rd level and every 3 levels thereafter a barb may select a new edict from the list found at the end of this class's entry.

LEEWAY

At 4th level, the barb can use their covert curse class feature twice per round. At 8th level and every 4 levels thereafter they can use it one additional time per round to a maximum of 7 times per round at 20th level.

SELFLESS CURSE (SU) [SECRET]

At 5th level, when an ally is stuck by an attack a barb can forgo the normal effects of a covert curse to cause the ally to take only half the damage rolled but the barb takes the other half. This covert curse can be applied after the damage dice have been rolled.

TRICKSTER'S VIGILANCE (SU)

At 5th level, a barb gains a +2 sacred bonus on Perception against creatures attempting to hide on them and Sense Motive checks against evil creatures. At 9th level and every 4 levels thereafter this bonus improves by 1 to a maximum of +5 at 17th level.

IMPROVED EVASION (EX)

At 9th level, a barb's evasion ability improves. They still take no damage on a successful Reflex saving throw against attacks, but henceforth they take only half damage on a failed save. A helpless barb does not gain the benefit of improved evasion.

GOD'S GOAD (SP)

At 20th level, a barb can freely use the spells *modify memory* and *atonement* as spell-like abilities on good-aligned creatures.

BARB EDICT LIST

A given edict may only be selected once. If a barb ever becomes unable to fulfil or pursue an edict, they may select a new one they would have qualified for at that level after 1 week of secret penitance.

APOSTLE DUTY

BENEFIT (SU): Select one good aligned party member who is also a divine caster (or has levels in a class that eventually gains divine casting); this character is referred to as the barb's "prophet". The barb's covert curse imposes a -1/2 level penalty rather than a -1/4th level penalty on the enemy when cursed when their prophet is concerned. Using this consumes 2 of the per round uses of their covert curse gained with leeway. With the barb's ire class feature, their prophet always takes priority if it is reasonable for the enemy to attack them. Additionally, the prophet may begin to receive visions, dreams, or hear the words of their deity (as if by *commune* or *augury*) while they sleep on occasion.

ASSIGNMENT: The barb must chide and test their prophet extra hard.

RELIQUARY SERVICE

BENEFIT (SU): The barb gains an item of magical power of the GM's choice that is relevant to their deity or faith. This is a wondrous item (typically a greater medium item) if the barb is 9th level or lower and a minor artifact if not. In addition, the barb gains the ability to cause a magical item to appear as a mundane item to the naked eyes and spells (though things like an *antimagic field* would still affect them normally). This takes a simple 1 minute ritual and lasts for 24 hours. Careful inspection with a Spellcraft, or Appraise skill check reveals its true nature (DC 10 + 1/2 barb level + Charisma modifier).

ASSIGNMENT: Sometimes letting a relic or artifact disappear and fade into obscurity is better than guarding it in a conspicuous monastery or temple. When the barb gains the artifact they gain

instructions on its use (if such things are known) and instructions for what they should do with it. Some common ones are: “destroy it”, “keep it safe”, “deliver it to a specific location or person”, and “hide it from a particular creature or faction”.

SPECIAL: If the artifact is lost, stolen, or its existence publicized the barb may never select this edict again. If they complete this edict they may select it again immediately.

SAVE THE SINNERS

BENEFIT: A barb's ire and covert curse can be used on neutral-aligned (on the good/evil axis), rather than just good-aligned, allies.

ASSIGNMENT: The barb must attempt to guide neutral creatures towards good alignments in the same way they attempt to test the faith of good characters.

SAVE THEM ALL

BENEFIT: A barb's ire and covert curse can be used on creatures regardless of alignment. The barb must have the edict to save the sinners prior to taking this.

ASSIGNMENT: The barb must attempt to guide creatures, regardless of alignment, towards good alignments in the same way they attempt to test the faith of good characters.

SCOURGE THE BLIGHTED

BENEFIT (SU): Evil creatures in the presence of a barb take a -2 penalty on initiative checks. If they are evil outsiders or evil dragons they take -4 instead.

ASSIGNMENT: The barb must covertly work towards the downfall of evil creatures, organizations, and establishments.

TEST THE FAITHFUL

BENEFIT (SU): So long as the barb has an ally who worships the same deity within 30 feet of them the barb may re-roll one failed d20 roll per round. This only applies during combat.

ASSIGNMENT: The barb must test members of their own faith extra hard. In addition they must seek out any officials of their church and test them.

UNDERCOVER DUTY

BENEFIT (SP): The barb may cast the spell *disguise self* at will as a free action as a spell-like ability.

ASSIGNMENT: The barb must fake their own death and return as a different character of apparently evil alignment. They must also seek to infiltrate evil organizations.

BARB CODE OF CONDUCT

A barb's mission must endeavor to do the least harm for the greatest good. They must test the faithful, but only in ways that will make them better. They may (and are expected to) cheat, steal, lie, and even commit evil acts (so long as they ultimately have good outcomes) and not risk their alignment changing.

If a barb's mission is ever guessed or revealed, or if they lose their good alignment, they fall from grace. A fallen barb cannot continue to take levels in barb but does not lose any of their class features and enemies get a save against their covert curse class feature (DC 10 + 1/2 barb level + Charisma modifier). This may be rectified with a spell like *modify memory* or *wish*. Should their mission be guessed out of game and the breach be rectified, their abilities do not need to be done secretly out of game anymore.



BUMBLER

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Bumblers are the sort of people who have bizarre luck; a mix of horrendous and stupendous luck. They can reliably count on things going wrong for them, but somehow they keep making it through the worst life has to throw at them. Their bad luck could be karmic retribution for a previous life, a curse from the gods, or perhaps it's just all a cruel cosmic joke. Sometimes it can be hard to tell if the fates either love or hate a bumbler. They might find vast fortunes... in cursed pirate gold. They might get denied passage on a ship... that is never heard from again. Their life is a constant give and take between luck and disaster and the bumbler learns to always take things as they come, accepting the good with the bad and vice versa.

Suffering through the worst life has to offer on a routine basis, the bumbler arrives in two flavors; the survivors and the dead. Those "lucky" enough to survive the trials of daily life find that while the cruel hand of fate slaps them silly, they can bring misfortune down on others. Friends quickly learn to be prepared for the worst around a bumbler and enemies suffer bizarre failures when around the bumbler.

No bumbler ever sets out to be an adventurer, adventures just happen to them (whether they like it or not). They accidentally are mistaken for prophesied heroes, stumble into political assassinations, and accidentally find ancient mystic artifacts that must be destroyed laying next to the road. Some bumblers become aware of their terrible fate, and lament the fact that they seem to have no escape; trying to run from an adventure just means the adventure goes and finds them.

HIT DICE: d8.

ROLE

Bumblers excel in battlefield disruption, keeping foes guessing on how the die will fall and relentlessly punishing enemy failure. Bumblers need a strong Wisdom score to power their abilities and increase the DC of their catastrophe class feature, and a decent Dexterity or Constitution can keep a bumbler alive.

INSPIRATIONS

Rincewind (Discworld), Bilbo Baggins (The Hobbit), Shaggy & Scooby (Scooby Doo), Eizen (Tales of Berseria), Teela Brown (Ringworld), Mister Magoo, Zayne Carrick (Star Wars: The Old Republic graphic novels)

ALIGNMENT: Any

STARTING WEALTH: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The bumbler class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the bumbler.

WEAPON AND ARMOR PROFICIENCY

The bumbler is proficient with all simple weapons, with light armor, and with light shields (wooden, steel, etc).

TABLE 3-1: THE BUMBLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Fail Range	Catastrophes per turn
1st	+0	+2	+2	+2	Aura of misfortune, catastrophe, jinxed life, lucky roll	2	1
2nd	+1	+3	+3	+3	Mixed blessings, snake eyes	2	1
3rd	+2	+3	+3	+3	Bad luck magnet, catastrophe	2	2
4th	+3	+4	+4	+4	Mixed blessings, uncanny dodge	2	2
5th	+3	+4	+4	+4	Catastrophe, critical feat, skin of your teeth 1/day	3	2
6th	+4	+5	+5	+5	Escape peril, mixed blessings	3	3
7th	+5	+5	+5	+5	Catastrophe	3	3
8th	+6/+1	+6	+6	+6	Aura of disaster, improved uncanny dodge, mixed blessings	3	3
9th	+6/+1	+6	+6	+6	Catastrophe, critical feat	4	4
10th	+7/+2	+7	+7	+7	Mixed blessings, skin of your teeth 2/day	4	4
11th	+8/+3	+7	+7	+7	Catastrophe	4	4
12th	+9/+4	+8	+8	+8	Attract disaster, mixed blessings	4	5
13th	+9/+4	+8	+8	+8	Catastrophe, critical feat	5	5
14th	+10/+5	+9	+9	+9	Mixed blessings	5	5
15th	+11/+6/+1	+9	+9	+9	Catastrophe, skin of your teeth 3/day	5	6
16th	+12/+7/+2	+10	+10	+10	Mixed blessings, unkillable fool	5	6
17th	+12/+7/+2	+10	+10	+10	Catastrophe, critical feat	6	6
18th	+13/+8/+3	+11	+11	+11	Mixed blessings	6	7
19th	+14/+9/+4	+11	+11	+11	Catastrophe	6	7
20th	+15/+10/+5	+12	+12	+12	Always an option, mixed blessings, skin of your teeth 4/day	6	7

JINXED LIFE (PN)

The defining trait of a bumbler is their uncanny ability to fail at anything, no matter how simple. At 1st level, the bumbler expands their critical failure range. Any time they roll a d20, they automatically fail on a natural roll of 1 or 2, regardless of the overall result of the roll or the simplicity of the task. This takes effect even for rolls that normally cannot be critically failed, like skill checks.

At 5th level, and every 4 levels after that, the bumbler expands their failure range by an additional 1 point, to a maximum of rolls of 6 and below at 17th level.

SIDEBAR: PN TAGS

Class features tagged with a Pn denote penalties. These are class features that hamper or hinder the class in some way. This is often done to offset a stronger ability, or to provide additional flavor to the class.

SIDEBAR: WHEN THE DICE HATE YOU

Due to the nature of the jinxed life class feature, it is quite possible for a player to feel they are unable to contribute due to string of bad rolls; we all have those times where we can't roll above a 5 to save our lives. Jinxed life is designed to add flavor and depth to the overall design of the bumbler, and if it becomes cumbersome or overly detrimental the GM is encouraged to waive the penalty when they feel it is appropriate to do so; do-or-die moments, after the 3rd low roll, etc.

AURA OF MISFORTUNE (SU)

Even at 1st level, the bad luck of the bumbler bleeds over into the lives of others. All enemies within 30 feet of the bumbler gain the effects of the bumbler's jinxed life class feature.

Enemies receive a Will save (DC 10 + 1/2 bumbler level + Wisdom modifier) to resist the effect when they enter the area. If a creature leaves and re-enters the area, they must make the save again. If an enemy fails a d20 roll while under the effects of aura of misfortune, the bumbler may activate a catastrophe, if they have uses remaining this round (see the catastrophe class feature). The creature that failed the d20 roll is treated as the point of origin of the effect for the catastrophe.

CATASTROPHE (SU)

Standing next to a bumbler is almost never a good idea. Bad events turn worse, and the bumbler acts like a cosmic lightning rod attracting the worst situations possible. Whenever the bumbler or an enemy affected by their aura of misfortune fails on a roll (via the expanded range) the bumbler may choose to inflict a "catastrophe" on them (or themselves). The choice to trigger a catastrophe can be made as a free action. This only works on critically failed attack rolls and skill checks, not saving throws. The effect is always centered on the creature who critically failed the roll.

This may be done only once per turn at 1st level but may be done one additional time per round at 3rd level and every 3 levels thereafter as shown on Table 3-1: The Bumbler.

At 1st level, the bumbler knows the pinpoint disaster catastrophe and one other 1st level catastrophe of their choice. At 3rd level, and every odd level after that, the bumbler gains access to a new catastrophe.

DEEPER RULES

- This may not be done more than once per creature per failure.
- The bumbler must adequately explain how the events come to pass (to the GM's satisfaction) or have the effect fail.
- Certain catastrophes have requirements to what can trigger them.

At 1st level, the bumbler can learn catastrophes from the following list:

- **BUTTERFINGERS (EX):** The triggering creature and all creatures within a 10 foot radius drop anything held in their hands. A Reflex save (DC 10 + 1/2 bumbler level + Wisdom modifier) resists the effect.
- **DRAG DOWN (EX):** The triggering creature and all adjacent creatures fall prone. A Reflex save (DC 10 + 1/2 bumbler level + Wisdom modifier) resists the effect.
- **DROPPED GUARD:** The triggering creature provokes an attack of opportunity from all adjacent enemies. A Reflex save (DC 10 + 1/2 bumbler level + Wisdom modifier) prevents this effect.
- **PINPOINT DISASTER:** The triggering creature somehow creates a small painful mess that spills over to those around them. The triggering creature and all adjacent creatures take 1d6 + the bumbler's class level in damage. The damage may be bludgeoning, piercing, or slashing damage (chosen by the bumbler before damage is rolled). A Reflex save (DC 10 + 1/2 bumbler level + Wisdom modifier) halves the damage.
- **SMOKESCREEN:** The triggering creature kicks up a thick cloud of smoke, dust, sand, or the like. This functions as a mundane *obscuring mist* effect (using the bumbler's level as their caster level) centered on the triggering creature that lasts for 1 minute.

- **WILD FLAILING (EX):** The triggering creature swings wildly, attacking anyone within reach. The triggering creature makes a single attack against each adjacent creature, at highest BAB, as if they had the Whirlwind Attack feat. This may only be triggered by an attack roll or physical ability-based skill check.

Starting at 5th level, the bumbler may also choose from the following catastrophes:

- **CONSTRUCTION FAULT:** The triggering creature and adjacent creature each have a single wielded weapon of the bumbler's choice take damage equal to the bumbler's class level, ignoring hardness. If the wielder has a magic weapon, they get a Will save to halve the damage against any magic weapon they wield (normal weapons still take full damage). This can also affect wielded items like holy symbols, shields, or even potions. This may only be triggered by an attack roll.
- **EXPLOSION:** The triggering creature somehow triggers a small explosion. The triggering creature and all creatures within a 15 foot radius take 1d6 damage per bumbler level. The damage may be acid, cold, electrical, or fire (chosen by the bumbler before damage is rolled). A Reflex save (DC 10 + 1/2 bumbler level + Wisdom modifier) halves the damage.
- **HOPELESS:** The triggering creature and all creatures within 15 feet lose any morale bonuses. A Will save (DC 10 + 1/2 bumbler level + Wisdom modifier) negates this effect.
- **PAINFUL LESSON:** The triggering creature and all adjacent creatures take a penalty on all d20 rolls equal to 1/4 the bumbler's class level. A Fortitude save (DC 10 + 1/2 bumbler level + Wisdom modifier) resists the effect. This penalty lasts for 1d6 rounds and is a pain effect ^{UM}.
- **WRONG TARGET (EX):** The attack becomes a critical threat, and redirects to a random allied creature that the triggering creature could hit (roll to determine which creature is struck). This may only be triggered by an attack roll.

Starting at 11th level, the bumbler may also choose from the following catastrophes:

- **BOUNCE BACK:** The triggering creature automatically strikes themselves with their weapon, without needing an attack roll. They deal damage to themselves equal to their weapon damage + their Strength modifier. This may only be triggered by an attack roll.
- **MAD MAGIC:** The triggering creature rolls d% as if they had activated a rod of wonder (Pathfinder Ultimate Equipment). The triggering creature is considered both the wielder and the target.
- **REVERSE POLARITY:** This may only be triggered by an attack roll with a spell. The caster of the triggering spell suffers the effects of the spell as if they had also cast it upon themselves.

SIDEBAR: CAUSE AND EFFECT

Many of the early effects of the catastrophe class feature are the bumbler's presence making a bad situation worse. A missed attack now swings madly into a friend. The bumbler sneezes so loudly while giving a speech that they kick up a dust cloud. However, later effects reflect a growing implausibility inherent in the bumbler's world; things don't always work the rules say they should around the bumbler. These effects aren't always the direct result of a failure, but may be the cause of the failure (construction fault) or things just go wrong unexpectedly (reverse polarity).

LUCKY ROLL (SU)

At 1st level, a bumbler gains a luck bonus on a single d20 roll each round. This is their "lucky roll". The value of this bonus is equal to twice the number of critical failures they had on their last turn. The bumbler must declare they are using their lucky roll before they roll, and if the roll fails the use is still expended, but not if the roll is a critical failure.

MIXED BLESSINGS (SU)

With all the bizarre misfortune they suffer, it really seems that a bumbler shouldn't survive. Perhaps for all their bad luck they have someone looking after them, or they have some special talent for survival.

Usually everyone just assumes they really are just that stupid lucky. No matter how they do it, veteran bumpers develop a repertoire of unusual survival tactics to better survive.

At 2nd level, the bumbler gains a blessing, chosen from the list of available bumper blessings later in this class. The bumbler gains an additional blessing at 4th and every even level after that. A given blessing cannot be taken more than once, unless otherwise noted.

SNAKE EYES (PN)

Starting at 2nd level, the bumbler always loses games of chance. They always have the worst possible hand of cards, the coin always lands face down, and they always rolls snake eyes (unless it would cause them to win). The bumbler does not need to know or understand the rules of the game for this to occur. This overrides any mundane effect that would forcibly cause them to win (trick decks, double-faced coins, loaded die, etc). In such an instance, the item in question either fails to function (the loaded die rolls normally), is lost/stolen/destroyed before the result can be known (the double-faced coin falls down a hole), or even somehow reverts to a standard item (the trick deck is now full of normal unmarked playing cards). If two or more bumpers play, all bumpers receive the worst possible result, even if it would normally be impossible to have that happen (3 bumpers playing blackjack would all receive identical hands... right down to the suites). A GM may override or invert this class feature if they feel the party is abusing it, such as by building wealth by repeatedly betting on the bumbler to lose a particular game.

BAD LUCK

MAGNET (PN)

Life kind of hates the bumbler, and they have a tendency to get the brunt of things even when they're not at fault.

Starting at 3rd level, when a bumbler is within 30 feet of a trap that could possibly hit them- it goes off and attempts to do so. It doesn't matter if they're not something that would normally trigger it (for

example: if they are a half-orc and a magical trap only targets elves, it would still go off) and they trigger it even if they didn't do the action that would normally do so (a pressure plate trap 30 feet away that has a loaded arrow goes off when it can hit the bumbler, not when the pressure plate goes is stepped on).

In addition, if there is a spell or other such action that requires a random chance to be rolled to determine a square something lands in or the target of such action, do not roll. It always hits the bumbler.

UNCANNY DODGE (EX)

While not as graceful as others, the bumbler has a knack for dodging just out of the way of trouble, even when they are aware they're in danger. They duck under an orcish axe to pick up a stray coin, or their sudden double take causes an assassin's dagger to strike wide.

At 4th level, the bumbler gains the uncanny dodge class feature of the rogue (as described in Chapter 3 of the Pathfinder Core Rulebook). They cannot be caught flat-footed, nor do they lose their Dex bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to armor class if immobilized. A bumbler with this ability can still lose their Dexterity bonus to armor class if an opponent successfully uses the *feint* action against them. If the bumbler already has uncanny dodge, such as from a previous class, they instead gain improved uncanny dodge.

CRITICAL FEAT

For all their misfortunes, bumpers have a bewildering ability to hit enemies where it hurts. Maybe it's karma, or maybe it's just bad luck on the part of their foes. At 5th level, the bumbler gains Critical Focus as a bonus feat, even if they don't meet the prerequisites.

At 9th level, the bumbler gains Improved Critical (weapon wielded) as a bonus feat even if they don't meet the prerequisites. This means that any weapon the bumbler wields gains the benefit of Improved Critical. This doesn't stack with other effects that improve a weapons critical threat range, such as a *keen* weapon. In addition, they treat their BAB and effective fighter level as equal to their bumbler level for the purpose of qualifying for critical feats.

The bumbler gains an additional critical feat 13th level, and 17th level. They must meet the prerequisites for these feats.

SKIN OF YOUR TEETH (SU)

The bumbler is adept at surviving the worst the world has to offer, and can escape seemingly certain death. Maybe that arrow didn't dig quite so deep after all, or they somehow found just the right spot to stand so they didn't catch the full blast of the dragon's fiery breath.

At 5th level, the first time each day the bumbler would be reduced below 1 hit point by an attack or spell, their hit points reset to 1 hp at the end of the round. Effects that slay their target without dealing hit point damage, such as ability damage, death effects, or poisons, are not affected by this ability. At 10th level, and every 5 levels after that, the bumbler can use this ability an additional time per day, to a maximum of 4 times at 20th level.

ESCAPE PERIL (SU)

A bumbler has a knack for surviving danger, though in unexpected ways; vomiting up a poisoned drink, tripping under lightning bolts, and otherwise fumbling their way past mortal danger.

At 6th level, when the bumbler fails a save, as an immediate action they may choose to resist the effect as though they had made the save. However, they suffer a condition based on the type of save required.

- **FORTITUDE SAVE:** The bumbler is sickened for 1d4 rounds.
- **REFLEX SAVE:** The bumbler is knocked prone.
- **WILL SAVE:** The bumbler is confused (as per the *confusion* spell) for 1 round.

The bumbler may do this a number of times per day equal to their Wisdom modifier (minimum of once per day).

If the bumbler has the evasion or stalwart class features (or other similar abilities), this ability does not trigger the reduced effect; the bumbler still takes partial effect as though he did not have evasion or stalwart. If the bumbler is already suffering from the alternative effect (such as already being sickened when they fail a Fortitude save), they cannot use this ability.

AURA OF DISASTER (SU)

At 8th level, the range of the bumbler's aura of misfortune class feature improves to 60 feet.

IMPROVED UNCANNY DODGE (SU)

At 8th level, the bumbler gains the improved uncanny dodge class feature of the rogue (as described in Chapter 3 of the Pathfinder Core Rulebook). They can no longer be flanked. This defense denies a rogue the ability to sneak attack the bumbler by flanking them, unless the attacker has at least four more rogue levels than the bumbler has bumbler class levels.

If a bumbler already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the bumbler.

ATTRACT DISASTER (SU)

It really seems like the world is out to get the bumbler some days, seemingly violating its own physical and magical laws to attack them. At 12th level, the bumbler may redirect a spell, spell-like ability, or supernatural effect to themselves as an immediate action. They may redirect the effect in one of the following ways, based on the shape or form of the effect:

- Retarget the spell to the bumbler (single-target effects, rays)
- Center the effect on the bumbler (bursts, cones)
- Pass through the bumbler's square (lines, cones)

The bumbler must announce they are using this ability before saving throws are rolled. The bumbler must have line of sight to either the original target or the origin of the effect to use this ability. If they don't have line of sight to the origin, the effect progresses as normal until the bumbler has line of sight to the effect. At this point the effect redirects itself to the bumbler.

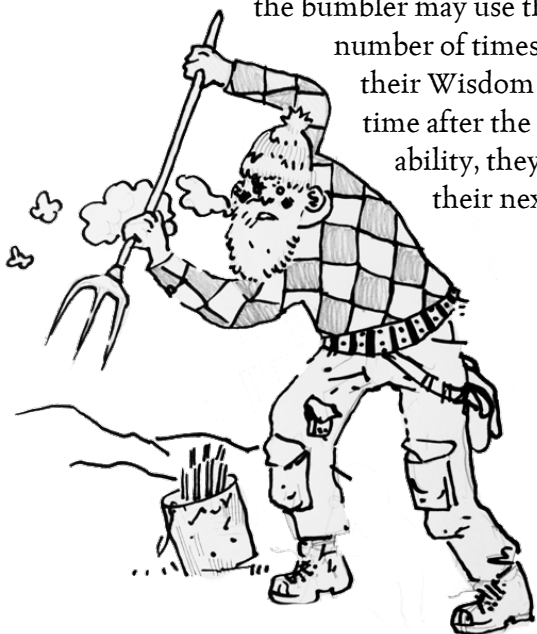
UNKILLABLE FOOL (SU)

The bumbler's ability to dodge around death is unbelievable, to the point that it seems that nothing can really kill them. At 16th level, the bumbler can use their skin of your teeth class feature to avoid being killed by effects that don't deal hit point damage. This includes things like ability damage, death effects, and poisons. The bumbler is still reduced to 1 hit point, but ignores whatever effect would have killed them as though they had successfully saved against the effect. The bumbler must have a daily use of skin of your teeth remaining to use this ability.

ALWAYS AN OPTION (SU)

At 20th level, as an immediate action the bumbler may declare a creature under the effect of their jinxed life class feature has failed a d20 roll, regardless of the total result of the creature's roll. This may be used before the target rolls, while the target is still rolling, or after they have rolled, but must be declared before the results of the roll are known. The bumbler may use this ability safely once per day. However,

the bumbler may use this ability any number of times per day, up to their Wisdom modifier. Each time after the first they use this ability, they automatically fail their next d20 roll.



BUMBLER MIXED BLESSINGS

- **BEGINNER'S LUCK:** Sometimes the bumbler is able to achieve the impossible simply because nobody told them it wouldn't work. The bumbler is able to make skill checks on skills that normally require training, and gains a luck bonus equal to $1/2$ their bumbler class level (minimum of +1) when making an untrained skill check.
- **COSMIC PLAYTHING:** The bumbler is a favorite plaything of the gods, and they hate having anyone else playing with their toys. The bumbler gains Spell Resistance equal to $11 +$ their bumbler level. The bumbler must be at least 12th level to take this mixed blessing.
- **CURSED ENOUGH:** The bumbler gets a luck bonus equal to $1/4$ th their bumbler class level on saves against curse effects and witch hexes (minimum of +1), and they may discard cursed items without needing a remove curse spell or similar effect. The bumbler must be at least 6th level to take this mixed blessing.
- **CURSED PIRATE TREASURE:** When the bumbler receives loot from a CR appropriate encounter (GM discretion), the bumbler has a 3% chance per bumbler level of finding a random level-appropriate magic item. However, the magic item has a 50% of being cursed with a random drawback. The bumbler must be at least 8th level to take this mixed blessing.
- **FROM THE JAWS OF VICTORY:** Choose a number between 10 and 19. Once chosen, the number cannot be changed. Any time someone (including the bumbler) under the effects of jinxed life rolls the chosen number, the attempt critically fails as per jinxed life. The bumbler must be at least 10th level to take this mixed blessing.
- **"I'M OKAY!":** The bumbler gains an additional use per day of their skin of your teeth class feature. This blessing may be taken multiple times and each time it grants the bumbler an additional use. The bumbler must be at least 6th level to take this mixed blessing.

- **IMPROBABILITY MAGNET:** Reality is never quite sure how to work around the bumbler, and normal causality sometimes gets left behind in their wake. Creatures attacked by the bumbler, attacking the bumbler, or targeted by a catastrophe cannot benefit from insight or luck bonuses until the end of their next turn.
- **INOPPORTUNE MOMENT:** Once per round, the bumbler may use an attack of opportunity to activate either their escape peril or attract disaster class feature in place of an immediate action. The bumbler must have the escape peril class feature to take this mixed blessing.
- **MISTAKEN IDENTITY (EX):** Whenever the bumbler enters a new village town, or other densely populated area for the first time, there is a chance (3% per bumbler level) that they are mistaken for someone else. Should this occur, roll d% and consult Table 3-2: Mistaken Identity. It takes a Diplomacy check (DC 10 + bumbler level) to convince someone that there has been a mistake. The bumbler must be at least 6th level to take this mixed blessing.
- **PAULI EFFECT:** Constructs that start their turn within 30 feet of the bumbler become staggered. A Will save (DC 10 + 1/2 bumbler level + Wisdom modifier) negates the staggered effect. Clockwork items, mechanical traps, and other advanced creations within 30 feet of the bumbler have a 3% chance per bumbler level of failing to function each turn. Once the bumbler leaves the item resumes functioning normally.

SIDEBAR: WHAT IS THE PAULI EFFECT?

The Pauli Effect is a phenomenon based on the Austrian physicist Wolfgang Pauli, who reportedly had the bizarre tendency to cause equipment to suffer technical failure by virtue of him simply being present. He had a cyclotron burn out when he visited Princeton University, had his car fail during a honeymoon, and had the drop mechanism for a chandelier fail (the chandelier was intended to drop when he entered the room, a lampshade on his presence breaking things). Pauli himself was reportedly a believer in the strong correlation between his presence and mechanical failure.

TABLE 3-2: MISTAKEN IDENTITY

Result	Description
1-20	The bumbler is mistaken for a wanted criminal. The initial attitude of the area becomes 2 worse than normal, to a minimum of unfriendly.
21-40	The town is suspicious of the bumbler, believing him to be someone of importance traveling incognito, a disguised noble, or other person of interest who does not want to be recognized. They often will endeavor to ingratiate themselves with the bumbler or discover his "true identity", but this does not impact the initial attitude of the area.
41-60	Someone mistakes the bumbler for a friend. The initial attitude of the area is unchanged.
61-80	The bumbler is mistaken for a local celebrity. The initial attitude of the area improves by 1 step.
81-98	The bumbler is mistaken for a figure who divides (or divided) the populace. Maybe they mistake him for a beloved but exiled prince or maybe his arrival is regarded by local mystics as a sign of some great event that some really want to occur and others will fight to prevent.
99-100	The bumbler is mistaken for a figure of legend attached to a local legend or prophecy. The initial attitude of the area becomes helpful, and the bumbler receives a boon or items whose total value does not exceed 2000 gp x bumbler level.

- **PLAYING DEAD:** The bumbler may delay the effects of their skin of your teeth ability up to 1 round per 2 bumbler levels. Until the bumbler chooses to revive themselves, they count as being dead, although they retain the ability to trigger skin of your teeth. The bumbler must have the skin of your teeth ability to take this mixed blessing.
- **PRATFALL DEFENSE (EX):** When the bumbler is struck by an attack, they may fall prone as an immediate action, gaining a retroactive circumstance bonus to AC against the attack equal to 1/4th their bumbler level. If this would cause the attack to miss, the bumbler takes no damage. The use of this ability must be declared before damage is rolled, and cannot be used while already prone. The bumbler must be at least 4th level to take this mixed blessing.
- **RUN AWAY! (EX):** A lifetime of escaping disaster has taught the bumbler the best methods for moving quickly without getting their feet tangled. The bumbler gains a +5 foot bonus to their base move speed per 4 bumbler levels (minimum +5 feet) when moving away from enemies or other clearly dangerous areas, and they ignore the slowing effect of naturally occurring difficult terrain. Magical difficult terrain affects them normally.
- **SCHOOL OF HARD KNOCKS (EX):** A lifetime of abuse has toughened the bumbler quite a bit. The bumbler adds 1/2 their Wisdom modifier (rounded down) in addition to their Constitution modifier to their hit points at each bumbler level. Additionally, the bumbler may choose whether or not their jinxed life class feature causes them to automatically fail Fortitude saves on a case-by-case basis.
- **SCREAM IN SEVEN LANGUAGES (EX):** It is important to know how to beg for mercy in other languages; “please stop hitting me” in one language might be “I’m not bleeding enough” in another. The bumbler is able to speak any non-secret language, as though they were under the effect of a mundane tongues spell. However, they do not actually understand the spoken language, and suffers a -4 penalty to all Charisma-based checks made while speaking a language they don’t actually know. The bumbler must have at least 3 ranks in Linguistics to take this mixed blessing.
- **SCRYING ROD:** Whenever a creature or object within 1 mile of the bumbler would be targeted by a *scrying* spell, *locate object/creature* spell, or a similar effect, the effect redirects to the bumbler instead. The caster isn’t aware of the change in target until they have line of sight to the bumbler, at which point a DC 15 Spellcraft check reveals the issue. The bumbler must be at least 6th level to take this mixed blessing.
- **SPELL MUMBLE:** As an immediate action, the bumbler may force a spellcaster within 30 feet attempting to cast a spell to roll a concentration check (DC 10 + bumbler level + spell level) or lose the spell. The bumbler must be able to see the spellcaster and recognize the act of spellcasting. The bumbler must be at least 6th level to take this mixed blessing.

TABLE 3-3: BUMBLER ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	+1/6 a new mixed blessing	CRB
Halfling	+1/2 to the DC of one known catastrophe (max +3)	CRB

DREAMGUARD

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Dreamguards are warriors of the waking world, defending us from the nightmares that lurk in the minds of the fearful and seek to gain entrance into this world from the outer realms. In exchange for a wish they become the guardians of the mortal plane from outsiders.

Dreamguards are as rare as they are mysterious and walk as much in the waking world as in the dreaming one. When they awaken their power the dreamscape, where anything is possible, asserts itself into the real world around them. They are the sworn defenders of the mortal plane, the fount of their power, from those who would harm it.

The source of a dreamguard's power is the mortal plane itself. They are sought out in dreams by the manifestation of its will and if they accept the terrible burden of being a dreamguard, they are granted a wish by the mortal plane as a form of payment. This is essentially the mortal plane allowing them to slightly disturb it in exchange for a greater good in the long run.

HIT DICE: D10.

ROLE Dreamguards are front line fighters with the power to punish outsiders and summoned creatures. They have several unique abilities relating to dreaming, illusions, and seeing the future that they can use to provide great value to their parties. They are primarily martial characters though they need a high Charisma to take full advantage of some of their class features.

ALIGNMENT Any

Though dreamguards tend to overwhelmingly be of Good alignment (particularly Chaotic Good) they are not exclusively so. Those known as "nightmareguards" are of evil alignment and often have some cruel vengeance to enact upon outsiders. Some undertake the oath simply to gain the benefit of the wishes they are granted for service. Nightmareguards often clash with dreamguards over the proper way to do things

and more than one dream duel has occurred on the dreamscape between two or more dreamguards of various alignments.

STARTING WEALTH: $5d6 \times 10$ gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The dreamguard's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Dex), Profession (Wis), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the dreamguard.

WEAPON AND ARMOR PROFICIENCY

The dreamguard is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields).

BINDING WISH

At 1st level, the dreamguard gains a *wish* (as per the spell wish) as a sort of payment for becoming a dreamguard. If they accept this wish they are bound in three ways:

- The character must remain a dreamguard until at least 5th level (They cannot select a different class).
- They cannot willingly leave the mortal plane. If they do so they lose access to all dreamguard class features other than weapon and armor proficiencies until they return to the mortal plane and get at least 8 hours of rest.
- If they don't use a world egg at least once a month, they die (see the world egg class feature).

TABLE 4-1: THE DREAMGUARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Slumber Duration
1st	+1	+0	+0	+2	Binding wish, guardian of the realm, vivid dreams	-
2nd	+2	+0	+0	+3	World egg	-
3rd	+3	+1	+1	+3	Lucid dreamer, slumber	1d4
4th	+4	+1	+1	+4	Dream shepard	1d4
5th	+5	+1	+1	+4	Effective dreams (1)	1d4
6th	+6/+1	+2	+2	+5	Dreamstep	1d4
7th	+7/+2	+2	+2	+5	Lucid dreamer	1d6
8th	+8/+3	+2	+2	+6	Dreamscape dueling	1d6
9th	+9/+4	+3	+3	+6	Effective dreams (2)	1d6
10th	+10/+5	+3	+3	+7	Dreamshaper	1d6
11th	+11/+6/+1	+3	+3	+7	Sandman's breath	2d4
12th	+12/+7/+2	+4	+4	+8	Slumber	2d4
13th	+13/+8/+3	+4	+4	+8	Effective dreams (3)	2d4
14th	+14/+9/+4	+4	+4	+9	Dreamshaper	2d4
15th	+15/+10/+5	+5	+5	+9	Lucid dreamer	2d6
16th	+16/+11/+6/+1	+5	+5	+10	Repose riposte	2d6
17th	+17/+12/+7/+2	+5	+5	+10	Effective dreams (4)	2d6
18th	+18/+13/+8/+3	+6	+6	+11	Repose riposte	2d6
19th	+19/+14/+9/+4	+6	+6	+11	Lucid dreamer	1 minute
20th	+20/+15/+10/+5	+6	+6	+12	Morpheus	1 minute

GUARDIAN OF THE REALM (SU)

As protector of the waking world the dreamguard can transform themselves into a “Guardian of the Realm” form, granting them powers in the mortal realm that a dreamer might experience. While in this form their body burns with a rainbow aura that resembles fire but is immaterial to the touch. A dreamguard can enter this state as a swift action and, starting at 1st level, a dreamguard can be in this state for a number of rounds per day equal to 4 + their Charisma modifier. At each level after 1st, they can be in this state for 2 additional rounds.

While in this form the dreamguard gains an insight bonus on attack and damage rolls equal to 1/2 their dreamguard level (minimum +1) against all outsiders

and summoned creature, automatically bypassing and DR that creature might have. Outsiders and summoned creatures destroyed by a dreamguard are not sent back to their home realm but destroyed outright. An outsider or summoned creature slain by a dreamguard becomes a world egg if they posed a reasonable threat to the dreamguard (typically within a few CRs of the dreamguard's level).

Additionally, while in this state all terrain within 100 feet are subject to the effects similar to that of *hallucinatory terrain* centered on the dreamguard. If a creature starts their turn in the radius of this they may make a Will save (DC 10 + 1/2 dreamguard level + Charisma modifier) to resist its effect. Allies and enemies alike are impacted by this fantastic and dreamlike world that is subject to the designs of the dreamguard.

VIVID DREAMS (SU)

Starting at 1st level, so long as the dreamguard gets 8 hours of rest, every night they have a dream that gives them a powerful vision. This takes one of two forms, as decided by the GM:

- They will receive a glimpse that something that will happen in the next 24 hours. This bit of information amounts to a sentence or two of dialogue, a face, a name, etc. It's often couched in a lot of metaphorical and dream-like imagery.
- They gain a view of a place far from where they are that is important to their current quest, goal, or mission (or at least something useful) as if they were using the *scrying* spell.

WORLD EGG (SU)

Any time a dreamguard kills an enemy outsider or creature summoned by an enemy a dreamguard gains an object known as a "world egg". A world egg is a concentrated form of their energy that forms into a small, ornate, solid, egg.

Starting at 2nd level, any time a dreamguard is reduced to 0 (or less) hit points a world egg on their person is consumed and the damage taken by the dreamguard is lessened by an amount equal to $1d8 + \frac{1}{2}$ dreamguard level (to a maximum of 0 damage taken). Regardless of the number of world eggs a dreamguard has, only one world egg can be used per day in this fashion.

Alternatively, a dreamguard can consume a world egg to recover 2 additional rounds in their guardian of the realm state (this cannot bring them over their maximum).

Dreamguards can buy, sell, and trade world eggs and sometimes use them to brag about powerful enemies they have slain. The kind of creature a world egg used to be can be determined with a DC 15 Knowledge (planes) check. A world egg can be bought for 250 GP and can be sold for half as much. A world egg can be consumed for no benefit other than fulfilling their Binding Wish class feature as a move action.

LUCID DREAMER (EX)

At 3rd level, the dreamguard gains a $+1/3$ rd dreamguard level (minimum +1) on all saves against sleep effects. At 7th level this extends to all mind-affecting effects and renders them immune to sleep effects (though they may choose to lower this immunity as a free action). Additionally, at 7th level they can cause themselves to instantly fall asleep as a swift action, regardless of what is going on around them. While doing so, they may impart an effective dream upon themselves.

At 15th level, a dreamguard becomes immune to all mind-affecting effects.

At 19th level, all allies adjacent to the dreamguard are immune to sleep effects, except for sleep effects that originate from the dreamguard themselves.

SLUMBER (SU)

At 3rd level, a dreamguard can touch a creature and cause it to make a Will save (DC $10 + \frac{1}{2}$ level + Charisma modifier) or fall asleep for 1d4 rounds. The duration of this effect increases as the dreamguard grows in power. See Table 4-1: The Dreamguard for the duration at each level.

At 12th level, a dreamguard can do this as part of another melee attack. If the creature fails their Will save, they fall asleep after damage is dealt.

DREAM SHEPARD

At 4th level, a dreamguard is aware of the presence or absence of sleeping creatures within 1 mile of them. They are aware of the approximate location of a specific dreamer if they spend a move action to do so and may instantly ascertain if any creature they can perceive is asleep. The dreamguard gains no other information about the creature from this. This also allow the dreamguard to automatically detect if a creature is sleeping or not.

EFFECTIVE DREAMS

Starting at 5th level, whenever a dreamguard puts a creature to sleep they may give that creature a specific kind of dream. Alternatively, the dreamguard may impart this with a swift action by touching a willing, sleeping, creature. Finally, a dreamguard may select one effective dream to give themselves while they sleep if they fall asleep naturally.

The dreamguard learns their first these “effective dreams” at 5th level and learns one additional one at 9th level and every 4 levels thereafter. A creature can only have 1 effective dream active on them at a time. A new effective dream replaces any older one.

If an effective dream has a save the DC is $10 + 1/2$ dreamguard level + Charisma modifier.

- **DEEP SLEEP:** The creature does not dream but instead has a comatose experience. The creature gains the deep sleep condition rather than the asleep condition. The dreamguard must be at least 9th level to select this effective dream.
- **FITFUL SLEEP:** When the creature awakens they are fatigued for the same duration they were asleep.
- **GUARDED SLUMBER:** The creature gains the effect of an *alarm* spell centered on them while they sleep.
- **HYPNOTIC DREAM:** The dream has a hypno-induced command. This function as per the spell *suggestion* though it only begins after the creature awakens.
- **MESSAGE:** The dreamguard imparts a message of their own design to the creature. This can include visuals, sounds, and even written text but the creature is fully aware that is is a dream.
- **PLEASANT DREAMS:** The dreamguard imparts a pleasing vision, so that the creature awakens in a more pliable mood. Upon awakening, the creature becomes friendly to the first creature it sees, as if by *charm person*.
- **RESTFUL SLEEP:** The creature gains regeneration equal to $1/2$ the dreamguard's level while asleep. A given creature cannot recover more than the dreamguard's level in HP per day in this fashion from a given dreamguard.

- **SLEEP PARALYSIS:** The creature is paralyzed while sleeping.
- **VANISH:** If placed on an outsider or summoned creature the dreamguard uses the power of the dreamforce to erode the connection between our world and an outer plane. The creature must make a save each round or be subject to a *banishment* spell.
- **WAKING DREAM:** Creature continues to act as though not asleep but is confused (as per the *confusion* spell). The creature still counts as asleep, though not helpless, and will have no memory of their actions when they “awake”.

NEW CONDITIONS: DROWSY, ASLEEP, & DEEP SLEEP

Drowsy (New): A drowsy creature is shaken and has a -4 penalty on all saves against sleep effects.

Asleep (Clarification): According to the *sleep* spell: “Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakenning a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.” Additionally, the Perception skill implies that sleeping creatures have a -10 penalty on Perception checks.

Deep Sleep (New): A character who is deeply sleeping is asleep and cannot be awakened by any means until the end of the effect.

SIDEBAR: WHY WOULD YOU USE SLEEP PARALYSIS?

Unchivalrous nightmareguards like to inflict that sort of effective dream before engaging in dreamscape dueling (see the dreamscape duel class feature).

DREAMSTEP

At 6th level, as a full round action a dreamguard can flicker out of existence, turning into a thought and emerging as a multi-color ethereal plasma from the mouth of a sleeping creature within 1 mile before instantly re-solidifying. They must be aware of the approximate location of this creature. If there is not a safe space adjacent to the dreamer the dreamstep attempt automatically fails. Dreamstepping automatically ends the dreamguard's turn. After using this class feature the dreamguard is fatigued for 1

minute and must wait 10 hours - 1 hour per level until they use it again. At 10th level a dreamguard can use this ability once per minute and are only fatigued for 1 round.

DREAMSCAPE
DUELING

At 8th level, a dreamguard can enter the mind of an unconscious creature and duel them in a one on one battle. Setting this up takes 1 minute of contact between the dreamguard and their target. Then the foe gets Will save (DC 10 + 1/2 dreamguard level + Charisma modifier). Once they have done this the dreamguard enters the dream of their victim and the two may fight. Both combatants are represented exactly how they are in the real world and anything that happens to them in the dream happens in real life (even consuming item uses and the like). While in this dreamscape (or if someone is in their dreamscape) a dreamguard gains a 1/2 dreamguard level insight bonus on all attacks and damage rolls against their target.

Dreamscape dueling is the preferred method for dreamguards to fight in.

SANDMAN’S
BREATH (SU)

At 11th level, a dreamguard can crush a world egg and scatter the dust. This causes all creatures within a 30 foot cone to make a Will save (DC 10 + 1/2 dreamguard level + Charisma modifier) or fall asleep. While using this the dreamguard can select 1 effective dream to give to anyone who fails the save.

DREAMSHAPER (SU)

Dreaming renders the world mutable to the designs of a dreamguard and others with a strong connection of dreams. When everyone else goes to sleep for a night of rest, a dreamguard’s work is just beginning. By shaping their dreams they can incorporate events from the preceding day and change them by using lucid dreaming techniques; reshaping their own memories of the events. Upon awakening the world is changed, retroactively always having followed a version of events closer to what happened in the dreamguard’s dream.

At 10th level, after sleeping for 8 hours, the dreamguard can make a “dreamshaping” check. They roll 1d20 + 1/2 their dreamshaper level + their Charisma modifier and consult Table 4-2: Dreamshaping to determine the DC. Typically this allows them to treat one d20 roll that was successful as being successful or vice versa. The GM then decides how the rest of the day would have played out had that roll been changed while attempting to keep the

TABLE 4-2: DREAMSHAPING

Change	DC
Change a failed d20 roll you or an ally made to a success	Original DC (or other relevant value)
Change a successful d20 roll someone else made to a failure	Make an opposed roll against whatever the d20 roll was.
Make a single extra full attack	Target’s AC (or other relevant defensive value)
Converse with a target for up to 1 minute	20
Obtain an item you had that was lost, broken, or stolen	(Item’s price in GM/1,000) + 15 *Minimum 1 GP
Take a full round action at some point during the day	10
Deprive another creature you encountered of taking one turn’s worth of actions that they took.	15

story as similar as possible to what actually happened. At 14th level a dreamguard gains a +4 insight bonus on dreamshaping checks.

Use the above rules to form the appropriate DC for the check.

DEEPER RULES

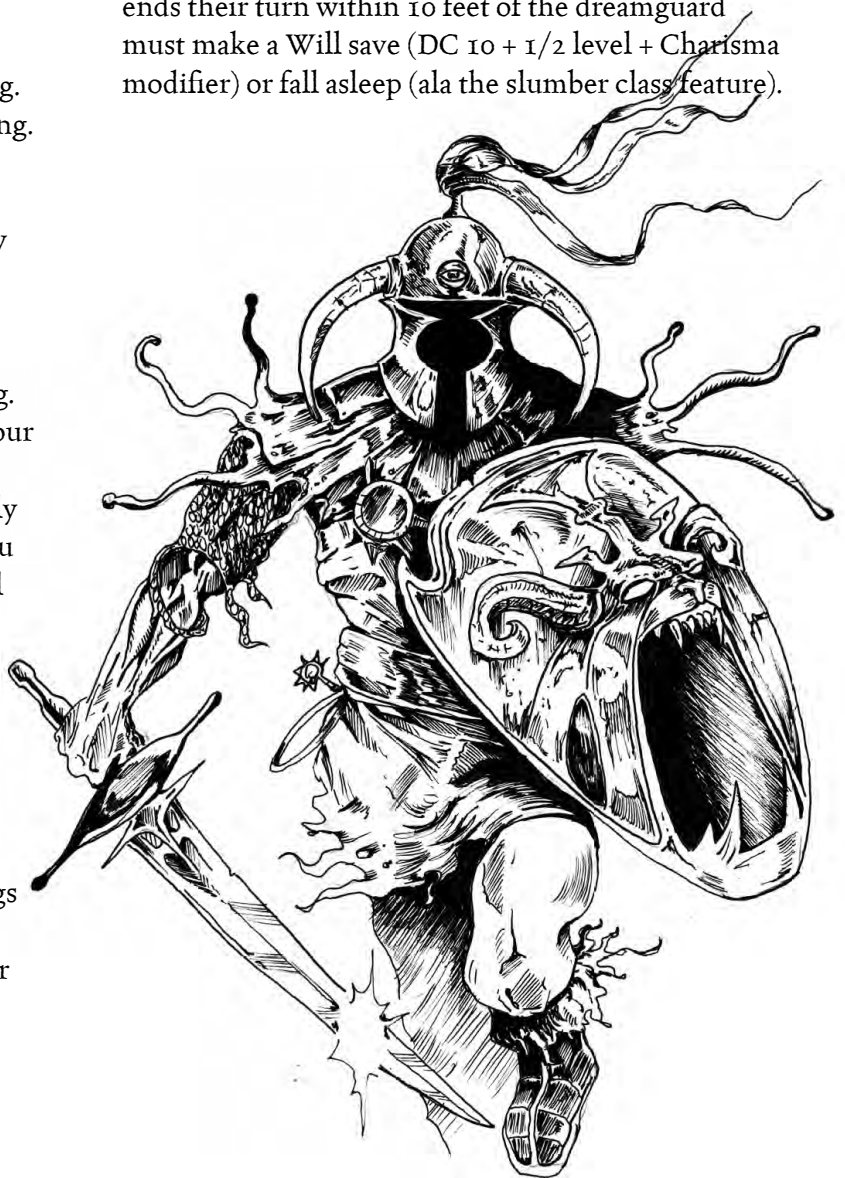
- A GM may rule that an event was too impactful to be changed and always has authority over how things transpired.
- The more impactful changed event (i.e. “how much the story has to change”) the higher the DC. No or almost no change in the story means no change in the DC. A minor change (some GP was won, objects were destroyed, some social situation played out differently, etc) adds 2-4 to the DC, a substantial change (someone didn’t die who did, an extra object was achieved, notable fame was gained) adds 6-8 to the DC, and massive changes (the king is not killed, a battle that was lost was won or at least a draw, etc) add 10-12 to the DC.
- No experience is ever awarded for dreamshaping.
- Now new information is gained via dreamshaping. You only know what you knew during that day. This means that, while you may converse with someone, your recognition of what they actually said in response to you is hazy and nonsensical, though you get the gist of it.
- Gods and creatures with a CR 3 or more greater than yours are unaffected by your dreamshaping.
- Despite being a dream, you are still limited to your normal capacities while dreamshaping.
- Dreams are self-centered and thus you are largely only change your own impact on a situation (you may rally the troops better but you don’t control the troops in your dreams).
- Any dream in which you die or would die automatically fails.
- On principle, treat any creature or object you attempt to change as if dreamshaping was a spell, they were unwilling targets, and your dreamshaping check is your attempt to effect them with it. This means you can use it on things like unattended mundane objects, dead bodies, and the environment are prime targets are easier targets than strong creatures.

REPOSE RIPOSTE (SU)

At 16th level, when a creature successfully damages the dreamguard while they are using their guardian of the realm ability as an immediate action the dreamguard can expend 1 world egg on their person to cause that creature to immediately make a Will save (DC 10 + 1/2 level + Charisma modifier) or fall asleep. The dreamguard can impart an effective dream onto that creature if they wish. At 18th level the dreamguard does not need to consume a world egg to do use this class feature, though it takes an immediate action.

MORPHEUS (SU)

At 20th level, the dreamguard can enter into their guardian of the realm state at will (without a rounds per day limit). In addition, any enemy creature who ends their turn within 10 feet of the dreamguard must make a Will save (DC 10 + 1/2 level + Charisma modifier) or fall asleep (ala the slumber class feature).



DUO

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A duo's power lies not just in the power of their individual components but in their relationship with each other. This relationship, a supernatural bond of some form, empowers them to do the impossible. Some are bound by the wiles of yin and yang, others drawn together to embody long-dead opposing deities, a cursed fate, cosmic forces, or even simple destiny. This bond, tangible and all-consuming in their lives, is both their greatest strength and their greatest weakness - for without one the other will fall.

Duos are comprised of either extremely similar or extremely dissimilar characters. Their literal relationship is often an expression of the nature of their bond. If they are two similar characters their bond often represents unity amongst similar things - empowering a single ideal to make it ever stronger. These pairs are often made up of related characters; they can be siblings, twins, compatible souls, relatives, etc., but this is not always the case. When the opposite is true the bond manifested is a representation of the meeting of two opposing concepts or forces (the union of dark and light, an unstoppable force and an immovable object, yin and yang, brain and brawn, opposed elements, etc.) to produce a synthesis of the two.

Duos are chosen, not trained. Their bond is often pre-ordained, thrust upon them, or in some way beyond their control. This bond is almost always part of a larger cosmic level power source- be it the nature of the elements, deities fighting, etc.

HIT DICE: D10.

PLAYING THIS CLASS

A duo class is not a traditional class. It requires two characters to both select the duo class and declare each other their partner. They build their characters independent of each other, though they must declare each other as their "partner" via their partner class feature.

ROLE

Duos are coordinated fighters, able to survive easily on the front line. Their main strength comes from their ability to fight in a coordinated fashion. A duo's dichotomy will largely define how they interact with the world and what kinds of roles they will adopt during combat. Duos should have a respectable Charisma score (as it defines most of their abilities) and either a good Dexterity or Strength score (depending on their preferred style of fighting).

ALIGNMENT Any

STARTING WEALTH: 3d6 × 10 gp (average 105gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The duo's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (geography) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Survival (Wis)

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the duo.

WEAPON AND ARMOR PROFICIENCY

The duo is proficient in all simple weapons, light armor, medium armor, and shields (except tower shields).

TABLE 5-1: THE DUO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Dichotomy, relationship tokens, two-of-a-kind
2nd	+1	+0	+0	+3	Teamwork feat
3rd	+2	+1	+1	+3	Telepathy (1 mile)
4th	+3	+1	+1	+4	Personal trait
5th	+3	+1	+1	+4	Teamwork feat
6th	+4	+2	+2	+5	Dichotomy
7th	+5	+2	+2	+5	Personal trait
8th	+6/+1	+2	+2	+6	Teamwork feat
9th	+6/+1	+3	+3	+6	-
10th	+7/+2	+3	+3	+7	Personal trait
11th	+8/+3	+3	+3	+7	Dichotomy, teamwork feat
12th	+9/+4	+4	+4	+8	-
13th	+9/+4	+4	+4	+8	Personal trait
14th	+10/+5	+4	+4	+9	Teamwork feat
15th	+11/+6/+1	+5	+5	+9	Telepathy (planar)
16th	+12/+7/+2	+5	+5	+10	Dichotomy, personal trait
17th	+12/+7/+2	+5	+5	+10	Teamwork feat
18th	+13/+8/+3	+6	+6	+11	-
19th	+14/+9/+4	+6	+6	+11	Personal trait
20th	+15/+10/+5	+6	+6	+12	Syzygy, teamwork feat

DICHOTOMY

At 1st level, the individuals playing the duo jointly select a dichotomy to represent the relationship between their two characters. Separated they are disparate parts but together they represent harmony. Both individuals gain a benefit from their chosen dichotomy at 1st, 6th, 11th, and 16th level.

A complete list of dichotomies and their benefits can be found later in this class.

RELATIONSHIP TOKENS

Each role in a dichotomy has a way for a member of the duo to gain “tokens”. These tokens are an abstraction but represent a character playing their part in the dichotomy; helping achieve harmony between

the two. Each individual can hold a maximum number of tokens equal to 3 + their character level at a time. Tokens disappear after 1 minute if not used. An individual cannot gain more than 1 token per round but can spend as many as applicable.

Tokens can be used in various ways, often defined by their dichotomies, but any duo can use them in the following ways:

- **AID:** When attempting an aid another check on their partner the individual gains a +4 morale bonus if they spend 1 token as a free action.
- **TEAM ATTACK:** When their partner is making an attack roll an individual can spend 1 token to grant their partner a morale bonus on attack and damage rolls on that attack roll equal to 1/4th their level (minimum 1).

An individual always gains a token if they score a critical hit in the presence of their partner.

SIDEBAR: INDIVIDUAL VS DUO

When we refer to an “individual” we are referring to a single member of the duo. When we are referring to the “duo”, we are referring to both collectively. When we are referring to the other member of an individual’s duo, we call them their “partner”.

TWO-OF-A-KIND

For the purpose of meeting prerequisites for feats both individuals count their collective abilities together. When both individuals have ranks in a skill, use the higher of the two ranks.

Example: If a feat required that a creature have 5 ranks in Survival and 5 ranks in Perform and one individual meets the Survival prerequisite but not the Perform one while their partner has the necessary ranks in Perform they both qualify for the feat.

SPELLS

A duo casts arcane spells drawn from the duo spell list. They can cast any spell they know without preparing it ahead of time. To learn or cast a spell, a duo must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a duo’s spell is 10 + the spell level + the duo’s Charisma modifier.

Like other spellcasters, a duo can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Duo. In addition, they receive bonus spells per day if they have a high Charisma score (using the higher of their two Charisma scores).

Unlike other spellcasters both individuals draw from the same daily spell allotment. They also know all the same spells, except when their dichotomy gives them spells specific to their roles. An individual cannot cast a spell granted by their partner’s dichotomy.

The duo’s selection of spells is extremely limited. A duo begins play knowing four 0-level spells and two 1st-level spells of the duo’s choice. At each new duo level, they gain one or more new spells, as indicated on Table: Duo Spells Known. (Unlike spells per day, the number of spells a duo knows is not affected by their Charisma score (See Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

Upon reaching 5th level, and at every third duo level after that (8th, 11th, and so on), a duo can choose to learn a new spell in place of one they already know. In effect, the duo “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level duo spell the duo can cast. A duo may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

A duo need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell’s level.

TABLE 5-2: DUO SPELLS PER DAY

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

TABLE 5-3: DUO SPELLS KNOWN

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

TEAMWORK FEAT (EX)

At 2nd level and every 3 levels thereafter, the duo gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. Only one individual needs to meet the prerequisites for the feat. Each member of the pair must agree to select the same teamwork feat.

TELEPATHY (SU)

At 3rd level the duo share a telepathic bond that allows them to communicate mentally with each other at a range of up to 1 mile.

At 15th level this telepathic bond is no longer restricted by range and they can even communicate with each other across planes of existence.

PERSONAL TRAITS (EX)

While each member of a duo is largely defined by their relationship to their other half, they still grow in their own way. These strides they make in the expression of their own identities manifest as powers unique to them. While other aspects of the duo class must be chosen with their consent of their partner, personal traits are chosen by the individual. A complete list of personal traits can be found later in this class.

SYZYGY (EX)

At 20th, whenever the individual gains a token their partner does as well.

DICHOTOMIES

YIN AND YANG (DICHOTOMY)

A duo representing yin and yang represent philosophical oppositions. War and peace, dominance and subservience, using force and giving way, hard and soft, directness and subtlety, action and inaction. One of the pair must select yin and the other yang.

TOKENS (YIN): The yin gains 1 token at the end of their turn if on their turn they:

- Dealt non-lethal damage to an enemy
- Improved the attitude of a creature towards her by at least one step.

TOKENS (YANG): The yang gains 1 token at the end of their turn if on their turn they:

- Dealt lethal damage to an enemy.
- Successfully demoralized an enemy creature.

BONUS SPELLS (YIN): *Charm Person (1st), Sleep (1st), Suggestion (1st), Darkness (2nd), Hold Person (2nd), Deeper Darkness (3rd), Slow (3rd), Charm Monster (4th), Hold Monster (4th), Mass Charm Person (4th), Dominate Person (5th), Mass Charm Monster (6th), Mass Hold Person (6th)*

BONUS SPELLS (YANG): *Magic Weapon (1st), Rage (2nd), Magic Vestment (3rd), Greater Magic Weapon (4th), Resounding Blow (5th), Flame Strike (6th)*

YIN (1ST LEVEL): The yin gains an insight bonus on Diplomacy, Bluff, and Sense Motive equal to 1/2 their duo level (minimum +1). In addition, the yin gains a bonus on all attack rolls equal to their Charisma modifier to a maximum of their level.

YANG (1ST LEVEL): The yang gains an insight bonus on Intimidate and Sense Motive equal to 1/2 their duo level (minimum +1). In addition, the yang gains a bonus on all damage rolls equal to their Charisma modifier to a maximum of their level.

DARKNESS OF THE MOON (6TH LEVEL): The yang gains darkvision 60 feet or +60 feet if they have it already from another source. This darkvision can see through magically created darkness (as from a *darkness* or *deeper darkness* spell) as if it were normal darkness.

LIGHT OF THE SUN (6TH LEVEL): The yang gains blindsense 15 feet.

ETERNAL AVOIDANCE (11TH LEVEL): As a swift action, the yin can disappear for 1 round per level by expending 1 token. This ability functions as *greater invisibility*.

ETERNAL ACTIVITY (11TH LEVEL): The yang may, by expending 1 token, grant themselves the benefits of a *haste* spell until the start of their next turn. This may be done as a free action at the start of his turn.

SOFT PATH (16TH LEVEL): The first time per turn a creature is struck by a yin, they must make a Will save (DC 10 + 1/2 duo level + yin's Charisma modifier) or be subject to a *slow* spell.

HARD WAY (16TH LEVEL): The yang is considered to be under a permanent *haste* spell.

LAW AND CHAOS (DICHOTOMY)

One is free of spirit and creative but unfocused and unintentionally destructive. The other is fair and focused but rigid and dogmatic. The interplay between law and chaos duo is often frustrating for both but when they unite they become something that possesses all the best parts of each of them.

One individual must be of a lawful alignment and select the lawful role while the other must be of a chaotic alignment and take the chaotic role.

TOKENS (LAW): The lawful gains 1 token at the end of their turn if on their turn they:

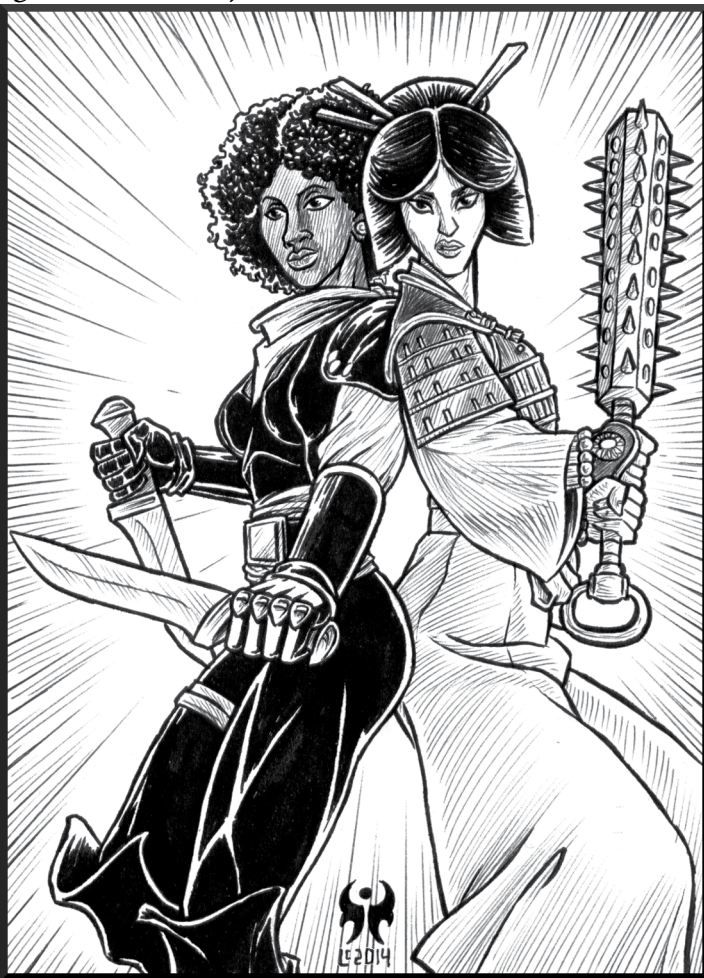
- Dealt damage to a chaotically-aligned creature.
- Caused a creature to gain the entangled, fatigued, grappled, paralyzed, petrified, shaken, or staggered condition.

TOKENS (CHAOS): The chaotic gains 1 token at the end of their turn if on their turn they:

- Dealt damage to a lawful-aligned creature.
- Caused a creature to gain the blinded, confused, dazzled, fascinated, nauseated, prone, or sickened.

BONUS SPELLS (LAW): *Comprehend Languages* (1st), *Align Weapon (law only)* (2nd), *Arrow of Law* (2nd), *Corruption Resistance* (2nd), *Magic Circle against Chaos* (3rd), *Order's Wrath* (4th), *Dispel Chaos* (5th), *Dictum* (6th)

BONUS SPELLS (CHAOS): *Protection From Law* (1st), *Align Weapon (chaos only)* (2nd), *Corruption Resistance* (2nd), *Magic Circle against Law* (3rd), *Chaos Hammer* (4th), *Dispel Law* (5th), *Animate Objects* (6th)



LAWFUL (1ST LEVEL): The lawful gains an insight bonus on Appraise, Intimidate, and Sense Motive equal to $1/2$ their duo level (minimum +1). In addition, the lawful gains a bonus on all combat maneuver checks equal to their Charisma modifier (maximum of their level) and a morale bonus to their Fortitude save equal to their Charisma modifier (maximum of $1/2$ their level, rounded up).

CHAOTIC (1ST LEVEL): The chaotic gains an insight bonus on Bluff, Escape Artist, and Sleight of Hand equal to $1/2$ their duo level (minimum +1). In addition, the chaotic gains a bonus on all combat maneuvers checks equal to their Charisma modifier (maximum of their level) and a morale bonus to their Reflex save equal to their Charisma modifier (maximum of $1/2$ their level, rounded up).

CONTAIN AND DETAIN STYLE (6TH LEVEL): The lawful gains the Improved Grapple feat even if they do not normally qualify for it. Additionally, they may spend 1 token to deal $1/2$ their duo level in force damage to a non-lawful creature they are grappling. Finally, as a swift action the lawful can spend 1 token to tell a creature's alignment on the law/chaos axis so long as they are within 30 feet.

UNORTHODOX FIGHTING STYLE (6TH LEVEL): The chaotic gains the Improved Dirty Trick feat even if they do not normally qualify for it. Additionally, they may spend 1 token to inflict a -2 penalty on all saves for 1d4 rounds against a non-chaotic creature that has just failed a save against their dirty trick attempt. Finally, as a swift action the lawful can spend 1 token to tell a creature's alignment on the law/chaos axis so long as they are within 30 feet.

STALWART (11TH LEVEL): If the lawful makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely. This ability can only be used if the lawful is wearing light armor, medium armor, or no armor. A helpless individual does not gain the benefit of the stalwart ability.

IMPROVED EVASION (11TH LEVEL): This works like the evasion class feature of the rogue, except that while the chaotic still takes no damage on a successful Reflex saving throw against attacks, they henceforth takes only half damage on a failed save. A helpless individual does not gain the benefit of improved evasion.

(**Note:** The chaotic does not gain the evasion class feature prior to this.)

TOTAL RESTRICTION (16TH LEVEL): The first time per turn a creature is struck by the lawful, they must make a Will save (DC 10 + $1/2$ duo level + lawful's Charisma modifier) or be subject to a *hold monster* spell for 1 turn.

TOTAL FREEDOM (16TH LEVEL): The chaotic is considered to be under a permanent *freedom of movement* spell.



BODY AND MIND (DICHOTOMY)

Intensely grounded in the real world, a duo of body and mind may represent something as mundane as a crippled strategist and a heroic but short-sighted warrior. Alone they cannot exist but when fused, they reach the epitome of skill.

One individual must select body and the other mind.

TOKENS (BODY): The body gains 1 token at the end of their turn if on their turn they:

- Successfully dealt damage with a weapon.
- Failed a save against or were hit by a spell or spell-like ability.

TOKENS (MIND): The mind gains 1 token at the end of their turn if on their turn they:

- Cast a spell.
- Were successfully dealt damage by a weapon or natural attack.

BONUS SPELLS (BODY): None (See warrior of the body dichotomy feature)

BONUS SPELLS (MIND): At every odd level the mind adds 1 spell from the sorcerer/wizard spell list per level to their spell list. This must be of a spell level they can cast (using their duo level as their effective wizard level) and cannot be retrained or otherwise changed when the progress in level.

WARRIOR OF THE BODY (1ST LEVEL):

Can't cast spells but gains the base attack bonus of a fighter of a level equal to their duo level.

WARRIOR OF THE MIND (1ST LEVEL):

The mind gains 1 additional spell of their highest level per day.

STRENGTHEN SPELL (6TH LEVEL): The body can spend 1 token as a free action when their partner casts a spell to grant a +2 morale bonus their partner's Charisma modifier for the purpose of determining variables for a spell they are casting.

GUIDE STRIKE (6TH LEVEL): The mind can spend 1 token as a free action when their partner threatens a critical hit with a weapon to grant them a +4 morale bonus on the roll to confirm the critical. This stacks with other abilities that add to a critical confirmation roll, such as Critical Focus.

SPELL'S SHIELD (11TH LEVEL): If the mind cast a spell on their last turn the body gains 1/2 the spells level (minimum 1) as a morale bonus to their AC until the start of the mind's next turn.

BODY'S GUARD (11TH LEVEL): If the body successfully hits an enemy the mind does not provoke an attack of opportunity from casting spells in the threatened area of that creature until the start of the body's next turn.

ESSENCE OF COMBAT (16TH LEVEL):

The body gains an additional 2 hit points per duo level (including retroactively). This stacks with Toughness.

ESSENCE OF MAGIC (16TH LEVEL): The mind gains +3 to the DC of all of their spells.

FIRE AND ICE (DICHOTOMY)

Fire is hot, passionate, and all-consuming. Ice is hard, crippling, and slowly conquering. The avatars of these elements, forced into an eternal stalemate with each other, must set aside their differences and achieve the elemental harmony they were born to forge.

One individual must select fire and the other ice.

Note: This may be modified to apply to any other opposing elements.

TOKENS (FIRE): A fire gains 1 token at the end of their turn if on their turn they:

- Dealt fire damage.
- Moved up to their base land speed or more.

TOKENS (ICE): An ice gains 1 token at the end of their turn if on their turn they:

- Dealt cold damage.
- Did not move from their square.

BONUS SPELLS (FIRE): *Burning Hands* (1st), *Scorching Ray* (2nd), *Fireball* (3rd), *Fire Shield* (warm only) (4th), *Fire Snake*^{APG} (5th), *Sirocco*^{APG} (6th)

BONUS SPELLS (ICE): *Ice Dagger*^{UM} (1st), *Frostfall*^{UC} (2nd), *Sleet Storm* (3rd), *Fire Shield* (cool only) (4th), *Icy Prison*^{UM} (5th), *Ice Crystal Teleport*^{UM} (6th)

BURNING HEART (1ST LEVEL): The fire gains fire resistance 10 + their duo level but becomes vulnerable to cold damage (taking 1.5x normal damage from cold).

ICY HEART (1ST LEVEL): The ice gains cold resistance 10 + their duo level but becomes vulnerable to fire damage (taking 1.5x normal damage from fire).

DRAKE OF WAR (6TH LEVEL): The fire can spend 1 token to cause all their attacks to gain the *flaming* property for 1 minute. In addition, when they cast a spell with the fire descriptor the DC increases by 1.

POLAR TYRANT (6TH LEVEL): The ice can spend 1 token to cause all their attack to gain the *frost* property for 1 minute. In addition, when they cast a spell with the cold descriptor the DC increases by 1.

FIRE BARRIER (11TH LEVEL): When the ice takes fire damage the fire can spend 1 token as a free action to take the damage instead so long as the ice is within 100 feet. As the fire is the one taking the damage their fire resistances and immunities apply.

COLD BARRIER (11TH LEVEL): When the fire takes cold damage the fire can spend 1 token as a free action to take the damage instead so long as the fire is within 100 feet. As the ice is the one taking the damage their cold resistances and immunities apply.

FIRE EATER (16TH LEVEL): The fire becomes immune to fire damage, gaining half the damage they would have taken as temporary hit points that last for 1 minute.

GLACIAL APPETITE (16TH LEVEL): The cold becomes immune to cold damage, gaining half the damage they would have taken as temporary hit points that last for 1 minute.

HEAVEN AND EARTH (DICHOTOMY)

Heaven and earth, land and sky, wind and stone. The interplay between these two have fascinated philosophers and poets since time immemorial. The wind carves the land over eons but in the short run it can but blow feebly against a stone. Representatives of the sky and the earth have been bound to serve as the avatar of nature to fight on her behalf.

One individual must select heaven, representing nobility, the highborn, the abstract and noble, conceptual work, dreaming, and charity. The other must select earth, representing the literal, the mundane, the concrete, the common man, humility, economic-mindedness, and stability.

TOKENS (HEAVEN): The heaven gains 1 token at the end of their turn if on their turn they:

- Healed an allied creature.
- Successfully made a skill check that took at least a swift action.

TOKENS (EARTH): The earth gains 1 token at the end of their turn if on their turn they:

- Were healed by an ally.
- Took damage and remained above 0 hit points.

BONUS SPELLS (HEAVEN): *Cure Light Wounds (1st), Cure Moderate Wounds (2nd), Gust of Wind (2nd), Cure Serious Wounds (3rd), Wind Wall (3rd), Air Walk (4th), Cure Critical Wounds (4th), Communal Air Walk (5th), Wind Walk (6th)*

BONUS SPELLS (EARTH): *Magical Armor (1st), Stone Fist (1st), Binding Earth (2nd), Meld into Stone (3rd), Minor Creation (3rd), Earth Glide (4th), Stoneskin (4th), Major Creation (5th), Move Earth (6th)*

HEAVENLY SCHOLAR (1ST LEVEL): The heaven gains a sacred bonus on Heal, Diplomacy, and Knowledge (nobility) equal to 1/2 their duo level (minimum +1). In addition, the heaven gains 1 additional skill point per level.

NOBLE LAYMAN (1ST LEVEL): The earth gains a sacred bonus on Handle Animal, Knowledge (geography), and Survival equal to 1/2 their duo level (minimum +1). In addition, the earth gains 1 additional hit point per level.

WINGS OF HEAVEN (6TH LEVEL): The heaven gains a fly speed equal to their land speed with average maneuverability. In addition, when they cast a spell with the air descriptor the DC increases by 1.

MOUNTAIN STANCE (6TH LEVEL): The earth becomes immune to bull rush attempts and being knocked prone as they become so well grounded. In addition, when they cast a spell with the earth descriptor the DC increases by 1.

HEAVENLY COMPASSION (11TH LEVEL): Any time the heaven is healed they can spend 1 token to grant the earth half the amount of healing they received as temporary hit points that last 1 minute.

EARTHLY SACRIFICE (11TH LEVEL): Any time the heaven takes damage the earth can spend 1 token to take any percentage of the damage they wish from the attack. If the attack that dealt the damage inflicts a negative condition, the earth takes that condition as well as heaven if they take some of the damage. If there is a save, they may attempt it. This cannot be used on attacks that do not deal damage.

HEAVENLY PROVIDENCE (16TH LEVEL): The heaven treats all skills as class skills and counts as if they had 2 ranks in every skill in which they have no ranks. (This means the bonus for having ranks in a class skill applies, they count as trained in the skill, etc.)

EARTH'S MANTLE (16TH LEVEL): The earth gains DR 5/epic and Spell Resistance 11 + duo level.

DUO PERSONAL TRAITS

- **CLINGY:** If the individual begins their turn adjacent to their partner the individual gains a +1 morale bonus on all saves.
- **COMPETITIVE:** If the individual's partner fails a skill check, the individual gets a +1/4th duo level bonus on that type of check until the end of their next turn.
- **EMPATHIC:** The individual has gained a deeper understanding of their partner and can extend that to others. They gain a +1/4th duo level insight bonus on Sense Motive checks to ascertain the emotional state of others, telling if they are lying, or if they have been enchanted.
- **GANG UP:** While the individual is flanking a creature with their partner, they add any bonus provided by flanking to their damage rolls.

- **INCLUSIVE:** The individual can designate one other creature who is friendly with both the individual and their partner. This creature now counts as the individual's partner for the purpose of triggering personal trait and can benefit from dichotomy abilities that require an expenditure of tokens to use but could normally only be used on the individual's partner. (Example: This third party could trigger the clingy personal trait and could benefit from a mind's "spell's shield" dichotomy ability as if that third party was "the body".)
- **INDEPENDENT:** If the individual begins their turn adjacent to their partner the individual adds +10 feet to their movement speed so long as they move away from their partner.
- **OUTGOING:** The individual gains the Skill Focus feat in 2 Charisma-based skills of their choice. The skills must either be duo class skills or skills they gain a bonus on at 1st level from their dichotomy.
- **PERSONAL SPACELESS:** The individual can enter and occupy the same space as their partner. If the individual attacks from a space their partner occupies, they are considered flanking with their partner but the partner does not gain this benefit.
- **RIVAL:** The individual may spend 1 token on their partner's turn as a free action to declare one roll their partner just made (after seeing the result) to be their "rival" roll. If the individual takes a similar action against the same DC and fails to beat their partner's result, the individual can re-roll the dice but must take the new result.
- **TERRITORIAL:** The individual gains a bonus feat they qualify for that their partner doesn't have. The individual must qualify for this feat without the use of their two-of-a-kind class feature. Their partner can't ever select this particular feat. This personal trait can be taken multiple times.

FREEMIND

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A freemind is a cosmic traveler obsessed with the secrets of the universe; they have seen a thousand worlds and will see a thousand more before they pass into the great beyond. Their greatest tool is their mastery of cosmic magic; they are adept at opening gates, shifting to other planes, enduring harsh environments, and exploring the unknown.

You must be born with the spark to become a freemind- a natural aptitude that allows you to traverse worlds by opening your minds to the secrets of the cosmos. A potential freemind is “awakened” by a mentor who tells them their first secret and from there they develop on their own.

Freeminds use cosmic energy, also known as *kashoom*, and slowly become one with the universe itself as they hone their craft by expanding their consciousness. They use this energy to perform “cosmic slips” that allow them to jump between realities and planes of existence. Freeminds wander the cosmos in this fashion, plumbing the deepest secrets it has to offer. This is a dangerous profession, though often a lucrative and deeply spiritually satisfying one.

The life of a freemind is not always so esoteric; a novice freemind might find work as a cosmic prospector on an elemental plane of earth, a guide for those looking to experience the forests of the fey, or even as a liaison between drow and demons who need to meet on a neutral plane.

Freeminds are frequently faced with death, a new way almost every day, and as a result those who can claim to call themselves “freeminds” are skilled combatants by necessity. They’ve learned every trick in the book to stay alive (tanning lotion alone is not enough to the plane of fire) and a few to keep their enemies at bay.

HIT DICE: D8.

ROLE

Freeminds are utilitarian characters who can gain access to places most can’t, make planar travel easy, deals exceptionally well with planar threats, and has some unique survival options. Freeminds are Intelligence based. They have a limited degree of mastery over psychic magic that can be helpful as well.

WHEN TO USE THIS CLASS

This class assumes that, in your game world, planar travel is a regular occurrence. This is a class that is very at home in a high magic setting but might not be appropriate for a low magic one.

SIDEBAR: WHAT IS KASHOOM/COSMIC ENERGY?

“*Kashoom*” is a concept introduced in Alternate Path: Ascetic Characters. It is the term for a universal “force”, a sort of cosmic energy that keeps the energy of the universe moving. You can think of it like the “Grand Unified Theory” in the real world- a singular, raw, source from which all energy is converted from. Other class from Little Red use this energy source: the kashun uses is more like a monk and the hermit uses it sort of like a cleric or wizard. A freemind is more an innate user of this energy; like a sorcerer or bard.

ALIGNMENT Any

STARTING WEALTH: 4d6 x10 gp (average 140 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The freemind’s class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

TABLE 6-1: THE FREEMIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Cosmic slip (1 round/day), first secret
2nd	+1	+0	+3	+3	Ethereal weapons
3rd	+2	+1	+3	+3	Cosmic slip (2 rounds/day), cosmic secret
4th	+3	+1	+4	+4	Cosmic jump, planar enforcement +1d6
5th	+3	+1	+4	+4	Cosmic slip (3 rounds/day)
6th	+4	+2	+5	+5	Planar adaptation
7th	+5	+2	+5	+5	Cosmic slip (4 rounds/day), cosmic secret
8th	+6/+1	+2	+6	+6	Jump without error, planar enforcement +2d6
9th	+6/+1	+3	+6	+6	Cosmic slip (5 rounds/day)
10th	+7/+2	+3	+7	+7	Ethereal weapons
11th	+8/+3	+3	+7	+7	Cosmic slip (6 rounds/day), cosmic secret
12th	+9/+4	+4	+8	+8	Gate, planar enforcement +3d6
13th	+9/+4	+4	+8	+8	Cosmic slip (7 rounds/day)
14th	+10/+5	+4	+9	+9	Cosmic centering, planar adaptation
15th	+11/+6/+1	+5	+9	+9	Cosmic slip (8 rounds/day), cosmic secret
16th	+12/+7/+2	+5	+10	+10	Cosmic centering, planar enforcement +4d6
17th	+12/+7/+2	+5	+10	+10	Cosmic slip (9 rounds/day)
18th	+13/+8/+3	+6	+11	+11	Cosmic centering
19th	+14/+9/+4	+6	+11	+11	Cosmic slip (10 rounds/day), cosmic secret
20th	+15/+10/+5	+6	+12	+12	Center of the universe, planar enforcement +5d6

CLASS FEATURES

The following are the class features of the freemind.

WEAPON AND ARMOR PROFICIENCY

The freemind is proficient with all simple and martial weapons and with both light and medium armor but not with heavy armor or shields.

COSMIC SLIP (SP)

Once per day a freemind can use their stored *kashoom* energy to “slip” as a free action, an ability that lets them go partially out of phase with our reality. This functions like an *ethereal jaunt* spell but lasts for only 1 round.

At each odd level after 1st, they can turn ethereal for an additional round (for a maximum of 10 rounds at 19th level), though these rounds need not be consecutive. The total number of rounds they may slip for per day is renewed after resting for 8 hours.

FIRST SECRET (SP)

All freeminds are awakened to their calling with the gift of a cosmic secret. To this end, a freemind must take an awakening (see Little Red Goblin Game’s Alternate Path: Aesthetic Characters) at 1st level. If not using that optional system, a freemind does not gain this class feature.

ETHEREAL WEAPONS (SP)

Starting at 2nd level, a freemind can channel their *kashoom* energy to give any weapon they hold the *ghost touch* property as a move action until the start of their next turn.

At 10th level they may do this as a swift action.

COSMIC SECRET

At 3rd level and every 4 levels thereafter, a freemind has a great secret of the cosmos revealed to them. A list of cosmic secrets is available at the end of the class.

COSMIC JUMP (SP)

At 4th level, a freemind can fully jump to another plane via their use of *kashoom*. Functions like a *plane shift* spell and consumes 2 uses of the cosmic slip class feature.

PLANAR ENFORCEMENT (SP)

The cosmos abhors creatures existing out of their own plane of existence for too long- it's not "natural". At 4th level, when a freemind successfully hits an outsider or extraplanar creature with an attack they can impart some of that cosmic displeasure, dealing an additional 1d6 force damage. This extra damage is 1d6 at 4th level, and increases by 1d6 every 4 freemind levels thereafter. A creature killed by this is forced the extraplanar creature back to its proper plane.

Should the freemind score a critical hit with this class feature, this extra damage is not multiplied but an extraplanar creature must make a Will save (DC 10 + 1/2 freemind level + Wisdom modifier) or be forced back to its proper plane.

SIDEBAR: EXTRAPLANAR CREATURES

An extraplanar creature is defined as any creature not currently on its native plane of existence.

PLANAR ADAPTATION (SP)

At 6th level, a freemind's cosmic power allows them to exist comfortably on most planes. This functions as

a *planar adaptation* spell, though the energy resistance they gain is instead equal to 10 + their freemind level. It shifts to whatever environment the freemind finds themselves in.

At 14th level this applies to any creature who dimensionally travels with a freemind. This effect lasts for 1 hour after travel. Additionally, a freemind may expend 1 use of their cosmic slip class feature to cast *mass planar adaptation* as a spell-like ability.

JUMP WITHOUT ERROR

At 8th level, when using a *plane shift* or *teleport* spell, spell-like ability, or any other form of dimensional travel with a margin for error, the freemind always arrives exactly where they intend to. If the freemind attempts to jump to a location that does not exist or could result in a mishap the spell instead fails.

GATE (SP)

At 12th level, a freemind can punch a hole to another dimension. This functions like a *gate* spell and consumes 3 uses of the cosmic slip class feature.

COSMIC CENTERING

At 14th level, a freemind can meditate for 1 minute to regain 3 uses of their cosmic slip class feature. At 16th level they can do this as a full round action and at 18th level this is a move action.

CENTER OF THE UNIVERSE

At 20th level, a freemind can use cosmic slip without it consuming a daily use. Other class features that expend daily uses of the cosmic slip class feature still consume the normal amount.

COSMIC SECRETS

- **AIR ESSENCE (SU):** The freemind gains a fly speed equal to 1/2 their base movement speed with poor maneuverability. While on an air-dominant plane, this improves to a fly speed equal to their base movement speed with perfect maneuverability. A freemind must have visited an air-dominant plane prior to selecting this cosmic secret.

- **BEYOND ETHICS:** The freemind gains a +1/4 class level insight bonus against spells with an alignment descriptor (chaos, evil, good, or law). Additionally, while a plane that is strongly or mildly aligned to a particular alignment, the freemind always acts as though they matched the plane's alignment. A freemind must have visited an alignment-aligned plane prior to selecting this cosmic secret.
- **COSMIC CONFORMITY (SP):** When the freemind travels to a different plane they may choose to assume the form of any Small or Medium creature of the humanoid type upon arrival, as per an *alter self* spell effect, so long as that form is suitable for blending in to the plane they find themselves on. This effect continues so long as they are on that plane and ends when they leave the plane. This also applies to exotic kinds of travel like traveling to alternate realities, time travel, etc.
- **COSMIC SPEECH (SP):** The freemind learns all of the following languages; abyssal, aquan, auran, celestial, ignan, protean, and terran. Additionally, the freemind can spend 1 use of cosmic slip to cast *tongues* on themself as a spell-like ability.
- **DETACHED SOUL (SU):** The freemind separates their soul from their body, observing it from about 10 feet away as nothing more than floating, invisible, ghost. If their body dies, even via something like a *disintegrate* spell, their soul does not and they can be resurrected as if they had a physical body. This different point of view also gives them a greater perceptive awareness of the area around them; granting them a +2 insight bonus to their AC against flanking attacks and attacks delivered against their flat-footed AC.
- **EARTH ESSENCE (SU):** The freemind gains the ability to breath underground without difficulty. Additionally, the freemind gains a 5 foot burrow speed. While on an earth-dominant plane this becomes a 10 foot burrow speed. A freemind must have visited an earth-dominant plane prior to selecting this cosmic secret.
- **GATEKEEPER:** As a full-round action the freemind can attempt to redirect the destination of an existing portal, *gate*, or similar extradimensional breach. They must make an opposed caster level check against the original caster, using their freemind level as their caster level. If successful, the freemind can change the plane the portal directs to. The freemind must concentrate to maintain this effect. The freemind must be at least 15th level to learn this cosmic secret.
- **PORTAL GAZING:** The freemind can take 1 minute to look at a stationary window, mirror, or doorway and see through it as though it were a window looking through a corresponding location in another plane they've already visited. The plane chosen must be designated when beginning to portal gaze. They can hear and see through this portal as though the portal was a sheet of glass. Creatures on that plane can likewise see and hear through the portal. Should anyone (including the freemind) interact with the portal in any way, the effect immediately ends. The portal blocks line of effect.
- **UNSTOPPABLE SLIP (SU):** The freemind may spend a use of cosmic slip to make a saving throw against an ongoing effect that prevents extradimensional travel, such as *dimensional anchor*, even if such an effect normally wouldn't allow for a saving throw.
- **VOID FORM (SU):** The freemind's body can turn transparent in varying degrees. This can allow others to see inside their skin, see their skeleton, or blend into the background by regressing to nothing more than a 3D silhouette of a 2D representation of a field of stars against the black void of space. Slowing an ally their internals grants their ally a +4 circumstance bonus on Heal check made on the freemind. Turning their body into a starfield grants them a +4 circumstance bonus on Stealth checks in dark places but causes them to go blind.
- **WATER ESSENCE (SU):** The freemind gains the ability to breath underwater. Additionally, the freemind gains a swim speed equal to 1/2 their base movement speed. While on a water-dominant plane this swim speed is increased to their full base movement speed. A freemind must have visited a water-dominant plane prior to selecting this cosmic secret.

HEARTLESS

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Warriors whose hearts have been replaced with eldritch substitutes, known as heart cores. Beating in their chest, the heart core holds more power than the body can bear and can erupt forth in great bursts of energy.

Few can imagine what drives someone to become a heartless. Most become heartless to survive life-threatening injury or illness, using the newfound heart to force their body to live. That the heart has more power than their body would need is incidental, and seen as a pleasant bonus. Other actively seek out these arcane heart replacements, desiring the immense power promised within. These warriors see the heart core as a handy weapon, its energy able to be released upon unsuspecting foes.

The heartless contend with a body that has more energy than it knows how to handle. This generally isn't a problem in daily life, but when strained the heart core becomes a liability; the energy starts to work against the body as the adrenaline pushes the power production to unsafe levels. To avoid suffering an arcane heart attack, heartless resort to violently venting the core's energy.

HIT DICE: D8.

ROLE Heartless are effective blasters, able to throw damage around the battlefield. They require high Constitution scores to be able to build up stress and increase the DC of core rupture.

ALIGNMENT Any

INSPIRATIONS

Tony Stark (Marvel Comics), Raven & Yeager (Tales Of Vesperia)

STARTING WEALTH: 3d6 x 10 gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The heartless' class skills are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (local), Perception (Wis), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the heartless.

WEAPON AND ARMOR PROFICIENCY

The heartless is proficient with all simple weapons and with light and medium armor and shields (except tower shields).

HEART CORE (EX)

The heartless is sustained by an eldritch heart replacement, although the exact nature of the new heart varies. At 1st level the heartless chooses what type of replacement, referred to as their heart core, they have received. Once the choice is made it cannot be changed.

A list of heart cores and their effects are listed at the end of the class.

STRESS (PN)

While it does sustain them, the inhuman power contained within the heart core means that it can overwhelm the heartless at times, unless they bleed the power off slowly. At 1st level, the heartless gains a pool of stress that reflects their ability to resist the breakdown of their heart core. The heartless can store 3 + their Constitution modifier in stress at 1st level. Every level after that, the heartless can store an additional 2 stress. At the start of each round while in combat (or in other stressful situations, such as a crucial skill check), the heartless gains 1 stress. All accumulated stress is lost after 8 hours of rest.

TABLE 7-1: THE HEARTLESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Heart core, core rupture 1d6, stillheart, stress
2nd	+1	+3	+0	+3	Burst modifier, unfeeling
3rd	+2	+3	+1	+3	Bleed resist, core rupture 2d6
4th	+3	+4	+1	+4	Stillheart, talent
5th	+3	+4	+1	+4	Channel core 3d6, core skill
6th	+4	+5	+2	+5	Burst modifier
7th	+5	+5	+2	+5	Core rupture 4d6
8th	+6/+1	+6	+2	+6	Talent
9th	+6/+1	+6	+3	+6	Bleed resist, core rupture 5d6
10th	+7/+2	+7	+3	+7	Burst modifier, core skill
11th	+8/+3	+7	+3	+7	Core rupture 6d6
12th	+9/+4	+8	+4	+8	Talent
13th	+9/+4	+8	+4	+8	Core rupture 7d6
14th	+10/+5	+9	+4	+9	Burst modifier
15th	+11/+6/+1	+9	+5	+9	Core skill, core rupture 8d6
16th	+12/+7/+2	+10	+5	+10	Talent
17th	+12/+7/+2	+10	+5	+10	Core rupture 9d6
18th	+13/+8/+3	+11	+6	+11	Burst modifier
19th	+14/+9/+4	+11	+6	+11	Core rupture 10d6
20th	+15/+10/+5	+12	+6	+12	Core skill, talent

If the stress pool becomes full, the heartless immediately suffers a meltdown; a catastrophic eruption of their heart core. The heartless become nauseated for 1 round, trigger their heart core's meltdown effect, and finally reset their stress 0. A Fortitude save (DC 10 + total amount of stress) reduces the nauseated condition to sickened.

SIDEBAR: DISPELLED HEARTS

As magical creations, heart cores are vulnerable to antimagic effects like *dispel magic*. The heart core is treated as a magic item with a caster level equal to the heartless' class level. If the heart core is dispelled, the heartless immediately suffers a meltdown. The heartless still receives a save to reduce the effect of the meltdown.

CORE RUPTURE (SU)

At 1st level, the heartless can unleash the power contained within their heart core in a sudden burst of energy. As a standard action that lowers their stress by 1, the heartless can deal 1d6 damage to all creatures, except themselves, within a 30 foot cone. A Reflex save (DC 10 + 1/2 heartless level + Constitution modifier) halves the damage. The exact nature of the damage is determined by the heartless's heart core. The heartless must have at least 1 stress to use this ability.

At 3rd level, and every odd level after that, the damage dealt by core rupture increases by 1d6, to a maximum of 10d6 at 19th level.

STILLHEART(SU)

At 1st level, the heartless becomes immune to any ability that requires the target to have a heart (*heart-piercing* and *heartseeker* weapons, a *scarab of death*, etc).

At 4th level the heartless becomes invisible to the lifesense ability.

BURST MODIFIER (SU)

At 2nd level, and every 4 levels thereafter, the heartless gains a new way to alter the nature of their core rupture ability. Choose one burst modifier from the following list. There are 2 types of modifiers; [Shape] modifiers that adjust the area core rupture effects, and [Effect] modifiers which add extra effects to core rupture. A given use of core rupture can only be affected by a single shape modifier and a single effect modifier.

SHAPE MODIFIERS

- **FOCUSED BURST [SHAPE]:** The heartless can use their core rupture ability as a ranged touch attack with a range equal to twice the range of core rupture. A creature stuck in this fashion does not receive a Reflex save to halve the damage. The creature may save against additional effects at the normal DC. On a critical hit, core rupture deals +1d6 damage instead of double damage.
- **HEARTSEEKING [SHAPE]:** The heartless's core rupture twists and bends around impediments, hunting down the target. This shape causes it to only target a single creature, target touch AC with no Reflex save, ignores all cover less than total, and has a range of twice the normal range of core rupture. On a critical hit, core rupture deals +1d6 damage instead of double damage. The heartless must have the focused burst modifier to learn this burst modifier.
- **LOBBING BURST [SHAPE]:** The heartless can launch a ball of energy that explodes at a distant point. The heartless designates a point within 5 feet/level, and all creatures within a burst with the same range as core rupture are struck by core rupture.
- **RUPTURE BEAM [SHAPE]:** The heartless can use their core rupture ability as a line with a range equal to twice the range of core rupture (a 30 foot cone becomes a 60 foot line).

- **RUPTURE SMITE [SHAPE]:** When making an attack action (either a single attack or during a full round attack), the heartless can channel their core rupture through their weapon as a swift action. They must declare the use of this ability before rolling for the attack. If they hit, they add their core rupture damage to the damage dealt. Damage dice from core rupture aren't multiplied on a critical hit.

EFFECT MODIFIERS

- **BINDING [EFFECT]:** When the heartless fires energy from its core it takes on the form of a semi-solid rather than a ray of energy. This material is sticky, tacky, and still inflicts the normal damage (fire damage might be burning pitch, electricity a coil of charged wires, etc). This causes any creature to be subject to a *web* spell as part of the effect if they fail the save. The DC of this is the same as the DC for the normal rupture effect.
- **LINGERING CHARGE [EFFECT]:** The area affected by core rupture becomes energetically charged. On the turn after the heartless uses core rupture, any creature that moves through the affected area takes damage as though struck by core rupture. Creature receive a Reflex save to halve the damage as normal. This cannot be combined with the focused burst or heartseeker burst modifiers.
- **OVERCHARGE [EFFECT]:** The heartless adds their class level to the damage dealt. If the heartless uses this effect, their turns ends immediately after using core rupture.
- **PALPITATION BURST [EFFECT]:** A creature that takes damage from core rupture must make a Fortitude save (DC 10 + 1/2 heartless level + Constitution modifier) or become sickened for 1 round per d6 of damage dealt as their own heart begins to beat wildly out of sync. Creatures without a Constitution score or specifically noted as not having a heart are immune to this effect. This effect can only be added to core ruptures that deals electricity, love, or negative energy damage.
- **PRESSURE BURST [EFFECT]:** A creature that takes damage from core rupture is pushed back 5 feet per 2 heartless levels. A creature that makes their save against core rupture resists this forced movement.

- **TRAVERSING BURST [EFFECT]:** When using core rupture, the heartless may move to a new square within the area affected, as if by *dimension door*. When the heartless arrives in their new square, they end their turn. The heartless must be at least 10th level to learn this burst modifier.
- **VULNERABILITY [EFFECT]:** Creatures who take damage from core rupture become vulnerable to the damage type it deals for 1 minute, taking 1.5x normal damage during that time. Creatures who make their save against core rupture resist this effect.

UNFEELING (EX/PN)

With no mortal heart to guide them, a heartless will often become callous and distant. At 2nd level, the heartless gains a morale bonus equal to 1/2 their heartless level on Will saves against fear and emotion effects. However, the heartless must save against all emotion effects, including harmless or beneficial effects.

BLEED RESIST (EX)

Without a heart to pump blood, it is harder to make a heartless bleed. At 3rd level, the heartless halves all bleed damage they receive, rounded down, to a minimum of 0 damage.

At 9th level, the heartless becomes immune to bleed damage.

CORE CONTROLS (SU)

As a heartless becomes more dependent on their new heart they gain a degree of control and familiarity of the powerful core they have in their chest. Through hard work at 4th level, and every 4 levels thereafter, the heartless gains a new core control from the following list:

- **BACKLASH:** The heartless has managed to rig their core to automatically lash out against any enemy who causes them harm. Once per turn after being struck by a melee attack, the heartless may use core rupture as an immediate action.

- **EXTRA BURST MODIFIER:** The heartless gains a new burst modifier. They must meet all the prerequisites for the burst modifier. This talent may be taken more than once.
- **EXTREME PRESSURE:** By cranking up their power output the heartless increases the range of their core rupture ability by 10 feet. This talent may be taken more than once; it's effect stack.
- **HEART ATTACK:** A heartless learns that sometimes their meltdown can be useful and to control something means giving up control of it for a moment. As a standard action, the heartless may trigger a meltdown (see the stress class feature) regardless of how much stress they currently have.
- **HEARTFELT FRIEND:** The energy output by a core can be controlled in subtle ways. After learning to control the way it can be woven and controlled, the heartless can designate up to 1+1/4 their heartless level (minimum of 1) creatures as immune to the effect. The heartless may change who is immune to the effect as a swift action.
- **HIGH PRESSURE RELEASE:** By building up extreme pressure, the heartless is able to create even more volatile energy releases. While the heartless has at least 1/2 their level in pressure, they add +2 to the DC of core rupture.
- **PACEMAKER:** The safeguards installed by the heartless (be they physical, magical, or simply conditioning) allow them to no longer suffer the extra meltdown effect caused by their heart core. They still need to save against the nauseated condition, and other creatures within range still suffer the additional effect. The heartless must be at least 8th level to take this talent.
- **PRESSURE VESSEL:** Though medicine, healthy living, and/or a built up tolerance the heartless can increase the size of their stress pool by 3. This core control can be taken more than once; it's effect stack.
- **STRESS RELIEF:** A heartless can learn to shift some incoming healing energy to their core. This takes a lot of practice to get down right and the training can be brutal (as one needs to suffer wounds to be healed). Whenever the heartless receives magical healing they additionally lose 1 stress per 5 hit points healed, to a maximum of 1/4 their heartless level (minimum 1).

HEART CORES

CLOCKWORK

Your heart core is a bizarre mixture of ticking gears, copper wiring, and crystal diodes.

DAMAGE TYPE: Electricity

MELTDOWN: Each creature within 30 feet of the heartless, including the heartless, must make a Will save (DC 10 + 1/2 heartless level + Constitution modifier). Creatures that fail must repeat the actions they took last turn as best as they are able. Creatures that cannot repeat their last action instead take no action.

TINKERING: At 1st level, and every level after 1st, the heartless gains an additional skill point. This skill point must be used for one of the following skills: Disable Device, Knowledge (engineering), or Use Magic Device.

CLOCKWORK ARMOR: The heart core partially integrates with any armor the heartless wears. At 5th level, the heartless reduces the armor check penalty for any worn armor by 1/5 their heartless level (min -0). Additionally, the heartless is no longer fatigued due to sleeping in medium or heavier armor.

OVERCLOCK (SP): At 10th level, the heartless may cast *haste* as a spell-like ability on themselves as a move action by accruing any amount of stress (minimum 1 stress). The *haste* effect lasts 1 round for each point of stress taken.

ANIMATING CORE (SP): At 15th level, the heartless can attach their core to another object, be it a construct or inanimate object, granting them control over the now-animated creation. Once per day as a standard action, the heartless can cast *greater object possession*^{OA} as a spell-like ability.

MECHANICAL MAN: At 20th level, the clockwork nature of the heartless's core has now spread to much of their being. The heartless gains immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.

CRYOCORE/PYROCORE

Your heart core is a shard taken from the elemental plane of fire or shaved off a glacier found in the elemental plane of water.

DAMAGE TYPE: Cold/Fire (choose one)

MELTDOWN: All creatures within 30 feet of the heartless, including the heartless, become vulnerable to either cold or fire damage (same as the core's damage type). Other creatures may make a Reflex save (DC 10 + 1/2 heartless level + Constitution modifier) negates the vulnerability. The heartless may make a Fortitude save at the same DC to convert the damage to nonlethal as normal and negate the vulnerability.

HEART OF THE ELEMENTS: At 1st level, the heartless chooses either fire or cold damage, once the choice is made it cannot be changed. Their heart core features apply to the chosen damage type, and core rupture deals the chosen damage. They gain energy resistance 15 against their chosen element.

RAGING HEART: At 5th level, the heartless may accrue 1 stress to increase the damage die of rupture core ability by 1 step (d6>d8).

IMPROVED HEART OF THE ELEMENTS: At 10th level, the heartless gains resist 30 against their chosen element.

ELEMENTAL CONSUMPTION: The heartless can temporarily feed their own flesh into their heart core. Starting at 15th level, once per day the heartless can cast *firey body* as spell-like ability that accrues 3 stress per turn. If this stress would take the heartless over the maximum stress, the *firey body* effect ends. If the heartless' core deals cold damage, the *firey body* takes the form of a swirling mass of ice crystals and rhime, grants cold immunity, and deals cold damage.

GREATER HEART OF THE ELEMENTS: At 20th level, the heartless becomes immune to their chosen element.

CRYSTAL CORE

The core in your chest is a beautiful crystal that shimmers with all the colors of the rainbow when struck by light. The innately positive energy contained within is a reflection of your life force and allows you to restore life and energy to others.

DAMAGE TYPE: Positive energy or love damage* (chosen on a per-use basis)

Special: Any healing done by positive energy counts as temporary hit points that last for 1 minute and cannot bring a creature above their maximum hit points.

MELTDOWN: The heartless takes their level in damage. This damage cannot reduce them below 1 hit point and if it would it leaves them with 1.

INSPIRATION: At 1st level, whenever an ally is hit with a core rupture they additionally gain a +1 luck bonus on all d20 rolls for the next round.

HEART IMPLANT: Starting at 5th level, the heartless can manufacture 1d4 small gems or crystals per day that function like tiny versions of their own core. Making them requires that a heartless take 1 minute to turn a handful of stones into these wondrous little gems. These can be implanted in things without a functional heart (such as undead) and controlled by the heartless. A touch attack is required to implant one. Creatures implanted with one are treated as if they were under the effects of a *command undead* spell, regardless of the creature's actual creature type. The crystals burn out after 12 hours after they were created and can be removed as a full-round action by intelligent creatures.

VITALIZING CORE: A crystal core overflowing with positive energy leaks some of it into its host when controlled correctly. At 10th level the heartless gains fast healing 1. This improves to 3 at 15th level and 5 at 20th level.

OVERWHELM: At 15th level the energy infused in the small gems or crystals they manufacture can be implanted into creatures that have a functional heart. In addition the heartless can manufacture 3d6 crystals per day and each crystal lasts for 24 hours (rather than 12).

LIGHT AND JOY: At 20th level the heartless can put 6 of the crystals they manufacture into the heart of a creature to restore life to it as if by *true resurrection* once per day. All 6 crystals can be delivered via a single touch attack.

*SIDEBAR: LOVE DAMAGE

First presented in Gonzo 2, love is a universal force that none can resist. Evil creatures gain a +2 bonus on saves against love damage effects. However, evil creatures take 1.5x damage from love damage. Creatures immune to mind affecting effects gain a +4 bonus on associated Will saves but are still subject to them even if they would normally be immune to such saves. These bonus on saves stack (an evil mindless creature would gain a +6 bonus to resist love damage).

MAGIC CRYSTAL

The node of magic that glows in your chest both empowers you and keeps you alive. As far as cores go it is very stable and hard to manipulate if you don't wish it to be. Their stability and the natural wards against magic it generates make it a popular choice.

DAMAGE TYPE: Force

MELTDOWN: The heartless and all creatures within 30 feet are knocked prone by an explosion of magical energy and odd gravity fluctuations if they fail a Reflex save (DC 10 + 1/2 heartless level + Constitution modifier). The heartless is automatically knocked prone with no save.

STABLE CORE: Starting at 1th level, once per turn the heartless can elect to gain or lose 1 point of stress as a free action.

MAGICAL AURA: Starting at 5th level this core provides its host with a powerful magical aura that grants the Spell Resistance 6 + their level.

CONTROL LOCK BARRIER: The heartless is no longer needs to save against the nauseated condition caused by their meltdowns.

IMPROVED MAGICAL AURA: Starting at 15th level grants Spell Resistance 11 + their level.

PROTECTIVE AURA: The heartless gains a deflection bonus to their AC equal to their stress value, to a maximum of +8.

VOID

Truly heartless, your core is a gaping hole in reality that seeks to draw in the world around you. How exactly this empty void sustains you is uncertain, and at times it may inflict a spiritual pain, but the ability to draw on the empty void is an undoubtedly powerful gift.

DAMAGE TYPE: Negative energy

MELTDOWN: All creatures within 30 of the heartless, including the heartless, gain 1 temporary negative level per 4 stress (minimum 1). A Will save (DC 10 + 1/2 heartless level + Constitution modifier) negates this effect. These negative levels are removed after 24 hours.

PULL OF THE VOID: At 1st level, when the heartless uses core rupture, they can attempt to draw in creatures. Creatures struck by core rupture are pulled 5 feet per d6 closer to the heartless. This cannot be combined with the pressure burst modifier. Creatures that save against core rupture are immune to this forced movement.

EMOTIONAL VOID: At 5th level, morale bonuses within 30 feet of the heartless are reduced by an amount equal to their current stress. This cannot reduce a bonus below +0.

ABSORB ARCANA: At 10th level, the heartless

can attempt to dispel a single magical effect. As a standard action, the heartless may make a caster level check (using their heartless level as their caster level) against a single magical effect, as if casting *dispel magic*. If successful, the effect is dispelled, and the heartless gains stress equal to the spell effect's effective level.

VOIDHEART: At 15th level, when the heartless uses core rupture, they may instead release the emptiness within their core for a moment. Creatures who would be struck by the effect take 1 temporary negative level for every 2d6 normally dealt by core rupture. A Will save (DC 10 + 1/2 heartless level + Constitution modifier) resists the effect. These negative levels are removed after 24 hours.

HUNGER OF THE VOID: At 20th level, the heartless may attempt to destroy a creature by absorbing it into their core. As a standard action, the heartless chooses a creature within 30 feet. That creature must make a Will save (DC 10 + 1/2 heartless level + Constitution modifier) or die. This is a disintegration effect. On a successful save the creature instead takes 20d6 force damage. Either way, the heartless takes stress equal to 1/2 the creatures HD. Once targeted, a creature is immune to this effect for 24 hours.

JUGGERNAUT

AN ALTERNATE CLASS FOR FIGHTERS IN THE PATHFINDER ROLEPLAYING GAME

In a world where magic is everywhere what chance does mere steel stand against it? Juggernauts are soldiers trained in a high magic world. They learn a unique form of soul magic that enhances their natural abilities, making them supernaturally strong, fast, and tough. Juggernauts are elite soldiers that take years to train. They are elite soldiers who can go toe-to-toe with a powerful mage or outlast the mightiest barbarian.

HIT DICE: D12.

ROLE

Juggernauts are extremely straightforward in their approach to combat. They are frontline fighters in the truest sense of the term who regard most enemies as little more than punching bags. They are Constitution based though they'd be considered wholly inadequate if they didn't have at least a respectable Strength and/or Dexterity modifier.

ALIGNMENT Any

STARTING WEALTH: $5d6 \times 10$ gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The juggernaut's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the juggernaut.

WEAPON AND ARMOR PROFICIENCY

The juggernaut is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).



TABLE 8-1: THE JUGGERNAUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Combat expertise, first to fight
2nd	+2	+3	+0	+0	Combat reflexes
3rd	+3	+3	+1	+1	Stronger stuff
4th	+4	+4	+1	+1	Tougher stuff
5th	+5	+4	+1	+1	Improved combat reflexes, master of combat
6th	+6/+1	+5	+2	+2	Adrenaline (+5 ft)
7th	+7/+2	+5	+2	+2	Stronger stuff
8th	+8/+3	+6	+2	+2	Tougher stuff
9th	+9/+4	+6	+3	+3	Master of combat
10th	+10/+5	+7	+3	+3	Adrenaline (+10 ft)
11th	+11/+6/+1	+7	+3	+3	Stronger stuff
12th	+12/+7/+2	+8	+4	+4	Tougher stuff
13th	+13/+8/+3	+8	+4	+4	Master of combat
14th	+14/+9/+4	+9	+4	+4	Adrenaline (+15 ft)
15th	+15/+10/+5	+9	+5	+5	Stronger stuff
16th	+16/+11/+6/+1	+10	+5	+5	Tougher stuff
17th	+17/+12/+7/+2	+10	+5	+5	Master of combat
18th	+18/+13/+8/+3	+11	+6	+6	Adrenaline (+20 ft)
19th	+19/+14/+9/+4	+11	+6	+6	Stronger stuff
20th	+20/+15/+10/+5	+12	+6	+6	Tougher stuff

COMBAT

EXPERTISE (EX)

At 1st level, the juggernaut gains Combat Expertise as a bonus feat even if they don't meet the prerequisites.

FIRST TO FIGHT (EX)

At 1st level, the juggernaut adds 1/2 their class level to Initiative checks.

COMBAT

REFLEXES (EX)

At 2nd level, the juggernaut gains Combat Reflexes as a bonus feat even if they don't meet the prerequisites.

STRONGER STUFF (EX)

Starting at 3th level, the juggernaut adds 1+1/4th their class level (minimum +1) to their attack and damage rolls with non-ranged weapons as an insight bonus.

TOUGHER STUFF (EX)

Starting at 4th level, the juggernaut adds 1+1/4th their class level (minimum +1) to their AC as a natural armor bonus.

IMPROVED COMBAT REFLEXES (EX)

At 5th level, the juggernaut adds 1/4th their class level to the number of attacks of opportunity they can make per round (minimum +1 attack of opportunity per round).

MASTER OF COMBAT (EX)

At 5th level and every 4 levels thereafter, select one of the following benefits:

- **ANTIMAGIC MASTERY (EX):** The juggernaut gains Spell Resistance equal to $10 + \frac{1}{2}$ juggernaut level + their Constitution modifier.
- **COMBAT MANEUVER MASTER (EX):** The juggernaut gains a +4 insight bonus on and against all combat maneuvers. In addition, they do not provoke an attack an opportunity for making combat maneuvers. Finally, the juggernaut count as if they had all the “improved” combat maneuver feats (such as Improved Overrun) for the purpose of qualifying for feats. They must still meet all other prerequisites for those feats.
- **DEFENSIVE POSTURE:** The juggernaut can, as a swift action, grant themselves DR / - and Energy Resistance (all) equal to their level a number of times per day equal to $\frac{1}{4}$ th their level (minimum once a day). Once activated this lasts until the start of their next turn.
- **EXOTIC WEAPON MASTER (EX):** The juggernaut becomes proficient with any exotic weapon they spends 1 hour practicing with.
- **GREAT WEAPON MASTER (EX):** If the juggernaut is only wielding one melee weapon and no shield they may wield a weapon one size category larger than their own size category at no penalty. This does not stack with similar abilities.
- **IMPROVISED WEAPON MASTER (EX):** The juggernaut gains Improvised Weapon Mastery. If the juggernaut is at least 9th level they treat the critical range of improvised weapons as being 18-20.
- **MOBILE ARMOR MASTERY (EX):** The juggernaut’s speed is never modified by armor or shields. Additionally, the juggernaut can sleep in medium armor without suffering fatigue. If the juggernaut has or gains the Endurance feat, they may instead sleep in heavy armor without suffering fatigue.

- **RANGED WEAPON MASTERY (EX):** The juggernaut’s stronger stuff class feature applies to ranged weapons as well.
- **TWIN WEAPON MASTER (EX):** The juggernaut takes no penalty on attack rolls due to dual wielding weapons (or wielding double weapons) and is treated as if they had Two-Weapon Fighting and Improved Two-Weapon Fighting for the purpose of meeting feat prerequisites.
- **VERSATILE COMBAT MASTERY (EX):** Select two “sets” of weapons. A “set” is defined as two hands worth of weapons. A juggernaut is treated as “wielding” both sets of weapons at once. When they make an attack action, they must define what set they are willing but for other purposes, such as threatening attacks of opportunity, both are considered to be wielded at once. Whenever something comes into conflict, the juggernaut can choose the better alternative as to what they are presently wielding. This lets a character with a bow also make attacks of opportunity with a spear or a juggernaut with a greatsword not get into trouble if they get grappled as they are effectively also wielding a dagger. Switching what one set is takes the same kind of action as drawing the weapons normally.

ADRENALINE (EX)

At 6th level and every 4 levels thereafter the juggernaut gains +5 foot bonus to all their natural forms of movement (land speed, swim, burrow, etc) while in combat.

WEAPON MASTERY (EX)

At 20th level, the juggernaut selects one type of weapon (longsword, whip, etc) that they are proficient in the use of. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example). In addition, the juggernaut cannot be disarmed while wielding a weapon of this type.

LOCKLANCE

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Locklances are masters of the locking art; a unique magical discipline that allows them to lock or unlock things (seal wicked things, free slaves, and even unlock potentials). Training in an aesthetic, master-to-apprentice, fashion these warriors use key-shaped weapons to maintain balance in the world, unlock the potential of others, bind the evil, and serve the greater good.

Becoming a locklance is as much a journey of the body as it is of the mind. To learn the ways of the locklance, one must first unlock their own true potential. This requires years of meditation, drills, sparing, study, and pushing one's own limits. When they are finally ready they will "unlock their own potential" in a private ceremony and become a full locklance.

A trained locklance is a knight-errant, a wandering soldier who travels the land fighting those who would upset the delicate balance of the world. Some eventually find a place to call home, often in good-aligned kingdoms or amongst people who share their beliefs. They regularly crusade against aberrations, slavery, and tyrannical governments that keep people from reaching their true potentials.

The symbol, and the famous weapon, of a locklance is typically a silver or golden spear with a key for a tip. A silver spear implies a "locklad" or "locklady"- a locklance in training while a golden one (often brass or simply plated in gold) implies a master locklance. Though not all locklances use a spear or lance, most will use some sort of martial weapons with a key carved into the tip so they can employ their unique mystical art.

A locklance's code is vague- they are expected to confront tyranny, oppression, and a lack of freedoms whenever they encounter it. The interpretation of this is up to the locklance, though they are schooled in this sort of philosophy by their master. The only thing they are set upon is that slavery is wrong and if a locklance comes across a slave they must be freed.

HIT DICE: D10.

ROLE

Locklances are frontline fighters who specialize in disassembling their enemies. Their class features are based on Charisma and a good locklance will have a good Dexterity score.

ALIGNMENT Any Neutral

A locklance must have at least one aspect of their alignment as neutral (either good/evil or chaotic/lawful). A locklance loses no class features if their alignment deviates but cannot advance further in the class until it returns to a point of neutral balance.

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

CLASS SKILLS

The locklance's class skills are Acrobatics (Dex), Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the locklance.

WEAPON AND ARMOR PROFICIENCY

A locklance is proficient with all simple and martial weapons. A locklance is also proficient with light armor, but not with shields. They can cast locklance spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a locklance wearing medium

TABLE 9-1: THE LOCKLANCE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Key mastery (unlock mechanical locks), key weapon, tumbler attack.
2nd	+2	+0	+0	+3	Key mastery
3rd	+3	+1	+1	+3	Locklance talent
4th	+4	+1	+1	+4	Spells, key mastery
5th	+5	+1	+1	+4	-
6th	+6/+1	+2	+2	+5	Falling tumblers, key mastery
7th	+7/+2	+2	+2	+5	Locklance talent
8th	+8/+3	+2	+2	+6	Key mastery
9th	+9/+4	+3	+3	+6	-
10th	+10/+5	+3	+3	+7	Key mastery
11th	+11/+6/+1	+3	+3	+7	Locklance talent
12th	+12/+7/+2	+4	+4	+8	Key mastery
13th	+13/+8/+3	+4	+4	+8	-
14th	+14/+9/+4	+4	+4	+9	Key mastery
15th	+15/+10/+5	+5	+5	+9	Locklance talent
16th	+16/+11/+6/+1	+5	+5	+10	Key mastery
17th	+17/+12/+7/+2	+5	+5	+10	-
18th	+18/+13/+8/+3	+6	+6	+11	Key mastery
19th	+19/+14/+9/+4	+6	+6	+11	Locklance talent
20th	+20/+15/+10/+5	+6	+6	+12	Key mastery, locklord

armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass locklance still incurs the normal arcane spell failure chance for arcane spells received from other classes.

KEY WEAPON (SU)

By a mystical trick of minor transmutation, a locklance can cause any weapon they wield to morph in such a way that a key forms on the thrusting tip of their weapon. This only functions for melee weapons that can deal piercing damage. Doing this is a swift action and it lasts until the locklance releases the weapon from their grasp. Such a weapon grants a +2 circumstance bonus on Disable Device checks. Key weapons are also needed for several locklance class features, such as their tumbler attack. A key weapon may expressly not be added to unarmed or natural

attacks, improvised weapons (only simple, martial, or exotic), siege weapons, weapons that require more than one person to use, ammo, vehicles, or ranged weapons.

TUMBLER ATTACK (SU)

As a standard action the locklance can make an “tumbler attack”. A tumbler attack uses the locklance’s Dexterity modifier to determine their bonus to hit in place of Strength, can only be delivered by with a key weapon (see the “key weapon” class feature), does not unduly provoke an attack of opportunity (see the “key mastery” class feature), and deals no damage. A tumbler attack imparts one “unlock” or “lock” that the locklance knows. If using a tumbler attack on a willing ally or unattended object, it simply requires the locklance to hit an AC of 10.

KEY MASTERY (SU)

As a locklance progresses in level they learn how to lock and unlock different sorts of things with their unique art. At 1st level the locklance gains the “Unlock Mechanical Locks” unlock and at 2nd level and every even level thereafter they gain one of the available locks or unlocks. Any spell that results from a key mastery is a spell-like ability and uses the locklance’s locklance level as its caster level and their Charisma modifier as the relevant casting modifier.

See the complete list of key masteries at the end of this class.

LOCKLANCE TALENTS

At 4th level and every 4 levels thereafter a locklance’s martial skill develops in a unique way in regards to their mystic ways.

TABLE 9-2: LOCKLANCE SPELLS PER DAY

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

See the complete list of locklance talents at the end of this class.

SPELLS

Beginning at 4th level, a locklance gains the ability to cast a small number of arcane spells which are drawn from the locklance spell list. A locklance must choose and prepare their spells in advance.

To prepare or cast a spell, a locklance must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a

locklance’s spell is 10 + the spell level + the locklance’s Charisma modifier.

Like other spellcasters, a locklance can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 9-2: Locklance Spells Per Day. In addition, they receive bonus spells per day if they has a high Charisma score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook). When Table 9-2: Locklance Spells Per Day indicates that the locklance gets 0 spells per day of a given spell level, they only gain bonus spells they would be entitled to based on their Charisma score for that spell level.

A locklance must spend 1 hour each day in mystical, ascetic, contemplation and exercise wherein they commune with their magical energies to regain their daily allotment of spells. A locklance may prepare and cast any spell on the locklance spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily meditation.

Through 3rd level, a locklance has no caster level. At 4th level and higher, their caster level is equal to their locklance level -3.

FALLING TUMBLERS (SU)

At 6th level, a locklance can deliver a single tumbler attack in place of a normal attack as part of a full attack action.

LOCKLORD (SU)

At 20th level a locklance needs to merely point at a lock (a free action) with a DC of 25 or less within 30 feet of them and it will spontaneously spring open or lock shut (their choice). Furthermore when a locklance strikes a target with a tumbler attack they can impart 2 unlocks/locks at once.

KEY MASTERIES UNLOCKS

- **FLIP SWITCH:** A locklance can strike an unattended object or construct and flip one switch or similar mechanical device. For unattended

object this causes a single switch of which the locklance is aware (they do not need to know the function, see it, or draw line of effect- just be reasonably aware of its existence) to flip. This could cause a dial to spin to a predetermined value, a valve to open, the handle to an unlocked door turn, etc. Against a construct this causes damage as if it were a normal attack (using the locklance's Strength to determine damage) and deals an additional 1d6 points of precision damage for every even level of locklance as the insides of the construct's magical brain go haywire. In addition, if there is a chance that the construct will go berserk, add 10% to that count per successful tumbler attack.

- **UNBLOCK:** By making a tumbler attack against the ground blocked-up physical passageways (no effect on creatures) within a 100 foot diameter sphere to become unblocked. The limits of this ability are such that the blockage could be cleared with 1 hour of work by a number of skilled laborers equal to twice the locklance's level. So a few big rocks blocking a dungeon corridor could be cleared aside by a low level locklance but a cave in stretching for hundreds of feet may even be outside the capacity of a high level locklance. If it cannot be completely unblocked the locklance does what work it can. The work is done instantly and after the locklance is fatigued (as if they had done the work) for 1 hour. It can only use this ability a number of times per day equal to their Charisma modifier and never while fatigued. This can only be used to remove simple, physical, blockages. This includes things like small dams, pipe clogs, blocks to a river caused by a fallen tree, small cave-ins, mudslides, an overgrown passageway, etc. This, specifically, gets rid of all non-magical difficult terrain within the radius. A locklance does not need to see, be able to draw line of effect, or even be aware of the blockage- something that often results in a very confused and shocked locklance.
- **UNLOCK BINDINGS:** Using a tumbler attack against a creature causes all straps on their person to come undone. This causes heavy armor (not medium or light) to fall off, backpacks to become undone, pouches to fall off belts, and belts to come undone. This has no effect on things held or mechanical locks. This can also be used

against a creature around with things like ropes, chains, or other things; it only functions against bindings if they are tied or bound into something (such a chain bound to the floor of a prison cell), or simply wrapped around tightly. A locklance cannot select this unlock until 6th level.

- **UNLOCK CONTRACT:** Using a tumbler attack against the physical representation of a legal contract or magical pact that could be negotiated the locklance can release someone (other than themselves) from it. This must be a formal contract. A locklance can only use this once per contract. The DC to free someone from the contract is equal to the DC of the Diplomacy check that would be required to negotiate the removal of the contract (discuss with the GM if no DC is given). This does not negate possible ramifications for breaking said contract (repossession of goods, payment of damages, etc).
- **UNLOCK MAGIC ITEM:** Using a tumbler attack against an unattended magical item allows the locklance to activate it via their magical energy. Compare the tumbler attack roll result, adding in any ranks the locklance has in Use Magical Device, to the Use Magic Device check required to activate the magic item. If the attack roll equals or exceeds the DC of the Use Magical Device check, it activates.
- **UNLOCK MAGICAL LOCK:** Using a tumbler attack against an object with some sort or magical lock on it causes the locklance to deliver a targeted *dispel magic* or *knock* spell (chosen before the attack roll) on it as part of the attack. This functions against a variety of magical locks and seals and expressly works against spells like: *arcane lock*, *dimensional lock*, *hold portal*, and *peacebond*^{UC}. This has no impact on wall spells (such as *wall of force*).
- **UNLOCK MECHANICAL LOCK:** Using a tumbler attack against an unattended mechanical lock allows the locklance to release the bindings within via their magical energy. Compare the attack roll result to the DC to pick the lock and add in any ranks the locklance has in Disable Device (as well as any circumstance bonuses; including the +2 for the key weapon). If the attack roll equals or exceeds the DC of the Disable Device check, the lock opens. This functions on any sort of mechanical lock including (but not

limited to): bank vault doors, manacles, chests, padlocks, cell doors, etc. This expressly does not function against knots, tied or bound into something (such a chain bound to the floor of a prison cell), or simply wrapped around tightly.

- **UNLOCK MIND:** Using a tumbler attack against a creature causes a creature to become more receptive to new ideas. This causes the creature to be treated as if they did not have a certain bias they had for a number of minutes equal to the locklance's Charisma modifier. This might remove a racist opinion, a streak of sexism, an elitist outlook, or something else of that nature. The locklance must be cognizant of the bias (in the general sense) of the bias ahead of time. This, typically, grants a +1/4th locklance level morale bonus on social checks (such as Diplomacy). Alternatively (chosen prior to making the attack roll) the locklance can suggest one idea via *suggestion* upon a successful attack action.
- **UNLOCK MOVEMENT:** Using a tumbler attack against an allied creature grants them the benefits of a *freedom of movement* spell. A locklance cannot use this on themselves. A locklance cannot select this unlock until 10th level.
- **UNLOCK PORTAL:** A locklance can shove their key weapon into a magical seal in the air and "unlock" a portal to another plane. This functions as per *plane shift*. A locklance cannot select this unlock until 14th level.
- **UNLOCK POTENTIAL:** Using a tumbler attack against an allied creature grants it a +1/4th locklance level insight bonus to one ability score of the locklance's choice for a number of rounds equal to the locklance's Charisma modifier. A locklance cannot use this on themselves.
- **UNLOCK SOCIAL BONDS:** Using a tumbler attack against a creature causes it to lose all sense of social order in their life for a number of rounds equal to the locklance's Charisma modifier. Unless they have some magical means of being understood (such as *tongues*) they lose the ability to communicate with other creatures (it just comes out as a jumbled mess). They can still speak properly so this has no impact on casting spells or things with verbal components- just in other's ability to understand them. They also automatically fail on any attempt to make a

Charisma-based skill checks, cannot grant or be granted any morale bonuses, cannot benefit or partake in any teamwork feats, cannot benefit from or use aid another, and mechanically regard no creatures as their ally (though they may know it their mind that they are). If this is used on a swarm, this unlock instead simply causes 1d6 points of damage per locklance level to the swarm as it turns on itself briefly.

LOCKS

- **BLOCK:** A tumbler attack from a locklance with this key mastery against the ground creates up to six 5x5 squares of difficult terrain. These squares need to form a contiguous shape.
- **LOCK BINDINGS:** Using a tumbler attack against a willing creature grants them a +1/4th locklance level circumstance bonus against Steal or Sunder attempts. In addition, any bindings the affected creature wishes bound are bound to a level they are acceptable with.
- **LOCK MAGIC ITEM:** A tumbler attack from a locklance with this key mastery against a magic item causes it's magical aspect to be suppressed as if hit by a targeted *dispel magic*.
- **LOCK MAGIC LOCK:** Using a tumbler attack against an object with some sort of magical lock on it causes the locklance to deliver a targeted *arcane lock* spell to the target.
- **LOCK MIND:** A tumbler attack from a locklance with this key mastery against an ally grants a bonus against mind affecting effects equal to 1/4th their locklance level.
- **LOCK MOVEMENT:** A tumbler attack from a locklance with this key mastery against an enemy creature. If the attack is successful the locklance may choose to prohibit the moment of a limb. If it is a limb used for wielding something, it cannot be used to wield anything and they take a -4 penalty to CMD against disarm attempts. If it is a limb used for movement, the creature's speed is reduced by half and they take a -4 on all checks made to move (Acrobatics, moving Stealthily). This lasts for a number of rounds equal to the locklance's Charisma modifier.
- **LOCK PORTAL:** A tumbler attack from a locklance with this key mastery against a portal functions as per a *hold portal* spell.

- **LOCK POTENTIAL:** Using a locking attack against an enemy creature causes the to not gain any further increases to its ability score or movement speeds for a number of rounds equal to the locklance's Charisma modifier. All ongoing enhancement, morale, or insight bonuses to ability scores or movement speeds are suppressed for the duration of this effect.
- **LOCK SOCIAL BONDS:** A tumbler attack from a locklance with this key mastery against the ground (actually, the abstract concept of social bonds present in the area). The benefit of aid another checks made by any ally within 30 feet of the place where the locklance used their attack are increased by +2 for a number of rounds equal to the locklance's Charisma modifier. This only functions for the locklance and their allies. In addition, when this is used the locklance gains the solo tactics class feature of the inquisitor for the duration of this effect.

LOCKLANCE TALENTS

- **ACCU-LANCER:** A locklance with this talent gains a +1/4th insight bonus on tumbler attacks.
- **DOUBLE SIDED KEY:** Once per day a locklance can apply 2 key masteries to a single tumbler attack. A locklance can do this one additional time per day for every Charisma modifier they have.
- **ENHANCED POTENTIAL:** When using unlock potential the bonus offered provided improves by +2 (1/4th locklance level + 2). This applies to all three ability scores if the locklance also has the unlimited potential talent. The locklance must know the unlock potential key mastery to take this locklance talent.
- **KEY SCRATCH:** When a locklance makes a tumbler attack they may choose to have it deal damage as if it were a normal attack made with their key weapon. This damage is non-lethal.
- **LOCK-BUSTER:** A key weapon in the hands of a locklance deals double damage against objects and ignores the hardness of objects equal to 1/4th their locklance level.

- **LOCK-LANCER:** A locklance with this talent gains a +2 insight bonus on attack and damage rolls made with a weapon in the spear weapon group of the fighter (see the fighter's entry in Chapter 3 of the Pathfinder Core Rulebook) so long as the weapon is also a key weapon.
- **LONG LOCKS:** Any duration that is applied to a lock is doubled.
- **UNIQUE STYLE:** A locklance with this talent can chose to use Strength to determine their bonus to hit on tumbler attacks and may choose to use Dexterity to hit with normal attacks with a melee key weapon.
- **UNLIMITED POTENTIAL:** When using unlock potential the bonus applies to three ability scores of the locklance's choice. The locklance must know the unlock potential key mastery to take this locklance talent.

LOCKLANCE SPELL LIST

1ST LEVEL

Arcane Lock, Break, Erase, Hold Portal, Knock, Make Whole, Open/Close, Open and Shut^{UI}, *Peacebond*^{UC}

2ND LEVEL

Keen Edge, Disable Construct^{ACG}, *Unravel Destiny*^{APG}

3RD LEVEL

Bestow Curse, Malfunction^{UM}, *Remove Curse*

4TH LEVEL

Break Enchantment, Dismissal, Greater Peacebond, Hold Monster, Lesser Planar Binding, Passwall, Unbreakable Construct^{UM}

LUMBERJACK

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

In the world of industry, the woodlands are built on the backs of lumberjacks. These brave laborers, in oft-dangerous forests, have to develop combat skills. While some might have had aspirations to be barbarians, wizards, or rogues they never made it that far and instead rely on what they know best- felling giant things with axes, climbing trees, and enduring the worst working conditions in the world.

INSPIRATIONS

Paul Bunyan (American folklore), Johnny Canuck (Canadian pop-culture), Woodie (Don't Starve), Presea Combattir (Tales of Symphonia), Babaderu (Breath of Fire)

ROLE

The lumberjack is a combatant through and through. They specialize in melee and the fight against those who are mightier than him, such as those with the advantage of size or numbers.

ALIGNMENT

Any.

HIT DICE:

d12

STARTING WEALTH:

4d6 x 10 gp (average 140gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The lumberjack's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (WIS), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of a lumberjack.



WEAPON AND ARMOR PROFICIENCY

A lumberjack is proficient with all simple weapons as well as all martial and exotic axes*. They are also proficient with light and medium armor, but not with any kind of shield.

*Axes are defined by the axe weapon group of the fighter.

GRIT

A lumberjack faces down the worst mother nature has to throw at them with grit, determination, and a legendary brazenness. In game terms, grit is a fluctuating measure of a lumberjack's ability to perform amazing actions in combat. At the start of each day, a lumberjack gains a number of grit points equal to their Wisdom modifier (minimum 1). Their grit goes up or down throughout the day, but usually cannot go higher than their Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A lumberjack spends grit to accomplish deeds (see below), and regains grit in the following ways.

TABLE 10-1: THE LUMBERJACK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Deeds, grit
2nd	+2	+3	+0	+3	Logging
3rd	+3	+3	+1	+3	Deeds
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Axemen (+1)
6th	+6/+1	+5	+2	+5	Call of the wild
7th	+7/+2	+5	+2	+5	Deeds
8th	+8/+3	+6	+2	+6	Bonus feat
9th	+9/+4	+6	+3	+6	Axemen (+2)
10th	+10/+5	+7	+3	+7	Master logger
11th	+11/+6/+1	+7	+3	+7	Deeds
12th	+12/+7/+2	+8	+4	+8	Bonus feat
13th	+13/+8/+3	+8	+4	+8	Axemen (+3)
14th	+14/+9/+4	+9	+4	+9	Woodsmen extraordinaire
15th	+15/+10/+5	+9	+5	+9	Deeds
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+10	Axemen (+4)
18th	+18/+13/+8/+3	+11	+6	+11	Master axeman
19th	+19/+14/+9/+4	+11	+6	+11	Deeds
20th	+20/+15/+10/+5	+12	+6	+12	Bonus feat, legendary lumberjack

- **CRITICAL HIT WITH AN AXE:** Each time a lumberjack confirms a critical hit with an axe attack while in the heat of combat, they regain 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half a lumberjack's character level does not restore grit.
- **KILLING BLOW WITH AN AXE:** When a lumberjack reduces a creature to 0 or fewer hit points with an axe attack while in the heat of combat, they regain 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half a lumberjack's character level to 0 or fewer hit points does not restore any grit.

- **TIMBER!:** If a lumberjack fells (reduces to 0 hp) a creature or object of a colossal size category, they recover 1/2 their level in grit. If felling an object, it must take at least 1 hour of work.

DEEDS

Lumberjacks spend grit points to accomplish deeds. Most deeds grant a lumberjack some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as a lumberjack has at least 1 grit point. The following is the list of base lumberjack deeds. A lumberjack can only perform deeds of their level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

See "List of Lumberjack Deeds" later in this class for a complete list of deeds.

LOGGING (EX)

Lumberjacks are professional loggers and as such have certain skills. Starting at 2nd level they gain a competence bonus equal to 1/2 their lumberjack level (minimum 1) on Knowledge checks to identify trees and plant type creatures, Climb checks made to scale trees, and Survival checks made to endure the elements. Additionally, a lumberjack ignores twice their lumberjack level in hardness when sundering wooden objects and bypass an equal amount of DR (of any sort) when attacking plant creatures.

BONUS FEAT (EX)

At 4th level, a lumberjack gains a bonus feat in addition to those gained from normal progression. This feat must be either a combat feat or a grit feat, and they must meet all of the prerequisites for said feat. Levels in lumberjack count as levels in fighter for the purposes of qualifying for combat feats. The lumberjack gains an additional bonus feat at 8th level and every 4 levels thereafter.

AXEMEN (EX)

At 5th level whenever the lumberjack attacks with a weapon from the axe weapon group of the fighter, they gain a +1 bonus on attack and damage rolls. Every 4 levels thereafter (9th, 13th, and 17th) this bonus improves by 1.

CALL OF THE WILD (EX)

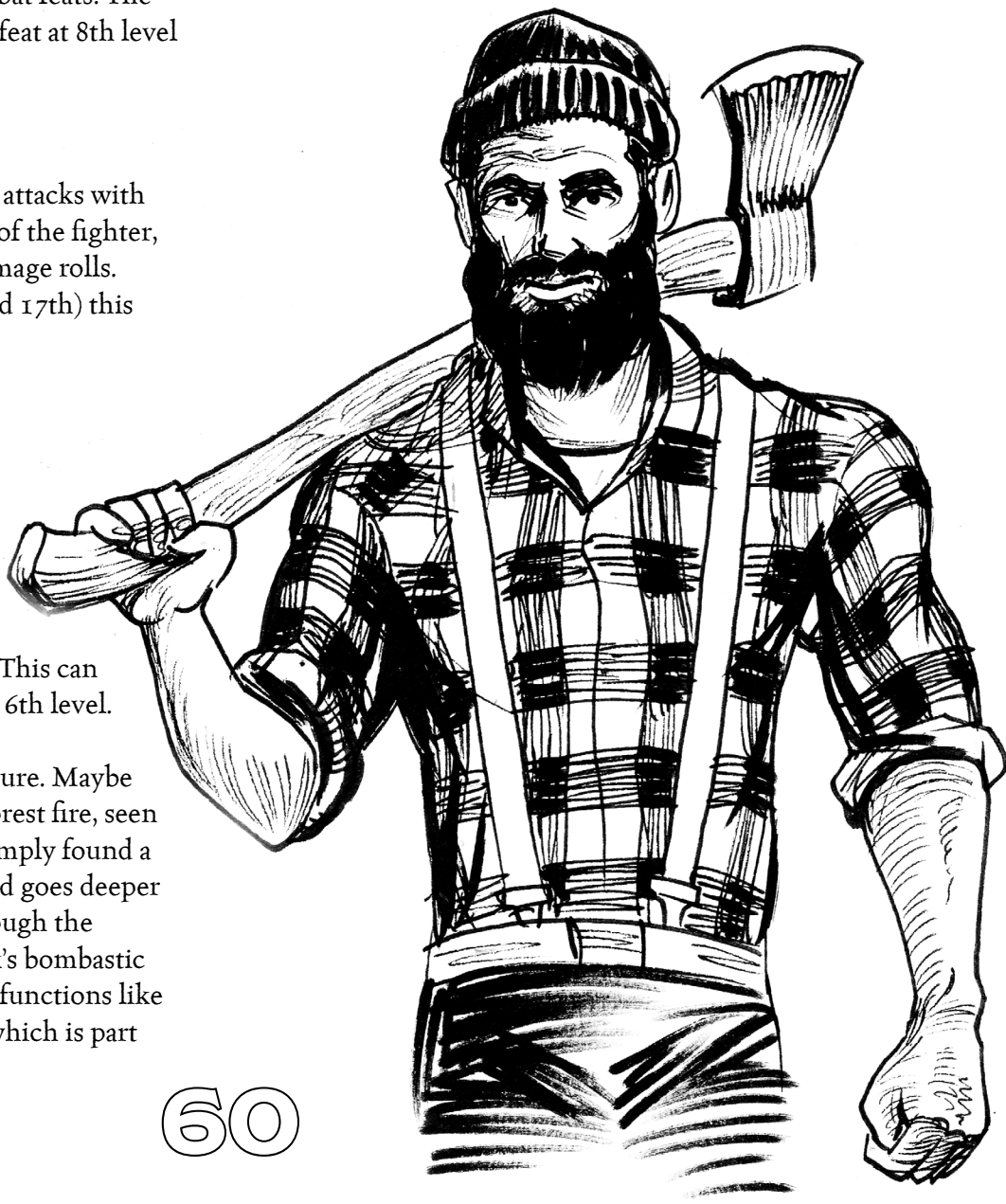
Sooner or later every lumberjack hears the call of the wild. It's an undeniable yearning for a greater connection with nature, even as the lumberjack plunders nature's bounty. This can take 2 forms and the choice is made at 6th level.

The first form this takes is with a creature. Maybe a lumberjack has saved them from a forest fire, seen them in a dream as a spirit guide, or simply found a kindred spirit while logging. This bond goes deeper than a simple friendship and soon enough the animal is joining in on the lumberjack's bombastic and adventurous lifestyle. This ability functions like the druid animal companion ability (which is part

of the Nature Bond class feature), except that the lumberjack's effective druid level is equal to their lumberjack level -3.

These animals gain a set of deeds that they can utilize by expending grit from the lumberjack's grit pool. A lumberjack who selects an animal companion can choose from the following list: beaver, cattle, moose, wolfdog, or a wolf. Please note that some of these will already have their advancement due to the lumberjack gaining them at 6th level.

The second form this can take is a natural wanderlust that allows them to effortlessly navigate in the wilderness. If they pick this benefit they always know which way is north, gain the Endurance feat as a bonus feat, increase their base land speed by 10 feet while in the wilderness, and increase their maximum grit by 3 while in the wilderness.



MASTER LOGGER (EX)

At 10th level a lumberjack's skill at the art of logging improves. They gain a climb speed equal to their land speed and a competence bonus on Craft (woodworking) and checks to grow plants equal to 1/2th their level (minimum +1).

WOODSMEN

EXTRAORDINAIRE (EX)

At 14th level the lumberjack can do the work of 10 men when calculating how long general labor will take. In addition when making Profession (lumberjack) checks they earn 20 times the wage they'd normally make and a check takes half the time.

MASTER AXEMAN (EX)

At 18th level, a lumberjack increases the critical multiplier of their axes by 1. This stacks with other effects that increase a weapon's critical multiplier.

LEGENDARY

LUMBERJACK (EX)

At 20th level, a lumberjack has reached a pinnacle in their field. They now understands that the trees they chop are more than just hunks of wood, instead being an extension of the world's grit. To show their true understanding, their creature type becomes fey, in addition to any types they possessed beforehand, gains fast healing 3, and DR 10/cold iron.

LIST OF LUMBERJACK DEEDS

1ST LEVEL DEEDS

- **CHOPPING GRIP (EX):** At 1st level, a lumberjack can expend 1 point of grit to extend the critical threat range of any axe that they wield by 1 for a number of rounds equal to their Wisdom modifier. This stacks with, and is applied after, the *keen* weapon enchantment and other such effects.

- **FELL THE GIANT (EX):** At 1st level, so long as a lumberjack has at least 1 point of grit, they can perform a felling strike. This gives a +2 competence bonus to damage and to critical confirmation rolls against creatures of a larger size category than their own.

3RD LEVEL DEEDS

- **LUMBERER'S STYLE (EX):** At 3rd level, a lumberjack can enter a wide-based lumberjack stance as long as they have 1 grit point. When in this stance and targeted with an attack, they may expend one point of grit as an immediate action to gain a +2 circumstance bonus to AC. While in lumberer's style they cannot use the brutal chop deed.
- **WIDE SWING (EX):** At 3rd level, a lumberjack can expend 1 point of grit when they make a melee attack with an axe to make an additional attack at the same BAB against a creature that is adjacent to them, other than the original target of the attack. This cannot be used with the Cleave feat or gargantuan swing deed.

7TH LEVEL DEEDS

- **AIMED CLEAVE (EX):** At 7th level, a lumberjack can expend 1 grit as a full-round action to target a specific part of the foe's body with a single attack with an axe.
 - ◇ **Arms:** The target drops one random item it holds, but suffers half damage.
 - ◇ **Legs:** The target lowers its land speed by 15 feet, but suffers half damage.
 - ◇ **Torso or Wings:** The target becomes sickened for one round and suffers half damage.
 - ◇ **Head:** The target suffers 1 damage to INT, WIS, and CHA, which is healed after 1d3+1 rounds.
- **BRUTAL CHOP (EX):** At 7th level, so long as a lumberjack has at least 1 point of grit, they can perform a brutal chop. This gives a +4 competence bonus to damage and a +2 competence bonus to critical confirmation rolls against creatures of a larger size category than their own. However, such a mighty swing knocks them off balance;

- they suffer a -2 penalty to their AC, attack rolls, and Reflex saves until the start of their next turn. They can end this prematurely by making another successful attack however.

11TH LEVEL DEEDS

- **FELLING GRIP (EX):** At 11th level, so long as a lumberjack have at least 2 points of grit, they expand the critical threat range of any axe they wield by 1. This stacks with, and is applied after, chopping grip, the keen weapon enchantment, and other such effects.
- **GARGANTUAN SWING (EX):** At 11th level, a lumberjack can expend 1 point of grit when they make a melee attack with an axe to make an additional attack at the same BAB against a number of creatures adjacent to their space, up to their Wisdom modifier. This cannot be used with the Cleave feat or wide swing deed.

15TH LEVEL DEEDS

- **DODGING LOGS (EX):** At 15th level, so long as a lumberjack has at least 2 points of grit, they gain a bonus to Reflex saves equal to their Wisdom modifier, and gain the benefits of uncanny dodge and improved uncanny dodge (as described in the barbarian's entry in Chapter 3 of the Pathfinder Core Rulebook).
- **DEVASTATING CHOP (EX):** At 15th level, a lumberjack can expend 1 point of grit as a full-round action while wielding an axe to perform an improbably powerful strike. This gives a +10 competence bonus to damage, a +4 competence bonus to attack and critical confirmation rolls, and extend the axe's critical multiplier by 1. This stacks with, and is applied after, chopping grip, the *keen* weapon enchantment, and other such effects.

19TH LEVEL DEEDS

- **PUNCH OUT THE REAPER (EX):** At 19th level, when a lumberjack would die from any means, including old age, they may expend all of their remaining grit points as an immediate action to be restored to a number of hit points equal to their Constitution modifier. If used to stave off the effects of old age it counts as if they had literally caused harm to a reaper and get to live for

24 hours more (though this obviously upsets the agents of death). They cannot regain grit for one minute after this occurs.

- **TIMBER! (EX):** At 19th level, a lumberjack can expend 3 points of grit as a full-round action you may make a single melee attack with an axe against a foe. Said foe must make a Fortitude Save (DC of 10 + 1/2 lumberjack level + Strength modifier), or die instantly. If said foe succeeds on its saving throw, it instead takes 5d8 points of bludgeoning damage and is knocked prone.

LIST OF LUMBERJACK ANIMAL COMPANIONS

BEAVER

STARTING STATISTICS

Size Small; **Speed** 30 ft., swim 30 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

4TH-LEVEL ADVANCEMENT

Size Medium; **Attack** bite (1d6), tail slap (1d4); **Ability Scores** Str +4, Dex -2, Con +2.

DEEDS

- **Busy Beaver (Ex):** So long as the lumberjack is in possession of at least 1 grit, the beaver counts as 4 creatures for the purpose of doing manual labor and gains a +4 racial bonus to Craft (woodworking) checks.
- **Gnaw (Ex):** So long as the lumberjack is in possession of at least 1 grit, the beaver gains the benefit of the lumberjack's logging class feature.
- **Thumping Tail (Ex):** A lumberjack can expend 1 grit to allow their beaver to make a natural tail slap attack as a swift action.

CATTLE

STARTING STATISTICS

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special**

Qualities powerful charge (gore, 1d8), trample.

DEEDS

- **Big Blue Oxen (Su):** The lumberjack can spend 1 grit to cause the cattle to grow as if someone had cast *enlarge person* on them (despite them being an animal, not a humanoid). This lasts for 1 hour.
- **Pack Animal (Ex):** So long as the lumberjack is in possession of at least 1 grit, the cattle treats its Strength score as twice its actual amount for determining carrying capacity.
- **Raging Bull (Ex):** So long as the lumberjack is in possession of at least 1 grit, the cattle gains the benefit of the lumberjack's axeman class feature, though the extra damage applies to the cattle's gore attack.

MOOSE

STARTING STATISTICS

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d6), 2 hooves (1d3); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision.

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +3 natural armor; **Attack** gore (1d8), 2 hooves (1d4); **Ability Scores** Str +6, Dex -2, Con +4; **Special Attacks** powerful charge (gore, 1d8).

DEEDS

- **Antler Crown (Ex):** By expending 1 point of grit the moose's gore attacks gain the reach quality until the start of the lumberjack's next turn.
- **Moose Stare (Ex):** So long as the lumberjack is in possession of at least 1 grit, the moose is immune to fear effects and gains a +4 bonus on Intimidate checks.
- **Moose Tank (Ex):** By expending 1 point of grit as a free action when a moose takes damage, the moose gains a retroactive amount of DR/- equal to 1/4th the lumberjack's level, reducing the damage taken from that damage roll.

WOLFDOG

STARTING STATISTICS

Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Con +2; **Attack** bite (1d6 plus 1d4 bleed).

WOLF

STARTING STATISTICS

Size Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus trip); **Ability Scores** Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

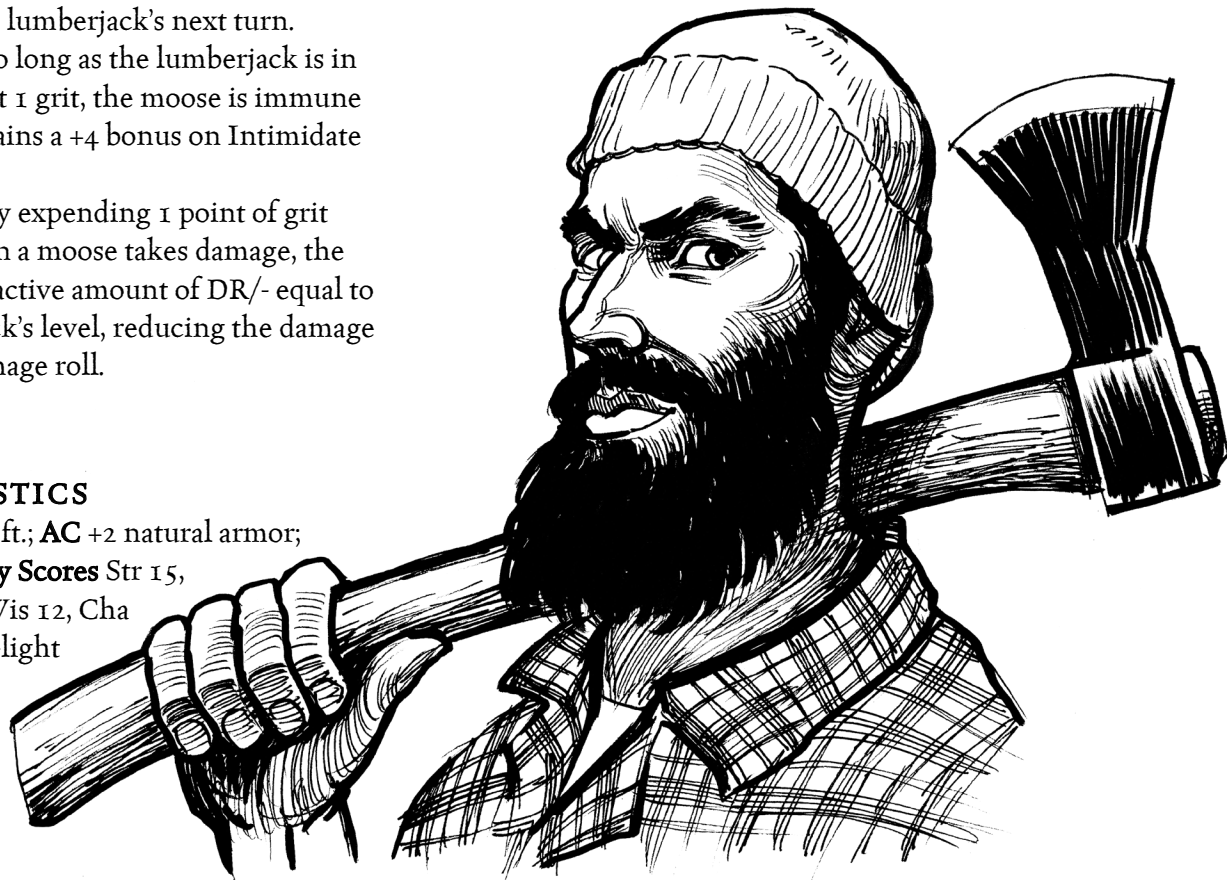
7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor; **Attack** bite (1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4.

DEEDS

Note: The wolfdog and wolf both gain the same set of deeds. Any references to "wolf" also apply to wolfdogs.

- **Howl of the Hunt (Ex):** With a mighty howl the wolf can make an Intimidate check to demoralize all enemy creatures who can hear it as a full-round action if the lumberjack spend 1 point of grit.
- **Pack Hunter (Ex):** So long as the lumberjack is in possession of at least 1 grit, anyone who flanks with their wolf gets a +4 flanking bonus to attack rolls rather than a +2.
- **Predatory Charge (Ex):** By expending 1 point of grit the wolf can make a full attack at the end of a charge.



MONSTER HUNTER

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A monster hunter hunts, captures, and studies monster so they can use ancient magics to turn into them. They are field researchers who parlay their study into fearsome powers that are sought after the world over. Monster hunters compete with each other, showing off the most exotic beast-forms they have managed to capture. They travel the world over, often teaming up with adventuring parties, to seek out the most powerful monsters in the world as a point of pride and academic curiosity.

When they assume the form of a creature what they are actually doing is adjusting their own truename into a form resembling the creature they desire (In a modern context this is like editing their own source code to modify what kind of program they are). Their soul inhabits the body of this new form- pulling its strings like an etheric puppet master.

HIT DICE: D8.

ROLE

Monster hunters are as varied as the forms they take. They are quite weak out of their beast forms but, as academics, they can use their skills to great effect.

ALIGNMENT Any

STARTING WEALTH: $3d6 \times 10$ gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The monster hunter's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the monster hunter.

WEAPON AND ARMOR PROFICIENCY

The class is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

BEAST FORM (EX)

At 1st level, the monster hunter gains the ability to assume the form and abilities of monster they have defeated and studied.

CATALOGING

To "catalogue" a monster a monster hunter must take 1 hour to study the a defeated foe after having contributed to the combat that resulted in the creature's death. A monster hunter automatically catalogues any creature whose CR is equal to their level or lower after 1 hour of studying the corpse (or other traces). A higher CR creature can be catalogued but requires a Knowledge check of the appropriate type to be made at the end of the hour. Failure means the creature is not catalogued but the monster hunter may try again after another hour of study. A creature may be forgotten (removed from the list of catalogued creatures) when a new one is catalogued. A monster hunter must keep a record of all their catalogued creatures. This book is referred to as a field guide. A monster hunter can catalogue (or remember a forgotten creature) by studying another monster hunter's field guide (cataloguing it as if it were a defeated creature) or obtaining a copy of it (typically costing about 1,000 GP per CR of the creature desired).

A monster hunter has a maximum number of creatures can it catalogue, as indicated on Table 11-1: The Monster Hunter, adding their Intelligence modifier to this number. They begin play with 1 creature equal to their CR -3 (minimum 1/2) already catalogued. This starting creatures is subject to GM approval.

ASSUMING A FORM

As a full round action a monster hunter can assume the form of any creature they have catalogued whose CR is equal to their monster hunter level -3 (minimum CR 1/2). A monster hunter may only do this during combat and the effect automatically ends once combat is over. A monster hunter can return to their own form as a move action and can only assume a new form while in their original form.

While in this form a monster hunter retains their hit points. They also retain their BAB if it is higher than the monster they assume the form of. A monster hunters still retains their personality, their cognitive abilities, languages known and memories, but these are not reflected with changes to ability scores (as the monster hunter is the “soul behind the monster it controls”). Everything else is dependent on the creature they have assumed the form of.

OUT OF COMBAT

A monster hunter can assume a form out of combat per day for a cumulative number of rounds equal to their monster hunter level + their Intelligence modifier. These rounds need not be consecutive. The turn it takes to assume this form does not count against the monster hunter’s maximum rounds per day.

EX-MONSTER HUNTERS

An ex-monster hunter can only assume a form for a number of rounds per day equal to their monster hunter level + their Intelligence modifier (both in combat and out).

DEEPER RULES

- **Appropriate Creatures:** Monster hunters cannot catalogue or assume the form of humanoid creatures except if they are notably monstrous (this is subject to GM’s discretion: goblinoid

creatures are an example of a kind of humanoid we suggest you allow). A monster hunter cannot assume a form in an environment that cannot sustain it or a place that there is not room for it; a monster hunter can’t become a colossal-sized construct in a small jail cell and can’t become a fish in a desert.

- **Spellcasting:** If a creature has spellcasting, the monster hunter does not gain it. They still gain spell-like abilities the creature has though.
- **Specific Creatures:** A monster hunter cannot assume the form of a specific creature; they could assume the form of a rhino if they have catalogued it but could not assume the form “Old Longhorn”, a rhino who has terrorized the local tribe for the past 30 years. Because of this a monster hunter gains none of the creatures memories but has an innate understanding of how to use it’ body/features.
- **Equipment:** A monster hunter’s equipment ceases to grant the monster hunter benefits unless it’s abilities specifically adjust the monster hunter’s HP. If the form the monster hunter assumes has equipment, it may be used while in that form but vanishes when the monster hunter returns to their normal form. If the form is described as having consumables on them, they do not have these when the monster hunter assumes that form.
- **Expendable Abilities:** If the form assumed by a monster hunter has expendable abilities (“per day”, “per week”, etc) these restrictions persist regardless of if they are in the form or out of it. Furthermore, abilities (including spell-likes) with the same name on different monster forms share the same number of uses. For example: if a creature the monster hunter assumes the form of has a once per day ability, the monster hunter cannot drop out of that form, re-assume it, and gain a new use of it. The per day restriction persists.
- **Special Abilities & Persistent Effects:** If a monster hunter has an effect originating from the form it assumes (a spell cast, a benefit from a special ability, etc) it ends immediately when a monster hunter ends its ability.

TABLE 11-1: THE MONSTER HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max. Creatures Catalogued (+ Int)
1st	+0	+0	+0	+2	Beast form	1
2nd	+1	+0	+0	+3	Bonus feat	1
3rd	+1	+1	+1	+3	Soul weapons +1	2
4th	+2	+1	+1	+4	Hunter academia	2
5th	+2	+1	+1	+4	Hunter's lore	2
6th	+3	+2	+2	+5	Bonus feat, soul weapons +2	3
7th	+3	+2	+2	+5	Hunter academia	3
8th	+4	+2	+2	+6	Hunter's lore	3
9th	+4	+3	+3	+6	Soul weapons +3	4
10th	+5	+3	+3	+7	Bonus feat, hunter academia	4
11th	+5	+3	+3	+7	Hunter's lore	4
12th	+6/+1	+4	+4	+8	Soul weapons +4	5
13th	+6/+1	+4	+4	+8	Hunter academia	5
14th	+7/+2	+4	+4	+9	Bonus feat, hunter's lore	5
15th	+7/+2	+5	+5	+9	Soul weapons +5	6
16th	+8/+3	+5	+5	+10	Hunter academia	6
17th	+8/+3	+5	+5	+10	Hunter's lore	6
18th	+9/+4	+6	+6	+11	Bonus feat, soul weapons +6	7
19th	+9/+4	+6	+6	+11	Hunter academia	7
20th	+10/+5	+6	+6	+12	Hunter's lore, king of the beasts	7

SIDEBAR: GMING FOR A MONSTER HUNTER

A monster hunter is only as powerful as what forms a GM allows them access to. A monster hunter needs a corpse to study so this makes studying outsiders (who often return to their plane after defeat) difficult to gain information on. Be aware that a monster hunter can (and will try) turn into whatever you throw at them (even if they have to wait a few levels to assume that form). It is perfectly acceptable for a GM to say that a creature is unable to be catalogued and a monster hunter should respect this. "Samples" should be utilized when a monster hunter would be denied a large selection of creatures to draw from and not utilized if the GM is not comfortable with the monster sample requested or if a wide variety of monsters are available to the monster hunter.

BONUS FEAT (EX)

At 2nd level and every 4 levels thereafter, a lumberjack gains a bonus feat in addition to those gained from normal progression.

SOUL WEAPONS (SU)

At 3rd level, by enhancing their form their spiritual power all attacks made while they are in a beast form gain an enhancement bonus equal to 1/3rd their monster hunter level (maximum of +6) and bypass DR as if they were a weapon of that enhancement bonus. These attack "leak" a sort of vaporous soul energy that lazily wafts upwards after each swing.

SIDEBAR: ENEMY STATISTICS & SOUL WEAPONS

Magic weapons provide enhancement bonuses to attack rolls. If the form you assume has a magic weapon use the higher enhancement bonus

Example: If the monster hunter assumes the form of an Ghaele (a kind of Azata, who are Chaotic Good outsiders) they would gain the temporary use of a *+2 holy greatsword*. A Ghaele is a CR 13 creature, meaning the monster hunter would need to be level 16 to assume its form. At 16th level you'd have a +5 enhancement bonus from soul weapons, meaning you'd basically be using a *+5 holy greatsword* instead (because the +5 enhancement bonus would override the +2 but not the *holy* property, which isn't providing an enhancement bonus).

HUNTER ACADEMIA

Living as a field researcher gives monster hunters first hand experiences in their craft. The rigors of this kind of life teaches them all sorts of tips and tricks. At 4th level, and every 3 levels thereafter, the monster hunter gains a hunter academia chosen from the following list.

- **AREA OF STUDY:** Select a creature type. When the monster hunter assumes a form of that type, they gain a +1 bonus on all saves while in that form.
- **BEAST MODE:** Once per day when the beast hunter assumes a form that has a higher Constitution modifier than them, they can gain temporary hit points that last 1 hour or until they leave their form (whichever is first). This amount is equal to form's Constitution modifier - the monster hunter's Constitution modifier, then multiplied by monster hunter's level. (Example: If the 10th level monster hunter has a 16 Constitution (+3) and their form has 20 (+5) they'd subtract 3 from 5, for a total of 2, and multiply it by their level (10) for a total of 20 temporary hit points.)
- **CASUAL FORMS:** Rather than rounds per day, a monster hunter now has 1 hour per day where they can use beast forms out of combat. The monster hunter must have the emergency form academia and be at least 10th level before selecting this one.

- **EMERGENCY FORM:** Even if they are out of rounds per day to use their beast form while out of combat. Using this "emergency form" grants them 3 rounds of a single form but then exhausted them for 10 minutes.
- **FEROCIOUS FORM (SP):** The first time per day that a monster hunter assumes a form they gain the benefits of an *enlarge person* spell (despite them being probably not being a humanoid). This effect ends when they leave their form.
- **HUNT MONSTERS:** The monster hunter gains the scent ability, but only to track creatures they have in their field guide. In addition, they gain a +4 insight bonus on tracking such creatures or identifying tracks such creatures have left.
- **KINSLAYER:** While in a form the monster hunter gains a +2 insight bonus to their AC and Reflex saves against attacks and effects originating from a creature who shares the same subtype as their form.



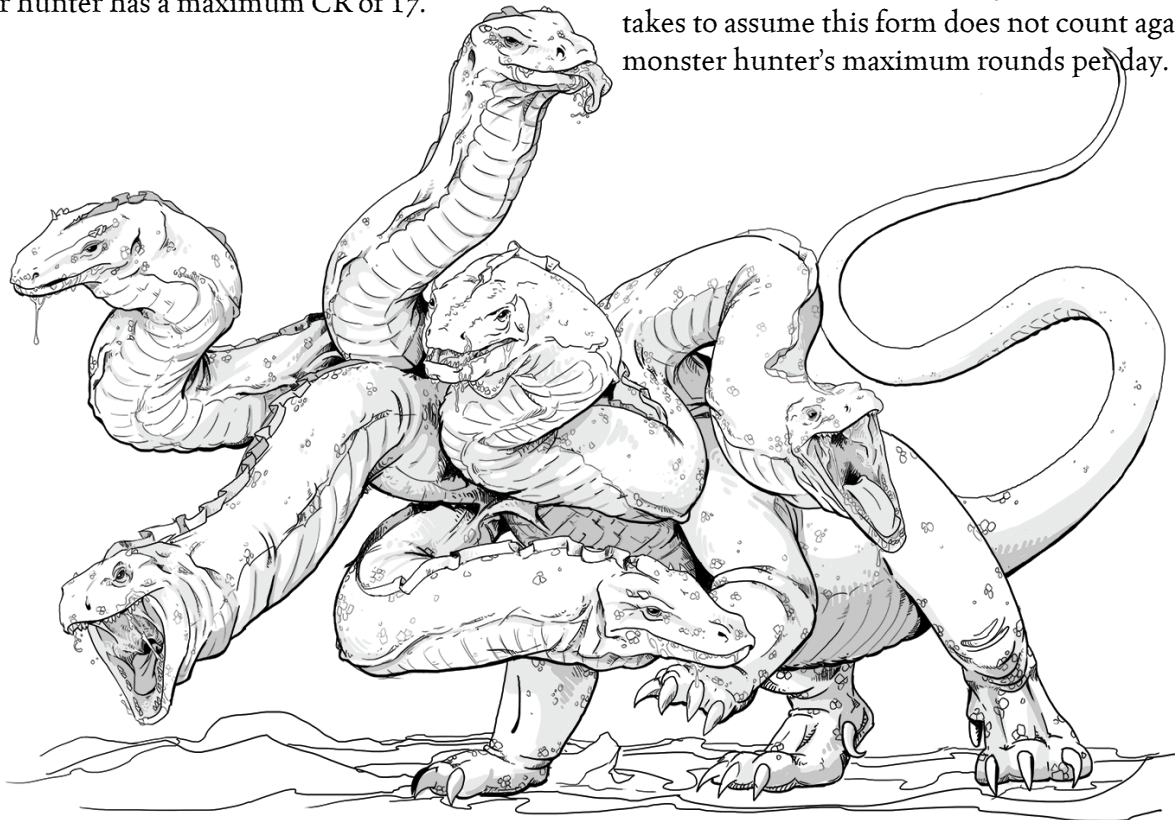
- **LINGERING FORM:** When the monster hunter leaves a form some of the effects linger for 1 minute. When they leave a form they may select 1 form of movement or 1 natural attack that the form they just left has. If they selected a form of movement, they gain that form of movement at a speed equal to 1/2 the monster hunter's land speed to a maximum of the speed that creature had. If they selected a natural attack, they retain that natural attack but the damage dice is sized to the monster hunter's size category. Any additional effects the natural attack might have (such as a poison, grapple, trip, swallow whole, etc) are not transferred. This ends after 1 minute or if the monster hunter assumes a new form.
- **LINGUA BESTIAE:** The monster hunter adds the languages known by creatures in their field guide to their list of languages known, including secret languages. If a creature is removed from the field guide, any languages they provided are forgotten.
- **SPIRITUAL OVERLOAD:** Weaker creatures must be modified to hold the power of a skilled monster hunter; they bulge and tear at the unseen spiritual seams, overloaded with spiritual energy. If the form the monster hunter assumes is not of the highest CR they can assume the creature gains a +1 enhancement bonus on all d20 rolls for every 2 they are below the monster hunter's maximum CR (Example: A 20th level monster hunter has a maximum CR of 17.
- If they assumed a CR 1 form they'd get a +8 on all d20 rolls). Remember that this enhancement bonus does not stack with the enhancement bonus provided by the soul weapon class feature; only use the highest enhancement bonus. A monster hunter must be at least 10th level to take this hunter academia.
- **STALK MONSTERS:** The monster hunter gains a +4 insight bonus on Stealth checks against creatures in their field guide.
- **STRESS SHIFT:** A monster hunter can assume one of their forms as a free action when they roll initiative so long as they are aware of the attack/encounter.

HUNTER'S LORE (EX)

At 5th level the monster hunter gains a +1/4th level bonus on Knowledge checks made to identify creatures and may use all Knowledge checks untrained if they are being used to identify a creature. In addition at 5th level and every 3 levels thereafter they gain a Skill Focus in a Knowledge skill.

KING OF THE BEASTS (EX)

At 20th level the monster hunter gains a single catalogue slot for a monster equal to their monster hunter level. They may only assume this form during combat and only for 4 rounds per day. The turn it takes to assume this form does not count against the monster hunter's maximum rounds per day.



VAGABOND

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A vagabond is a divine ascetic-philosopher who rejects the physical world in order to experience the “true reality”. The world we are living is “maya” or “the world of illusions” and only by letting go of worldly things can one really experience the “true world”.

As a vagabond lets go of things like wealth, food, and even romantic connections they begin to see this “true world” more clearly. Because of this they live like hermits but gain a deep connection to mystical spiritual powers.

Each worldly thing they reject grants them new powers but their most powerful tool is their use of “primal language”- the spiritual root of all belief that all beings adhere to. Some call this “true speech” but when the vagabond utters it sounds like nothing so much as babble. This speaking in tongues (glossolalia) has power though and can influence others by disrupting “maya” (our perception of the rules of the world).

HIT DICE: D8.

ROLE

Vagabonds are a bizarre and quirky lot who excel at manipulating the enemy’s turns. They can adjust turn order, rob enemies of actions, and grant themselves huge bonuses by taking fewer actions. Defensively they have the ability to delay harmful effects on themselves. They are primarily Wisdom based but a vagabond will likely require either a good Strength or Dexterity score so they can contribute to combat a bit more.

ALIGNMENT Any

STARTING WEALTH: 1d6 × 10 gp (average 35 gp.). In addition, each character begins play with an outfit worth 10 gp or less. If a vagabond’s 1st level rejection is wealth- they start with nothing.

CLASS SKILLS

The vagabond’s class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis)

Skill Ranks per Level: 6 + Int modifier.

SIDEBAR: SCARED BONUS

Many of the bonuses this class has are sacred bonuses. If the vagabond is of evil alignment these become profane bonuses. If the vagabond is neutral they select sacred or profane and once the choice has been made it cannot be changed.

CLASS FEATURES

The following are the class features of the vagabond.

WEAPON AND ARMOR PROFICIENCY

The vagabond is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

MINIMALIST (SU)

“Through inaction- clarity.”

-Teachings of the Sacred Vagabond

A vagabond gains clarity and purpose through their focus. They take their time, eschewing wasteful endeavors and fruitless exertions in favor of a *purser* form of life. This natural lethargic focus instills them with insight unlike any other:

Starting at 1st level, at the start of their turn a vagabond must forsake a certain kind of action. They may choose to give up any one of the following sorts of actions:

TABLE 12-1: THE VAGABOND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Minimalist, rejection, delay
2nd	+1	+0	+0	+3	Babble, rejection
3rd	+2	+1	+1	+3	Guided, slow
4th	+3	+1	+1	+4	Rejection
5th	+3	+1	+1	+4	Improved babble
6th	+4	+2	+2	+5	Rejection
7th	+5	+2	+2	+5	Chant of surrender
8th	+6/+1	+2	+2	+6	Rejection
9th	+6/+1	+3	+3	+6	Manipulate Maya
10th	+7/+2	+3	+3	+7	Rejection
11th	+8/+3	+3	+3	+7	Improved Delay
12th	+9/+4	+4	+4	+8	Rejection
13th	+9/+4	+4	+4	+8	Stop
14th	+10/+5	+4	+4	+9	Rejection
15th	+11/+6/+1	+5	+5	+9	Improved chant of surrender
16th	+12/+7/+2	+5	+5	+10	Rejection
17th	+12/+7/+2	+5	+5	+10	Master of Maya
18th	+13/+8/+3	+6	+6	+11	Rejection
19th	+14/+9/+4	+6	+6	+11	Mortal torture
20th	+15/+10/+5	+6	+6	+12	Disbelieve reality, rejection

- **Move Action:** 1/4th vagabond level, minimum 1
- **Standard Action:** 1/2 vagabond level, minimum 2
- **Full-Round Action:** 2 + 1/2 vagabond level, minimum 6

Depending on what they elected to skip they gain a sacred bonus to their AC, skill checks, attack rolls, and damage rolls made before the start of their next turn. The bonus is indicated next to the action type.

If an action type is forsaken, that action can be broken down into other kinds of action. For example, if a character forsakes their move action, they can take a move action in place of their remaining standard action.

REJECTION (SU)

At 1st level and every even level thereafter, a vagabond must reject another part of their mundane lives so that they may free themselves of their earthly attachments. Each rejection is a step on the path to enlightenment and rewards them with divine powers. Once a rejection is made they have an unbreakable compulsion to follow it. If a vagabond breaks their rejection despite their compulsion to follow it (often by them being forced or them unwittingly doing something) they lose the benefit of that rejection (but not the compulsion) until they take 1 hour to center themselves. Upon taking the class feature any required conditions (such as being blind) are automatically and permanently inflicted upon the vagabond if they did not have them already.

A complete list of rejections can be found at the end of this class's entry.

BABBLE (SU)

Starting at 2nd level, vagabond can babble, evoking a primal language that can influence others. This form of glossolalia (speaking in tongues) disrupts creatures on a fundamental level, causing them to stagger about and “malfunction”. They do not need to hear the words- it is enough that they are said (like a verbal spell component). This is not a mind-affecting effect

A vagabond can babble as a move action, a standard action, or a full-round action. This represents how long they babble for. A vagabond can babble at one creature within 30 feet of them. That creature must make a Will save (DC 10 + 1/2 vagabond level + Wisdom bonus) or they lose actions on their next turn (treat it as if they had wasted that kind of action). If they make the save they are unaffected. The following effects occur depending on how long the vagabond babbled for:

- **Move Action:** Creature loses a standard action on their next turn.
- **Standard Action:** Creature can only take a single swift action on their next turn.
- **Full-Round Action:** Creature can take no action on their turn and cannot make attacks of opportunity.

A creature that has had their actions successfully stolen with babbled at gains a +4 bonus against any further babble attempts for 24 hours as they build up a resistance. This bonus stacks with itself.

DELAY (SU)

A vagabond know the world is *maya*, an illusion cast by the gods to test mortals. Through sheer force of will they can delay harmful effects inflicted on them in this world of illusion.

When a vagabond takes damage (such as from a successful single attack roll) or a harmful condition (such as a spell's effect, condition, or poison, etc) they may designate that as being “delayed” after suffering the damage or effect. A delayed effect does not impact the vagabond.

At the start of each round the vagabond makes a DC 20 Will save against each delayed effect they have on them. If they are successful the effect is delayed for another round. If they are not, it impacts them immediately; they take the damage, they suffer the effect, etc.

A vagabond can only delay 1 effect per vagabond level at a time. If they have in excess of this number they may choose one effect to immediately suffer.

DEEPER RULES:

- A vagabond can only delay effects that come from an external source (for example they can't delay the impact of one of their own class features or a potion they willingly drink).
- A vagabond can choose to take any delayed effect at the start of their turn.
- A vagabond can only delay effects from enemies, not allies.
- It is advisable for the vagabond to write down what they have delayed. (We suggest a whiteboard, Word document, or other editable medium)

SIDEBAR: ALT. PATH SKILLS

If you are using The Alternate Path: Skills and the Self Discipline (Wis) skill, you can attempt a DC 20 Self Discipline check in place of the Will save to delay effects.

GUIDED (SU)

A vagabond can cease moving under his own free will, shuts off his senses, and let the pull of the divine guide his feet. The GM decides a random safe spot within the vagabonds movement speed (not any special kind of movement such as a double movement or charge) and the vagabond moves there. While taking this moment the vagabond provokes no attacks of opportunity, triggers no traps, and arrives safely at its destination (his movement can't trigger anything). Every wobbled step saves him from a whirling blade, every dively ordained turn spares his life from snapping jaws, and his drunkard's foot placement always seems to miss the trigger of a trap.

When choosing a “random safe spot” the GM should consider difficult terrain and ongoing magical effects (such as a *shifting sands* spell) that could impact the

vagabond and restrict their movement (even if it would be less than their maximum movement) to a safe path to a randomly determined safe spot.

SLOW (SU)

Interacting with a vagabond is painful and restricting, their presence slows reactions and dulls the senses. Starting at 3rd level, any creature who fails the save against babble is moved 1 position down in the initiative order. If this was caused by damage (not babble) the creature gets a Will save (DC 10 + 1/2 vagabond level + Wisdom bonus) to resist this. A successful save means they do not get moved down in the initiative order.

A vagabond may also inflict this penalty by simply making a touch attack. A given creature can only move 1 position down per round.

IMPROVED BABBLE (SU)

Starting at 5th level, when a vagabond uses the babble class feature it can target up to the vagabond's Wisdom modifier in targets at a time so long as all targets are within 30 feet of the vagabond.

CHANT OF SURENDER (SU)

By using their metaphysical chants a vagabond can reprogram their target's mind, temporarily imposing something that the vagabond is intimately familiar with. Starting at 7th level, as a standard action, the vagabond can select one creature within 30 feet of them and cause that creature to follow one of their rejections (and also gain the benefit) for 1 minute. The creature receives a Will save (DC 10 + 1/2 vagabond level + Wisdom bonus) to resist this. A creature suffering from this may choose to take a swift action on their turn to get a new save at the same DC. Success means they are unaffected or end and ongoing rejection. They do not need to hear the words, it is enough that they are said (like a verbal spell component). This is not a mind-affecting effect.

A creature that has had a rejection forced on them successfully with the chant of surrender gains a +4 bonus against any further chants of surrender attempts for 24 hours as they build up a resistance. This bonus stacks with itself. A creature cannot have more than one rejection on them at a time; any new rejection replaces the old one.

MANIPULATE MAYA

The barrier between the world of illusion and reality begins to fade away and the vagabond can adjust fundamental laws of cause and effect with their glossolalia. When used this causes both the vagabond and their target to resonate with thrumming rays of divine light, indicating a spiritual bridge being built between the two of them.

At 9th level, a vagabond who fails a Will save against a delayed effect can give that effect to a willing ally within 30 feet of them instead of taking it themselves. This cannot be used against allies who are immune to the condition.

Additionally, when they use their chant of surrender they can cause an enemy creature to immediately suffer one of their delayed effects in place of the vagabond rather than a rejection.

IMPROVED DELAY

Maya's grasp on the vagabond weakens as do the hardships it can inflict upon them. At 11th level, a vagabond who has made 3 successful delays on a given harmful effect downgrades the impact. When they finally suffer it, the vagabond may select one of the following ways in which the effect is weakened:

- **Damage:** If the effect is damage it becomes non-lethal damage. This cannot be used if the vagabond is immune to non-lethal damage.
- **Effect with a DC:** The vagabond receives another save against the effect.
- **Reprieve:** The effect doesn't impact the vagabond until the end of their turn.

STOP

Starting at 13th level, when a creature is subject to a delay effect from the vagabond they are moved to any lower position in the initiative order (even the bottom) the vagabond desires.

IMPROVED CHANT OF SURRENDER

Starting at 15th level, when a vagabond uses the chant of surrender class feature it can target up to the vagabond's Wisdom modifier in targets at a time so long as all targets are within 30 feet of the vagabond. If targeting multiple creatures with the chant of surrender manipulate maya cannot be used in conjunction with it.

MASTER OF MAYA

At 17th level the physical world has little hold on the vagabond's consciousness. If, when a vagabond attempt the Will save to delay a harmful effect, they beat a DC of 30, the effect is "disbelieved" (like an illusion) and will never affect the vagabond as it loses its impact on the vagabond.

MORTAL TORTURE

At 19th level, when a creature is subject to a delayed harmful effect due to the chant of surrender (via master of maya) the vagabond can inflict up to a total of 3 delayed harmful effects on the creature instead of one.

DISBELIEVE REALITY

At 20th level a vagabond is totally free from the world of illusions. They may attempt a Will save as a move action to disbelieve the presence of any mortal object. The DC is 30 and if successful the vagabond treats that object like it wasn't there, not solid, not interactable, transparent etc, though the rest of the world treats it as if it were. This can only affect objects and not natural features (such as a mountain). Once disbelieved the effect on the vagabond is permanent but if they fail the Will save again they may never try to disbelieve that particular object again.

A 20th level vagabond may, for example, disbelieve a sword and for eternity that particular sword cannot affect the vagabond. The vagabond can't see it, feel it, touch it, interact with it, etc. If placed on them it simply clatters to the floor, falling through them. If it is used to attack the vagabond it slides through with no resistance and causes no damage or effect.

VAGABOND REJECTIONS

- **AID:** The vagabond tries to become truly self-sufficient. They are compelled to try to do everything themselves with as little aid from others as is possible. This means while a party may set up a camp the vagabond might set up their own nearby entirely by themselves. They will attempt to disrupt any attempt to provide them succor: aid another checks always fail against them, Heal checks to help them are problematic because they are compelled to be a difficult patient, and they become unwilling targets for any sort of spell that provides them a bonus. A vagabond who forsakes aid can give aid- just not receive it. In exchange they gain a +1/2 level sacred bonus on all Survival checks, DR/- equal to 1/4th their vagabond level, and Spell Resistance equal to 10 + 1/2 their vagabond level + their Wisdom modifier.
- **BEAUTY:** The vagabond must forsake all pretenses of appearance. This means they must not take care of or even acknowledge their appearance. As this deteriorates they begin to accept that beauty standards are just superficial nothing's, as fleeting and ephemeral as the numbers on a calendar. They take a -8 penalty on all checks where their appearance could be a factor (often Diplomacy checks) but are immune to the frightful presence monster ability and other forms of fear effects that have a component based on the creature's appearance.
- **FOOD:** A vagabond must forsake all food and drink. They cannot quaff potions or inject anything else. If they do this they no longer need to eat or drink and are thus immune to hunger and thirst.

- **HEARING:** The vagabond causes themselves to become deaf but gains telepathy with a range of 30 feet and read thoughts at will as a spell like ability. Unlike some forms of telepathy, this only allows the vagabond to communicate in languages they know. The vagabond can grant another creature the ability to communicate with them (and only them) via telepathy if they touch the willing creature on their forehead (or equivalent). So long as this telepathy and the vagabond and their target are within 1 mile of each other the link remains unless the communication channel is not used for 24 hours.
- **HYGIENE:** Ignoring even the most basic aspects of his health and hygiene a vagabond gives his physical health to the divine. They becomes permanently sickened (a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) but immune to all diseases. As a full-round action a vagabond can suppress this sickened condition for a number of rounds equal to their vagabond level.
- **LOVE:** The vagabond forsakes any sort of romantic conquests. When choosing this rejection the vagabond may not be in a romantic relationship. They must remain celibate and if they take it they are under a compulsion not to fall in love or even flirt. They may make friends, even develop deep friendships, but cut themselves off from romance. In exchange they gain a 3 +1/4th level sacred bonus against mind-affecting effects.
- **PROTECTION:** A vagabond must forsake all forms of clothes and worn protection. They may not wear armor or use shields. Magic items may be worn. When unarmored and unencumbered, the vagabond adds his Wisdom bonus (if any) as a sacred bonus to his AC and his CMD. In addition, a vagabond gains a +1 sacred bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 vagabond levels thereafter, up to a maximum of +5 at 20th level.
- **SLEEP:** The vagabond forsakes excessive sleep or lethargy. They need only 2 hours of sleep per night but never recovers for having rested. This includes spells per day, daily uses of abilities that reset or have an effect gained after 8 hours of rest, HP, ability damage, etc. In effect this means that the 2 hour rest only stave off the impacts of not sleeping (typically fatigue). The vagabond can chose to be immune to any sleep effect that targets him.
- **SLIGHT:** The vagabond blinds himself but gains tremorsense 30 feet.
- **SPEECH:** The vagabond is permanently silenced but is now under a constant *comprehend languages* effect. The only way they can vocalize is when babbling.
- **STATUS (SP):** To forsake their status the vagabond must publicly give up all of their worldly titles, honors, duties, positions, heredity benefits, and claims; they are nothing to anyone- just another person. The vagabond must have such titles and/or claims in order to give them up. This creates in them a sort of divine innocence, causing them to be able to use *undetectable alignment* as a spell-like ability at will.
- **WEALTH:** The vagabond may no longer carry any amount of currency or trade goods on their person and may not make displays of opulence in their attire or equipment. They must give a large percentage of any monetary reward they get to charity. In return the vagabond may request one item per day from the universe to meet their needs for continued survival (shelter, food, freedom, travel, etc). This item should only be suitable for the task at hand and only the most basic form of it will be provided. It happens to be in their way within 1d4 hours of asking for it. For example: if a vagabond seeks shelter they might find a warm cave, if tied up they might find a sharp stone, if needing to cross the ocean they might find a sympathetic captain who is crossing and could use an extra hand, etc. This may not be used for specific items- only general items that meet the vagabonds survival needs. They may ask for 1 additional item per day for every 3 levels of vagabond they have.
- **WEAPONS:** The vagabond can no longer wield manufactured weapons. They gain Improved Unarmed Strike as a bonus feat and also gain a +1/4th level sacred bonus to their CMB and CMD.

YOGI

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Practitioners of the art of yoga seek to achieve an expansion of their consciousness. Ultimately they achieve to attain “moksha”, freedom from the cycle of reincarnation so that they can transcend to a higher form of existence. Along the way, they gain the ability to perform supernatural abilities.

Note: The term “yogi” refers to a male practitioner and the female equivalent is a “yogini”. In an egalitarian or non-gendered situation, “yogi” is acceptable.

HIT DICE: D8.

ROLE

A yogi is a class for experienced players. They are pseudo-pacifists who alternate between dealing non-lethal damage, providing support for their allies, and utilizing a slew of exotic supernatural abilities. In the right hands a yogi can be an exceptionally talented character who can cover many roles simultaneously (though not as well as those who specialize in them) in unexpected ways. Yogis are a bag of tricks waiting for an inventive player to make use of them. They require a high Wisdom score to be played correctly.

ALIGNMENT Any Lawful

STARTING WEALTH: $1d6 \times 10$ gp (average 40 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The yogi's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Wis), Heal (Wis), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Sense Motive (Wis), Swim (Str), and Spellcraft (Int).
Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the yogi.

WEAPON AND ARMOR PROFICIENCY

The yogi is not proficient in any weapons other than simple weapons and with no armor as they are pacifists.

THE YOGIC LIFESTYLE (CODE OF CONDUCT)

A yogi must follow a barren road free of worldly distractions that will lead them to moksha. Liberating their spirit begins with the liberation from worldly distractions. They must be passive aggressive, never personally causing harm to another creature though an action they take. They may still deal damage to a creature if this damage is non-lethal, though the situation must warrant it. A yogi must live without the seeking of external glorification and should focus their attention inward.

Additionally, a yogi must renounce the pursuit of worldly possessions and forsake luxuries they don't need. This might include eating only when they absolutely needs to, and then only a bit of rice. They must give up items to those in need of them, even if they need them as well (a yogi should go hungry in order to feed the poor). A yogi is not allowed to hold onto their own money or conduct business transactions due to the spiritual distraction or excess it represents, though they may have a trusted proxy act in their stead. However, a yogi is encouraged to embrace and love all that they meet, showing them compassion and friendship (and expecting it in return).

A yogi who ceases to be lawful or who commits a grievous violation of this code of conduct loses all yogi siddhi and class features (but not weapons, armor, and shield proficiencies). They may not progress any further in levels as a yogi. They regain their abilities and advancement potential if they atone for their violations (see *atonement*), as appropriate.

TABLE 13-1: THE YOGI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Dharma Bonus
1st	+0	+0	+0	+0	Asana, AC bonus, bonus feat, pacifistic	-
2nd	+1	+0	+0	+0	Awaken chakra	-
3rd	+2	+1	+1	+1	Wheel of Dharma (1 rotation/day)	+1
4th	+3	+1	+1	+1	Bonus feat, Siddhi	+1
5th	+3	+1	+1	+1	Awaken chakra	+1
6th	+4	+2	+2	+2	Four arms of enlightenment	+2
7th	+5	+2	+2	+2	Bonus feat	+2
8th	+6/+1	+2	+2	+2	Awaken chakra	+2
9th	+6/+1	+3	+3	+3	Wheel of Dharma (2 rotations/day), forsake the form	+3
10th	+7/+2	+3	+3	+3	Bonus feat, reincarnation	+3
11th	+8/+3	+3	+3	+3	Awaken chakra	+3
12th	+9/+4	+4	+4	+4	Astral Projection	+4
13th	+9/+4	+4	+4	+4	Bonus feat	+4
14th	+10/+5	+4	+4	+4	Awaken chakra	+4
15th	+11/+6/+1	+5	+5	+5	Wheel of Dharma (3 rotations/day)	+5
16th	+12/+7/+2	+5	+5	+5	Bonus feat	+5
17th	+12/+7/+2	+5	+5	+5	Awaken chakra	+5
18th	+13/+8/+3	+6	+6	+6	Astral Projection	+6
19th	+14/+9/+4	+6	+6	+6	Bonus feat	+6
20th	+15/+10/+5	+6	+6	+6	Awaken chakra (crown)	+6

AC BONUS

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

These bonuses to AC apply even against touch attacks or when the yogi is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

ASANA (EX)

At 1st level, a yogi becomes practiced in the various meditative postures (both mental and physical). This has the byproduct of allowing them to be extremely flexible and they gain a competence bonus on all Escape Artists checks equal to 1/2 their yogi level (**Note:** This draws inspiration from the Raja school).

PACIFISTIC (EX)

At 1st level, a yogi never suffers a penalty for dealing non-lethal damage. In addition, they may deal non-lethal damage with weapons that they could not normally deal non-lethal damage with (such as firearms).

BONUS FEAT (EX)

At 2nd level and every 3 levels thereafter, a yogi gains a bonus feat from the list below:

Blind-Fight, Bodyguard, Fleet, Improved Blind-Fight, Improved Disarm, Improved Unarmed Strike, Improved Iron Will, Iron Will, Lightning Reflexes, Improved Lightning Reflexes, Persuasive, Prophetic Visionary*, Self-Sufficient, Skill Focus (any class skill), Toughness

*Even though the yogi does not have the mystery class feature, they gain their visions from an enhanced understanding of the dharma.

At 8th level the yogi adds:

Brew Potion, Greater Blind-Fight, Greater Disarm, In Harm's Way, Leadership, Multi-attack, Warrior Priest, or any Metamagic feat

A yogi need not have any of the prerequisites normally required for these feats to select them. The only exception to this is if the prerequisite is a feat listed on the list of yogi bonus feats.

AWAKEN CHAKRA (SU)

At 2nd level and every 3 levels thereafter a yogi gains control and understanding over one of their chakras. A yogi's caster level for these abilities is equal to their yogi level.

- **ROOT CHAKRA:** The root chakra is located at the base of the spine (coccyx) and is the great stabilizer. A yogi who has achieved an understanding of his root chakra gains a bonus on all their saves equal to their Wisdom modifier (in the case of their Will save, this is applied twice).
- **SACRAL CHAKRA:** An awakened sacral chakra grants the yogi the ability to sense the emotions of others as well as control their own desires. A number of times per day equal to $\frac{1}{2}$ their yogi level + their Wisdom modifier the yogi can use *detect thoughts* as a supernatural ability. In addition, the first time per day that a yogi fails a save they may re-roll it and take the better result.
- **SOLAR PLEXUS CHAKRA:** The yogi gains a pure gemstone in the center of their chest. A yogi with this ability becomes immune to fear effects and gains a +4 bonus against other mind-affecting effects.
- **HEART CHAKRA:** The yogi becomes immune to poisons and diseases (magical or mundane).
- **THROAT CHAKRA:** The voice of a yogi who awakens their throat chakra becomes soft-spoken, though their words can be heard clearly by all creatures within 120 feet of him. The yogi may elect to exclude any creature they do not wish to communicate to. Such creatures cannot hear their words, unless they are close enough to hear their actual voice (always spoken softly). In addition, the yogi gains a +2 insight bonus on all Diplomacy and Intimidate checks made to influence a creature's attitude towards them.
- **THIRD EYE CHAKRA:** When a yogi achieves an understanding of their third eye chakra they are able to piece the veil of lies. They gain a literal third eye in the middle of their forehead. Normally, this new physical eye that appears in the center of their forehead is closed and cannot be opened. However, by reciting a mantra as a swift action, they may open this eye and perceive all. This grants them the benefit of *true seeing* for a number of rounds per day equal to their yogi level + their Wisdom modifier. These rounds need not be consecutive and they may close their third eye as a free action. A yogi must be 5th level before they may select this chakra to awaken.
- **CROWN CHAKRA:** The crown chakra, or *sahasrara*, is the seat of pure consciousness. Activating this allows one to achieve a mental stillness that is nearly equal to a mortal ascension. The yogi becomes a native outsider, can use *astral projection* at will. Furthermore when they deal non-lethal damage they can instead cause the attack to deal no damage and instead grant the creature $\frac{1}{2}$ the amount it would have caused in temporary hit points. These cannot bring the creature above their maximum Hit Points and vanish at the start of the yogi's next turn. The yogi can only target creatures other than themselves with this. A yogi must be 20th level before they may select this chakra to awaken.

DHARMA WHEEL (SU)

At 3rd level, a yogi becomes more cosmically aware of dharma- the cosmic order of the universe. A yogi needs to act in a congruous fashion with dharma. This has two effects; the first being that the yogi is automatically aware of any action or item that could change their or any ally's alignment (including magical effects) perpetrated by themselves or others at all times so long as the act or item in question is within line of sight. The warning comes in the form of a spiritual warning that describes the act as good, evil, lawful, or chaotic. This does not make the yogi aware of another creature's alignment, only the potential effect it could have on their alignment and only when it would have a dramatic influence on their alignment. The yogi is made aware of the potential change in alignment when a plan is put into action but before it is resolved (not simply when a plan is stated).

For example, a yogi would be aware that a paladin who is about to attack an orc, who is actually a disguised angel, could have a change in alignment as a result. In this instance the yogi would not be aware that the orc is an angel, only that the action would cause a potential shift in the paladin's alignment away from good. The yogi would become aware when the paladin takes their first hostile action towards the orc; such as moving adjacent to the "orc" with their weapon drawn.

The second effect allows the yogi to tap into the dharmic will of the universe to grant them insight during combat. Each time the yogi makes an attack roll they are granted a bonus from the dharma wheel (see below). After each time they make an attack, they shift the dharma wheel one space clockwise and will gain the listed benefit on their next attack. A yogi must decide before the attack roll is made if they are going to benefit from the dharma wheel (thus causing it to move). A failed attempt does not cause the wheel to move. After 24 hours since its first use, the dharmic wheel resets to the 1st position.

A yogi may always substitute the listed benefit for an insight bonus on the attack roll equal to their Wisdom modifier to a maximum of 1/4th their character level. (This still causes the wheel to rotate)

The dharma wheel may only make a single (full) rotation per day at 3rd level. At 9th level it can make up to 2 rotations per day and at 15th level it may make up to 3 full rotations per day.

All bonuses provided by the dharma wheel are insight bonuses.

- **POSITION 1:** If the yogi successfully hits with this attack, they gain a +1 bonus on damage rolls on this attack and all others until the start of their next turn.
- **POSITION 2:** If this attack successfully hits, a single ally within 30 ft. of the yogi gains a +1 bonus on either attack or damage rolls until the end of their next turn.
- **POSITION 3:** The yogi restores 1d4 + their Wisdom modifier health to an ally within 30 ft if this attack successfully hits the creature. This improved to 2d4 at 6th level and by a further 1d4 at 9th level and every 3 levels thereafter to a maximum of 7d4 at 20th level. A yogi may target themselves with this.
- **POSITION 4:** If this attack successfully hits, the yogi gains a +1 to an ability score of the yogi's choice until the end of their next turn. This temporary bonus does not modify the attack which granted the yogi this bonus as if it gained after the attack is resolved.
- **POSITION 5:** If this attack successfully hits, a single ally within 30 ft. of the yogi gains a +1 bonus to their AC until the end of their next turn.
- **POSITION 6:** The yogi restores 1d4 + their Wisdom modifier health to an ally within 30 ft if this attack successfully hits the creature. This improved to 2d4 at 6th level and by a further 1d4 at 9th level and every 3 levels thereafter to a maximum of 7d4 at 20th level. A yogi may target themselves with this.
- **POSITION 7:** If this attack hits, the yogi is treated as if they were under a haste spell at the start of their next turn that only persists until the end of that turn.
- **POSITION 8:** If this attack successfully hits, a single ally within 30 ft. of the yogi gains a +1 bonus to an ability score of the yogi's choice until the end of that ally's next turn.

At 6th level and every 3 levels thereafter the numerical insight bonuses provided by the dharma wheel (positions 1, 2, 4, 5, and 8) improve by +1 to a maximum of +6 at 18th level.

SIDEBAR: TRACKING THE DHARMA WHEEL

While more elaborate ways can be devised, simply using a d8 to indicate what position to dharma wheel is in will suffice. Just make sure to remember how many times the wheel has made a complete rotation each day.

SIDDHI (EX)

Beginning at 4th level, a yogi gains the ability to cast a small number of divine spells, known as “siddhi”, which are drawn from the yogi spell list. They can cast any spell they know without preparing it ahead of time. All of a yogi’s siddhi as treated as if they were under the effect of the Quicken Spell metamagic feat, though their spell level is not adjusted.

To cast a spell, a yogi must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a yogi’s spell is 10 + the spell level + the yogi’s Wisdom modifier.

TABLE 13-2: THE SPELLS PER DAY

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

Like other spellcasters, a yogi can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Yogi Siddhi Per Day. In addition, they receive bonus spells per day if they have a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook). When Table: Yogi indicates that the yogi gets 0 spells per day of a given spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level.

A yogi must spend 1 hour each day in deep, introspective, meditation to regain their daily allotment of spells. A yogi may cast any spell on the yogi spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during his daily meditation.



Through 3rd level, a yogi has no caster level. At 4th level and higher, their caster level is equal to their yogi level.

FOUR ARMS OF ENLIGHTENMENT (EX)

At 6th level, a yogi gains 2 additional arms to a maximum of 4. One hand is considered its primary hand; all others are considered off hands. The yogi can use any of their hands for other purposes that require free hands. If the yogi naturally has more than two arms, they gain Multiattack as a bonus feat instead.

FORSAKE THE FORM (EX)

At 9th level, a yogi no longer needs to eat to survive (though they may do so for pleasure or politeness). Additionally, the yogi needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows them to rest, but not sleep, to regain their siddhi to do so after only 2 hours. This does not allow the yogi to regain their siddhi more than once per day.

REINCARNATION (SU)

At 10th level, a yogi gains the ability to influence the great wheel of reincarnation. This takes 2 forms. Once per week a yogi can cast *reincarnate* as a supernatural ability if they meditate over the dead body of the target for 3 uninterrupted hours. The second benefit this grants the yogi is that once per month when they would normally be killed, they are instead subject to a *reincarnate* spell one hour after they die. They must have physical remains (not destroyed by an effect like *disintegrate*) to reincarnate and cannot have broken any of their vows within the last month. The yogi may remove the 2 negative levels gained via their own *reincarnate* effect by meditating and fasting for 48 hours (removing 1 negative level per 24 hours).

ASTRAL PROJECTION (SP)

At 12th level, a yogi can transcend his physical form via meditation. They can use *lesser astral projection* once per day as a spell-like ability, using their yogi level as their caster level. At 18th level this becomes *astral projection*.

YOGI SPELL LIST

1ST LEVEL SPELLS

Cure Light Wounds, Endure Elements, Enlarge Person, Feather Fall, Reduce Person, Remove Fear

2ND LEVEL SPELLS

Calm Emotions, Cure Moderate Wounds, Lesser Restoration, Status, Zone Of Truth

3RD LEVEL SPELLS

Cure Serious Wounds, Fly, Magic Circle Against Chaos, Water Walk

4TH LEVEL SPELLS

Cure Critical Wounds, Discern Lies, Freedom Of Movement, Minor Creation, Restoration



NEW HYBRID CLASSES

SAINT FIST

A HYBRID CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A saint fist is a wild-eyed dreamer who has dared to master angelic kung-fu and fights demons in the name of heaven. The saintly style of martial arts they practice teaches them to grip shards of holy relics and awaken the fabled “Fist of Providence”. The sacred flames of the Fist of Providence takes form of something the martial artist holds dear and empowers them to destroy evil in all its forms!

The relics they grip are sometimes literal, sometimes representations of them, and sometimes their fists are simply tattooed with ink formed from the blood of their deity, or a part of relic is reduced to a molten and used to coat their fists.

HIT DICE: D10

PARENT CLASSES:

Monk (Unchained) and Paladin

ROLE

Saint fists are on the front line of any battle and are specialists at using unarmed strikes to deal with the wicked things that go bump in the night. Armed with a powerful sense of Charisma and Strength enough to punish the dark-hearted wherever they may gather, saint fists are a force to be reckoned with.

ALIGNMENT: Lawful Good

STARTING WEALTH

2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The saint fist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Perform (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the saint fist.

WEAPON AND ARMOR PROFICIENCY

The saint fist is proficient with all simple weapons and with light armor but not any other sort of armor or shields.

AC BONUS

When unarmored and unencumbered, the saint fist adds their Charisma bonus (if any) to their AC and CMD. In addition, a saint fist gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 saint fist levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the saint fist is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

UNARMED STRIKE

At 1st level, a saint fist gains Improved Unarmed Strike as a bonus feat. A saint fist's attacks can be with fists, elbows, knees, and feet. This means that a saint fist can make unarmed strikes with their hands full. There is no such thing as an off-hand attack for a saint fist striking unarmed. A saint fist can apply their full Strength bonus on damage rolls for all of their unarmed strikes. A saint fist's unarmed strikes deal lethal damage, although they can choose to deal nonlethal damage with no penalty on their attack rolls. They can make this choice while grappling as well.

TABLE 14-1: SAINT FIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus
1st	+1	+0	+0	+2	AC bonus, unarmed strike, fist of providence, relic grip	1d6	+0
2nd	+2	+0	+0	+3	Divine grace, evasion	1d6	+0
3rd	+3	+1	+1	+3	Divine health	1d6	+0
4th	+4	+1	+1	+4	Fist of providence	1d6	+1
5th	+5	+1	+1	+4	Holy suplex	1d8	+1
6th	+6/+1	+2	+2	+5	Angelic countenance	1d8	+1
7th	+7/+2	+2	+2	+5	Fist of providence	1d8	+1
8th	+8/+3	+2	+2	+6	Aura of resolve	1d8	+2
9th	+9/+4	+3	+3	+6	Angelic countenance, improved evasion	1d8	+2
10th	+10/+5	+3	+3	+7	Fist of providence	1d10	+2
11th	+11/+6/+1	+3	+3	+7	Aura of the sacred flame	1d10	+2
12th	+12/+7/+2	+4	+4	+8	Angelic countenance	1d10	+3
13th	+13/+8/+3	+4	+4	+8	Fist of providence	1d10	+3
14th	+14/+9/+4	+4	+4	+9	Aura of faith	1d10	+3
15th	+15/+10/+5	+5	+5	+9	Angelic countenance	2d6	+3
16th	+16/+11/+6/+1	+5	+5	+10	Fist of providence	2d6	+4
17th	+17/+12/+7/+2	+5	+5	+10	Aura of righteousness	2d6	+4
18th	+18/+13/+8/+3	+6	+6	+11	Angelic countenance	2d6	+4
19th	+19/+14/+9/+4	+6	+6	+11	Fist of providence	2d6	+4
20th	+20/+15/+10/+5	+6	+6	+12	Sacred self	2d6	+5

A saint fist's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a saint fist's unarmed strike is determined by the unarmed damage column on Table 14-1: The Saint Fist. The damage listed is for Medium saint fists.

FIST OF PROVIDENCE (SU)

The saint fist's hands are religious relics: they have been bathed in sacred oils, consecrated, wrapped in blessed cloth, and gripping a small shard of a relic in each hand. When manifest they shed light like a torch as a great animate flame, resembling something the saint fist holds dear, and can destroy any wickedness their all consuming flames touch. A saint fist can suppress or activate their fists as a swift action.

The sacred nature of their fists grow as their connection to the divine grows stronger:

- **1st Level:** The saint fist adds their Charisma modifier, to a maximum of 1/2 their saint fist level (minimum +1), as “holy fire” damage (see below) when they make a successful unarmed strike against undead, evil outsiders, and evil dragons. Additionally, they gain a 1/2 level bonus on attack rolls when attacking such creatures with unarmed strikes.
- **4th Level:** The saint fist’s attacks always count as *ghost touch* for the purpose of hitting undead with their unarmed strikes. In addition, their unarmed strikes bypass an amount of DR equal to their saint fist level possessed by evil creatures.
- **7th Level:** Any creature who is struck by the saint fist’s unarmed strikes starts burning, though this damage is holy fire. The creature takes 1/2 the saint fist’s level in holy fire damage each round. Additionally, each time a saint fist strikes a creature they count as if they had been exposed to direct sunlight for 1 round.
- **10th Level:** A saint fist’s unarmed strikes are treated as good-aligned for the purposes of overcoming Damage Reduction. Additionally, any creature with fire or positive energy resistance does not apply it against holy fire damage caused by the saint fist.
- **13th Level:** The saint fist now adds their holy fire damage and gains their sacred bonus on attack rolls against all evil creatures (rather than just undead, evil outsiders, and evil dragons). All evil creatures are also subject to the burn it causes. Finally, their unarmed strikes bypass all DR possessed by evil creatures.
- **16th Level:** When the saint fist makes a full round attack that targets an evil creature the saint fist can make 1 additional attack at their full BAB. This does not stack with other things that grant them an additional attack per round, such as *haste* or *speed* weapons.
- **19th Level:** The first time per day that a saint fist successfully hits a particular evil outsider with their unarmed strikes that creature is subject to a *banishment* spell. This is cast as a spell-like ability, using their saint fist level as the caster level (their fists automatically count as objects that the subject hates).

DEEPER RULES

- **Holy Fire Damage:** The sacred flame of your soul manifests itself on your very fists! This counts as fire damage but count as positive energy for the purpose of damaging undead and other creatures who are vulnerable to positive energy damage. It does not heal living creatures. Resistance to fire and positive energy both apply, use the higher value (not both) if they are resistant to both.
- Each time a saint fist strikes a creature they count as if they had a holy symbol pressed against their flesh for 1 round.

RELIC GRIP (PN)

To master their skills a saint fist must constantly grip shards of a sacred relic, keep a tattoo containing the true name of god on their palms hidden, or some other ritualistic reason to keep their fists balled up. A saint fist may not grip anything with their hands and tasks requiring fine manipulation with their fingers take a -4 penalty during combat, though they may wear equipment on their hands (such as rings or gloves). When not in combat a saint fist can carefully shift things around and may freely use one hand for tasks.

DIVINE GRACE (SU)

At 2nd level, a saint fist gains a bonus equal to their Charisma bonus (if any) on all Saving Throws.

EVASION

At 2nd level, a saint fist can avoid damage from many area-effect attacks. If a saint fist succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if a saint fist is wearing light armor or no armor. A helpless saint fist does not gain the benefit of evasion.

DIVINE HEALTH (EX)

At 3rd level, a saint fist is immune to all diseases, including supernatural and magical diseases (including mummy rot).

HOLY SUPLEX (SU)

Saint fists practice a highly ritualized style of martial arts handed down by the angels themselves. At 5th level, the saint fist adds their Charisma modifier as a sacred bonus to their CMB and CMD when making or when subjected to combat maneuvers. A saint fist never provokes an attack of opportunity due to attempting a combat maneuver.

In addition, the saint fist counts as if they had all of the following feats for the purpose of meeting prerequisites: Improved Bull Rush, Improved Dirty Trick, Improved Disarm, Improved Drag, Improved Grapple, Improved Overrun, Improved Reposition, Improved Steal, Improved Sunder, Improved Trip.

ANGELIC COUNTEenance (SU)

The saint fist's permanent grip on a relic begins to rub off on them, changing their soul. They begin to take on angelic qualities, superficial at first, but they grow more pronounced as they continue to hold the relic. At 6th level and every 3 levels thereafter the saint fist selects one of the following traits to gain. A given trait cannot be changed. If a countenance grants a spell-like ability, the saint fist uses their class level as their caster level and their Charisma as their casting modifier.

- **ANGELIC AURA:** The saint fist gains resistance to acid, cold, electricity, and fire equal to 5 + their saint fist level.
- **ANGEL SKIN:** The saint fist becomes immune to petrification. A saint fist must be at least 9th level to select this angelic countenance.
- **CASSISIAN GAUNTLETS:** When they grip their relics the saint fist grows small pieces of fine golden armor over their fists; an actual part of their body from then on. Their unarmed strikes count as cold iron, silver, and gold for the purpose of overcoming DR. A saint fist must be at least 9th level to select this angelic countenance.
- **EYES OF THE OPHANIM:** The saint fist develops eye-like tattoos all over their body, giving them all around vision. A saint fist must be at least 12th level to select this angelic countenance.

- **FLAMING HAIR:** The saint fist's hair turns to an ever-smoldering crown of flames atop their head, constantly alight even while underwater. This causes them to shed light as if they were a torch (only being able to suppress it when covered). This grants them a ready source of fire and causes 1d4 holy fire damage to creatures who grapple with or are grappled by the saint fist at the start of each round.
- **SENSITIVE EYES (SP):** The saint fist gains constant a *deathwatch* spell as their eyes begin to glow with a soft, subtle, etheric light.
- **SERAPHIM WINGS:** The saint fist gains a fly speed equal to 1/2 their land speed (rounded up) with average maneuverability. A saint fist must be at least 12th level to select this angelic countenance.
- **SMALL MIRACLES (SP):** The saint fist can select up to 5 cleric/oracle orisons and cast them at will as spell-like abilities.
- **TALARIA WINGS:** The saint fist gains small wings on their ankles that allow them to hover above the ground as they move. They gain a +10 foot enhancement bonus to their land and fly speeds. If they have the seraphim wings angelic countenance their maneuverability improves to perfect.
- **VOICE OF THE CHOIR:** The saint fist can attempt a Perform (sing) check to counter magic effects that depend on sound. This ability functions as the countersong bard ability, except it only works with Perform (sing). A saint fist can use this for a number of rounds per day equal to their class level. In addition, the saint fist gains a +2 sacred bonus on Perform (sing) checks.

AURA OF RESOLVE (SU)

At 8th level, a saint fist is immune to charm spells and spell-like abilities. Each ally within 10 feet of them gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the saint fist is conscious, not if they are unconscious or dead.

IMPROVED EVASION (EX)

At 9th level, a saint fist's evasion ability improves. They still take no damage on a successful Reflex saving throw against attacks, but henceforth they take only half damage on failed saves. A helpless saint fist does not gain the benefit of improved evasion.

AURA OF SACRED FLAME (SU)

At 11th level, the saint fist's body burns with a visible aura of blue flame when their fists are active. Any creature striking the saint fist with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per saint fist level. This damage is holy fire. Creatures wielding melee weapons with reach are not subject to this damage if they attack the saint fist.

AURA OF FAITH (SU)

At 14th level, any attack made against an enemy within 10 feet of the saint fist is treated as good-

aligned for the purposes of overcoming Damage Reduction.

This ability functions only while the saint fist is conscious, not if they are unconscious or dead.

AURA OF RIGHTEOUSNESS (SU)

At 17th level, a saint fist gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of them gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the saint fist is conscious, not if they are unconscious or dead.

SACRED SELF

At 20th level, a saint fist becomes an angel. They are forevermore treated as a good aligned outsider with the angelic subtype rather than a humanoid (or whatever their original creature type was) for the purpose of spells and magical effects. Their DR increases to 10/evil.



NEW PRESTIGE CLASSES

RYUKISHI

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Ryukishi, or “dragon knights”, are dragon slayers who mimic the swooping style of combat that dragons use against them. They employ long spears to compete with a dragon’s long reach and heavy armor to match their shield-like scales. With a mighty leap they can mimic a dragon’s ability to fly for a moment as a means to deliver an unexpected killing blow from above. They also learn to employ powerful anti-magics to protect them from the potent natural spellcasting abilities that dragons possess.

HIT DICE: D10.

REQUIREMENTS

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

- **Skill:** Acrobatics 5 ranks
- **BAB:** +5
- **Special:** Must have killed a dragon that posed a reasonable threat to yourself.

CLASS SKILLS

The ryukishi’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (arcane) (Int), Knowledge (nobility), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

The ryukishi are proficient with all weapons from the fighter’s spear weapon group, with all armor (heavy, light, and medium), and shields (including tower shields).

DRAGON HUNTER (EX)

At 1st level, a ryukishi gains a +2 insight bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against dragons. Likewise, they get +2 insight bonus on weapon attack and damage rolls against dragons. A ryukishi may make Knowledge skill checks untrained when attempting to identify these creatures. At 5th and 10th level these bonuses improve by 2 (to a maximum of +6 at 10th level).

DRAGON JUMP (SU)

At 1st level, as a full round action a ryukishi can make a skyward leap to deliver a spear thrust from above. To

TABLE 15-1: THE RYUKISHI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+0	Dragon hunter +2, dragon jump 1/day
2nd	+2	+1	+1	+1	Dragon ward, groundwork
3rd	+3	+1	+1	+1	Dragoon’s mobility
4th	+4	+2	+1	+1	Dragon jump 2/day
5th	+5	+2	+2	+2	Dragon hunter +4, dragoon’s mobility
6th	+6	+3	+2	+2	Dragon ward, groundwork
7th	+7	+3	+2	+2	Dragon jump 3/day
8th	+8	+4	+3	+3	Dragoon’s mobility
9th	+9	+4	+3	+3	Elder dragon jump
10th	+10	+5	+3	+3	Dragon hunter +6, dragon jump 4/day, dragon ward, groundwork

do this an unmounted ryukishi makes an Acrobatic check and travels twice that many feet, to a maximum of twice the distance they could charge as a full round action. The jump delivers a single attack that counts a charge and then ends the ryukishi's turn. When dealing damage to dragons with this ability a ryukishi adds 1/2 their ryukishi level to hit and damage. They are assumed to propel themselves 30 ft into the air with an average jump, though they may limit it to as few as 20 ft if the ceiling does not allow for anything higher. The ryukishi ends their movement in a square adjacent to the target. If there is no square open adjacent to the target, they cannot use dragon jump against that creature. A ryukishi can make a jump attempt once per day at 1st level. They may make one additional jump attack per day at 4th level and every 3 levels thereafter.

DRAGON WARD (SP)

At 2nd level a ryukishi can create a *protection from evil* effect, except it applies to dragons rather than evil creatures. They can use this spell-like ability a number of times per day equal to 1/2 their ryukishi level (min 1/day). They use their character level as their caster level for this spell-like ability. At 6th level the ryukishi has their dragon ward applied constantly. At 10th level the ryukishi gains a constant *magic circle against evil* effect against dragons rather than evil creatures. They may add or exclude allies as a swift action.

GROUNDWORK

At 2nd, 6th, and 10th level a ryukishi gains a groundwork. If not using the groundwork system, the ryukishi may take a combat feat.

SIDEBAR: WHAT ARE GROUNDWORKS?

Introduced in *Alternate Paths: Prestige Classes* a groundwork feat is a feat that lets you count your levels in a prestige class as levels in a base class for the purpose of progressing a class feature (so you could take one that allows you to progress your unarmed damage from when you were a monk by adding your ryukishi levels to your effective monk levels for the purpose of determining the benefit of that class feature). It also allowed you to do things like continue your BAB progression, caster level progression, etc. Check out that book for more information.

DRAGOON'S MOBILITY (EX)

At 3rd level a ryukishi suffers no armor check penalty on Acrobatics checks while in armor. Additionally whenever the ryukishi is wearing armor, they reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by their armor by 1. At 8th level, these bonuses increase by +1.

FIGHTERS

If a character has levels in fighter (or another class that gains armor training) they suffer no armor check penalty on Acrobatics checks while in armor and their ryukishi level stacks with their fighter level for determining the benefits they gain from their armor training class feature.

SPEAR MASTERY (EX)

A ryukishi of 3rd level a ryukishi treats all two-handed spears in the fighter's spear weapon group without the reach property as if they had that property. If a weapon in that group already has the reach property, treat it as if they had 5 additional feet of reach.

ELDER DRAGON JUMP (EX)

At 9th level, when a ryukishi threatens a critical on a dragon jump they gain a +4 insight bonus to the confirmation roll. This stacks with other bonuses on critical confirmation rolls.

SIDEBAR: A DRAGON BY ANY OTHER NAME

When the class features of the ryukishi reference a dragon, this can apply to a number of draconic creatures. Literal dragons or creatures with the dragon type are obviously affected by this, though so are sorcerers with the draconic bloodline, kobolds, members of the dragon disciple prestige class, clerics of the scalykind domain (particularly the dragon subdomain) and other such creatures closely associated with dragons.

TAISHO

A PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A taisho is a noble warrior who has mastered not only the art of combat but the art of war. They are strategists who see a wider picture when they look at even a simple battle. By utilizing the positioning of enemies and allies they can snatch victory from the jaws of defeat or turn an enemy's advantage into a crippling flaw.

HIT DICE: D10.

REQUIREMENTS

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

- **Skill:** Knowledge (nobility) 5 ranks
- **BAB:** +3
- **Special:** Must have led at least 10 soldiers into battle and won against equal or greater numbers.

CLASS SKILLS

The taisho's class skills are Knowledge (nobility) (Int) and Perception (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

The taisho becomes proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

TABLE 16-1: THE TAISHO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+0	Solo tactics, stratagem
2nd	+2	+1	+1	+1	Groundwork, teamwork feat
3rd	+3	+1	+1	+1	Stratagem
4th	+4	+1	+2	+2	Groundwork, teamwork feat
5th	+5	+2	+2	+2	State of the art, stratagem

SOLO TACTICS

(EX) (PRES)

So long as a 1st level taisho is at least a 3rd level character, they gain the solo tactics class feature of the inquisitor. If they already have this class feature or later gain it, they instead gain a bonus teamwork feat.

STRATAGEMS (EX)

At 1st level and every odd level thereafter, a taisho gains a new stratagem. A stratagem is based on the relative location of their allies and enemies (their positions on the battlefield). Any time creatures are in the position described in the stratagem and the taisho is aware of it the benefits/penalties apply. Likewise they immediately cease to apply as soon as the creatures no longer qualify.

See the "List of Stratagems" section at the end of this class for a complete list.

GROUNDWORK (EX)

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

SIDEBAR: WHAT ARE GROUNDWORKS?

Introduced in Alternate Paths: Prestige Classes a groundwork feat is a feat that lets you count your levels in a prestige class as levels in a base class for the purpose of progressing a class feature (so you could take one that allows you to progress your unarmed damage from when you were a monk by adding your ryukishi levels to your effective monk levels for the purpose of determining the benefit of that class).

feature). It also allowed you to do things like continue your BAB progression, caster level progression, etc. Check out that book for more information.

TEAMWORK FEAT

At 2nd and 4th level, the taisho gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The taisho must meet the prerequisites of the selected bonus feat.

STATE OF THE ART

At 5th level, the weapons and armor of all allies within 30 feet of the taisho count as masterwork even if they are not while they are in combat. If the weapons are magical, they instead increase their numerical bonus by 1, to a maximum of +5 (a +1 longsword becomes +2 longsword). In addition a taisho can now select stratagems in place of feats.

LIST OF TAISHO STRATAGEMS

“THE STRAIGHT WALL STANDS FIRM”

Description: A straight line of 3 or more adjacent allies.

Benefit: All allies in the line gain a +1 circumstance bonus to AC for every 3 character levels of the taisho (maximum of +3).

“CRIMINALS CANNOT RUN WHEN CLUSTERED”

Description: 3 or more enemies who are adjacent to two or more of their allies. (A cluster of enemies)

Benefit: When targeting an enemy as part of this formation the taisho and their allies treat their weapons as if they had the keen enchantment.

“THE LONE WOLF STARVES”

Description: An enemy without any of their allies within 30 ft of them.

Benefit: All ranged attacks by the taisho's allies against this target automatically confirm any critical hits they provoke.

“PIKEMAN'S SQUARE”

Description: 4 allies in a burst pattern (N/S/E/W)

Benefit: If an enemy provokes from one of the 4 allies, they provoke from all allies in the formation so long as they can reach them.

“PHALANX”

Description: A square formation of at least 4 allies.

Benefit: Select one row. This row must be on the exterior of the formation. This row gets a +2 circumstance bonus to their AC if they are wielding a shield. The rest of the characters in the formation get a +1 competence bonus to hit and damage rolls.

“SAFE PASSAGE”

Description: A straight line of at least 3 allies.

Benefit: All allies in the line gain the evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook).



NEW ARCHETYPES

BEAST OF BRAWN

AN ARCHETYPE FOR AUTOMANCERS IN THE PATHFINDER ROLEPLAYING GAME

Some automancers study the natural world to find their strength, imitating the animal kingdom to make the most of their muscle. These beasts of brawn are known for focusing their magic in such a way that the animals seem to guide them.

BESTIAL RESONANCE (SU)

The beast of brawn has studied selection of animals that their magic resonates with. At 1st level, whenever they are under the effects of at least one 1st level or higher spell, they choose one animal focus, as per the hunter^{ACG} class feature. They gain the benefits of that animal focus for the duration of that spell, or until they change it as a swift action. They can only benefit from one animal focus at a time, and use their automancer level as their hunter level when determining the effects of their animal focuses.

Normally, a beast of brawn draws their animal focuses from the list of options available to the standard hunter, but with GM permission, they can choose one archetype that has a different or altered list of animal focuses and use that list instead. Some examples of such archetypes are the courtly hunter^{UI}, the scarab stalker UW, and the verminous hunter^{ACG}. This replaces armor of muscle.

RESONANT BOOST (SU)

At 4th level, the beast of brawn learns a new way to resonate their magic with animals. They must select animal aspect as one of their 2nd level automancer spells gained at 4th level, and whenever they cast *animal aspect* or *greater animal aspect*, they can choose to forgo applying a spell boost to instead apply two animal focuses (as per bestial resonance, above) instead of one.

This replaces the spell boost gained at 4th level.

DARK CHII WARRIOR

AN ARCHETYPE FOR NECROKNIGHTS IN THE PATHFINDER ROLEPLAYING GAME

Some necroknights don't arise from chivalric traditions, but instead come from ascetic training. These warriors master the art of harnessing "*sha chi*" (or killing chi) much in the same way a monk would harness their own personal *ki*.

SIDEBAR: WHAT IS SHA CHI?

In some disciplines of the art of *feng shui* one of the core components of the arrangements they employ is to avoid the accumulation of "*sha chi*" (spelled variously) or "killing energy". This negative energy is draining, aggressive, depressing, and causes illness.

WEAPON PROFICIENCIES

The dark chi warrior is proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality. The dark chi warrior is not proficient with any armor or shields.

This replaces the necroknights' weapon and armor proficiencies.

UNARMORED DEFENSE (SU)

At 1st level, while unarmored and carrying no more than a light load, the dark chi warrior adds their Intelligence modifier to their AC and CMD. In addition, a dark chi warrior gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 dark chi warrior levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the dark chi warrior is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

SHA CHI STRIKE (SU)

This functions as necroblade, but only functions with unarmed strikes, natural attacks, and weapons with the monk special quality.

This ability modifies necroblade.

UNARMED STRIKE (EX)

At 1st level, the dark chi warrior gains Improved Unarmed Strike as a bonus feat. Additionally, they gain the unarmed damage profile of a monk of their dark chi warrior class level.

SHA CHI POWERS

Starting at 2nd level, the dark chi warrior is treated as having a *ki* pool, and may use their necrosis pool to power *ki* abilities, feats, and items that require *ki*. For each 1 *ki* point something requires, the dark chi warrior must spend 5 necrosis points. If the dark chi warrior has a *ki* pool from another source, such as another class, that *ki* pool is tracked separately. The dark chi warrior cannot convert *ki* points into necrosis points.

Additionally, at 2nd level the dark chi warrior gains a *ki* power from the unchained monk, using their dark chi warrior level as their monk level. At 6th level and every 4 levels thereafter, the dark chi warrior gains another *ki* power.

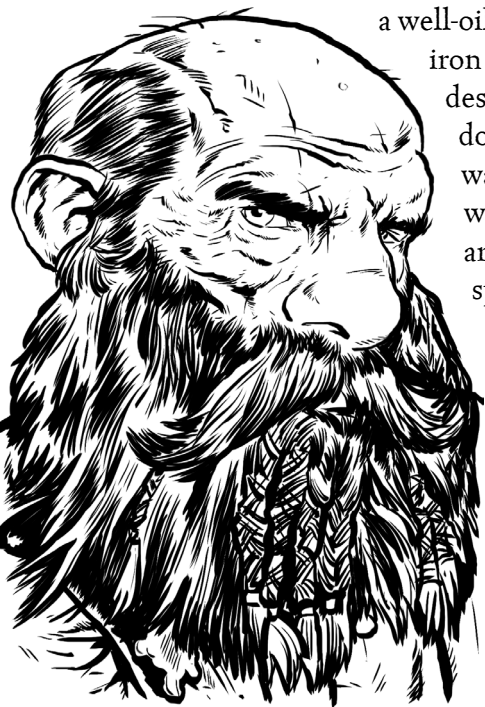
This ability replaces the necroknight's bonus combat feats.

IRON CHAPLAIN

AN ARCHETYPE FOR SKALDS IN THE PATHFINDER ROLEPLAYING GAME

A stricter variety of skald, called upon to ensure their allies are training and fighting like a well-oiled machine, the

iron chaplain has a well-deserved reputation for doing anything to win wars. This means that with their rigidity, they are able to break the spirit of less-disciplined forces.



IRON TERROR (EX)

At 1st level, the iron chaplain gains a bonus to Intimidate checks equal to their armor bonus to AC (including enhancement bonuses), to a maximum of their class level.

Additionally, the iron chaplain can use the Intimidate skill to demoralize creatures that are immune to fear, but they take a -5 penalty to their Intimidate checks to do so. This does not allow them to intimidate creatures immune to mind-affecting effects.

This replaces bardic knowledge and scribe scroll.

DIRECTED ORDERS (SU)

At 1st level, the iron chaplain can issue orders to their allies. This functions as raging song, except that when the iron chaplain begins to issue directed orders, they must choose one creature they can see within 60 feet to be the directive. The benefits of a directed order only apply against the subject of the directive. The iron chaplain can change the directive of their directed order as a move action.

The iron chaplain does not gain any of a skald's typical raging songs, and instead gains the following directed orders at the listed levels. This ability otherwise functions as raging song. This replaces raging song.

ASSAULT FORMATION: At 1st level, allied creatures issued this directed order gain a +2 competence bonus to attack rolls and weapon damage rolls against the directive, and increase the bonus gained from flanking said creature by +1. At 4th level and every 4 levels thereafter, the bonus for flanking increases by +1. At 8th level and 16th level, the bonus to attack and weapon damage rolls increases by +1.

APPROACH FORMATION: At 3rd level, allied creatures issued this directed order increase their base land speed by 5 feet, so long as they end their movement closer to the directive than they were at the start of their movement.

TOUGH AS NAILS: At 6th level, allied creatures issued this directed order gain a bonus on Fortitude saves equal to half the iron chaplain's class level against abilities and effects that originate from the directive.

ISOLATING INVECTIVE: At 10th level, creatures within 30 feet issued this directed order do not treat the directive as an ally, and must make saves against all effects (even harmless ones) that allow a save and originate from the directive. This directed order affects enemy creatures as well as allied ones.

SEALED FORMATION: At 14th level, allied creatures issued this directed order gain a bonus to AC equal to half the iron chaplain's class level against attacks of opportunity that originate from the directive.

IRON IMPERATIVE (SU)

At 3rd level, the iron chaplain learns how to better inspire their allies to war. When a creature affected by their directed orders fails an attack roll against the directive, the iron chaplain can expend two rounds of directed orders as an immediate action to allow the ally to reroll the attack roll with a +1 insight bonus. At 6th level and every 3 levels thereafter, this insight bonus increases by +1. This replaces rage powers.

DAMAGE REDUCTION (EX)

This functions as normal, except that the iron chaplain gains this feature at 5th level, increases its value by 1 at 9th level, 11th level, 14th level, 17th level, and 19th level. Additionally, allied creatures also benefit from this damage reduction while benefiting from directed orders, but only against damage originating from the directive of said directed orders. However, a creature cannot gain more damage reduction from this feature than their armor bonus to AC (including enhancement bonuses). This alters damage reduction and replaces spell kenning.

TERRIFYING SERGEANT (EX)

At 7th level, the iron chaplain can take 20 on an Intimidate check to demoralize as a full-round action, instead of the normal amount of time required to take 20. They can do this once per day, up to twice per day at 13th level, and up to three times per day at 19th level. This replaces lore master.

KAIJU

AN ARCHETYPE FOR THANES IN THE PATHFINDER ROLEPLAYING GAME

Some tarrasquelings get a double dose of their legendary bloodline, causing them to grow to immense size. Eschewing even the limited civility of other thanes, they attack with tooth and claw. These beastly tarrasquelings are known as kaiju.

REQUIREMENT

Tarrasqueling

NATURAL WEAPON (EX)

Thethane isn't proficient with any weapons. Instead, at 1st level the kaiju gains one of the following natural attacks; bite, 2 claws, gore, or slam. This is a primary natural attack (or secondary if they attack with a manufactured weapon) that deals appropriate damage for creature of the kaiju's size.

This ability replaces thethane's weapon proficiency.

EVOLVING WEAPONS (EX)

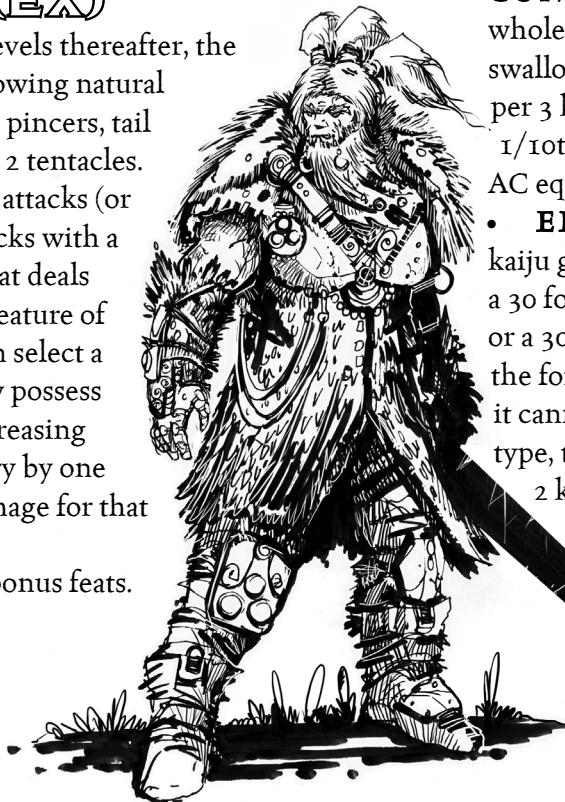
At 2th level, and every 4 levels thereafter, the kaiju gains one of the following natural attacks; bite, 2 claws, gore, pincers, tail slap, slam, sting, talons, or 2 tentacles. These are primary natural attacks (or secondary if the kaiju attacks with a manufactured weapon) that deals appropriate damage for creature of the kaiju's size. A kaiju can select a natural attack they already possess a second time, instead increasing their effective size category by one step when calculating damage for that natural attack.

This replaces thethane's bonus feats.

MONSTROUS EVOLUTIONS

At 6th level, and every 6 levels after that, the kaiju gains one of the following benefits:

- **ANTIMAGIC REACTION (SP):** When the kaiju fails to save against a spell, they may choose to emit a powerful burst of antimagic as an immediate action. This function as an area *greater dispel magic* effect centered on the kaiju, although the kaiju and their equipment are unaffected. The kaiju has an effective caster level equal to their kaiju class level, and use their Constitution modifier as their casting modifier. The kaiju may use this ability a number of times per day equal to their Constitution modifier.
- **CAPTURE (EX):** Choose one natural attack the kaiju possesses. That attack gains the grab monster ability, allowing the kaiju to make a free grapple check against a creature that natural attack strikes. Additionally, the kaiju gains Improved Grapple as a bonus feat.
- **CONSUME (EX):** The kaiju gains the swallow whole universal monster ability. Creatures swallowed take 1d6 acid and bludgeoning damage per 3 kaiju class levels, and the kaiju's stomach has 1/10th their total hit points (minimum 5 hp) and AC equal to 10 + any natural AC bonus.
- **ELEMENTAL BREATH (SU):** The kaiju gains one of the following breath weapons; a 30 foot cone of fire, a 60 foot line of electricity, or a 30 foot cone of atomic energy* ^{GNZ2}. Once the form of the breath weapon has been chosen, it cannot be changed. Regardless of the damage type, the breath weapon deals 1d6 damage per 2 kaiju class levels. Creatures caught in the breath weapon may make a Reflex save (DC 10 + 1/2 kaiju level + Constitution modifier) for half damage. After using a breath weapon, the kaiju must wait 1d4+1 rounds to use the breath weapon again.



- **FRIGHTFUL ROAR (EX):** The kaiju gains the frightful presence monster ability, with a range of 30 feet. Creatures that fail a Will save (DC 10 + 1/2 kaiju level + Charisma modifier) become shaken for 1d6 rounds.
- **MIGHTY WINGS (EX):** The kaiju gains a set of wings, granting them a fly speed with average maneuverability equal to their land speed + 10 feet per 4 kaiju class levels. Additionally, the kaiju adds the following choice to evolving weapons; 2 wing attacks. Finally, the kaiju adds Fly to their list of class skills.
- **REGENERATING (SU):** The kaiju gains regeneration equal to 1/4 their kaiju class level. The regeneration is defeated by acid or cold damage.

This ability replaces rampage.

*Atomic energy is negative energy damage that does not heal undead, and applies rads. For more information, see the atomic adept class in Little Red Goblin Game's Gonzo 2. If not using this, simply ignore the application of rads.

ETERNAL KAIJU (SU)

At 20th level, a kaiju grows one additional size category. This grants them a further +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), a -1 penalty on attack rolls and AC, and a -2 size penalty on Stealth and Fly checks due to its increased size. Additionally, when the kaiju is killed, they return to life (as by *true resurrection*) after 24 hours. This ability modifies mighty mountain.

MATADOR

AN ARCHETYPE SWASHBUCKLERS IN THE PATHFINDER ROLEPLAYING GAME

The term “matador” refers to the most senior torero (or professional bullfighter) in a show. He generally maintains an entourage of junior toreros charged with different tasks. A female matador, though rare, is called a “matadora.” The term “toreador” is used more commonly to describe a general bullfighter.

Bullfights are completed in two or more phases depending on the style. The first phase is done by lancers on horseback who tire out the bull for the second phase and use banderilla to hinder the bull's strength. The second phase involves a display from a senior toreador, the matador, where he engages in a performance art to further tire the bull. This is done with a cloak and sword. He is judged on style, technical excellence, and the reaction of the crowd. If the style of bullfighting involves killing, as most in ancient times did, he is tasked with driving a single thrust into the skull of the bull, a technique called an “estocada.”

In many cultures bullfighting is seen as a heinous crime while others see it as traditional entertainment and downplay the pain caused by the bull. In magical settings a magical construct resembling a bull is instead summoned to give the crowd a spectacle while not causing cruelty to animals. Matadors themselves often find fame and work beyond the ring and will often take up a life of adventuring to recapture the thrill they had facing down a charging bull.

WEAPON PROFICIENCY

The matador is only proficient with banderillas, daggers, descabellos, rapiers, short spears, whips, and light armor.

This replaces the normal weapon proficiencies of the swashbuckler.

TOREADOR'S CHARISMA

At 4th level, the matador gains a +4 bonus on Diplomacy checks to improve the attitude of a crowd during performance combats.

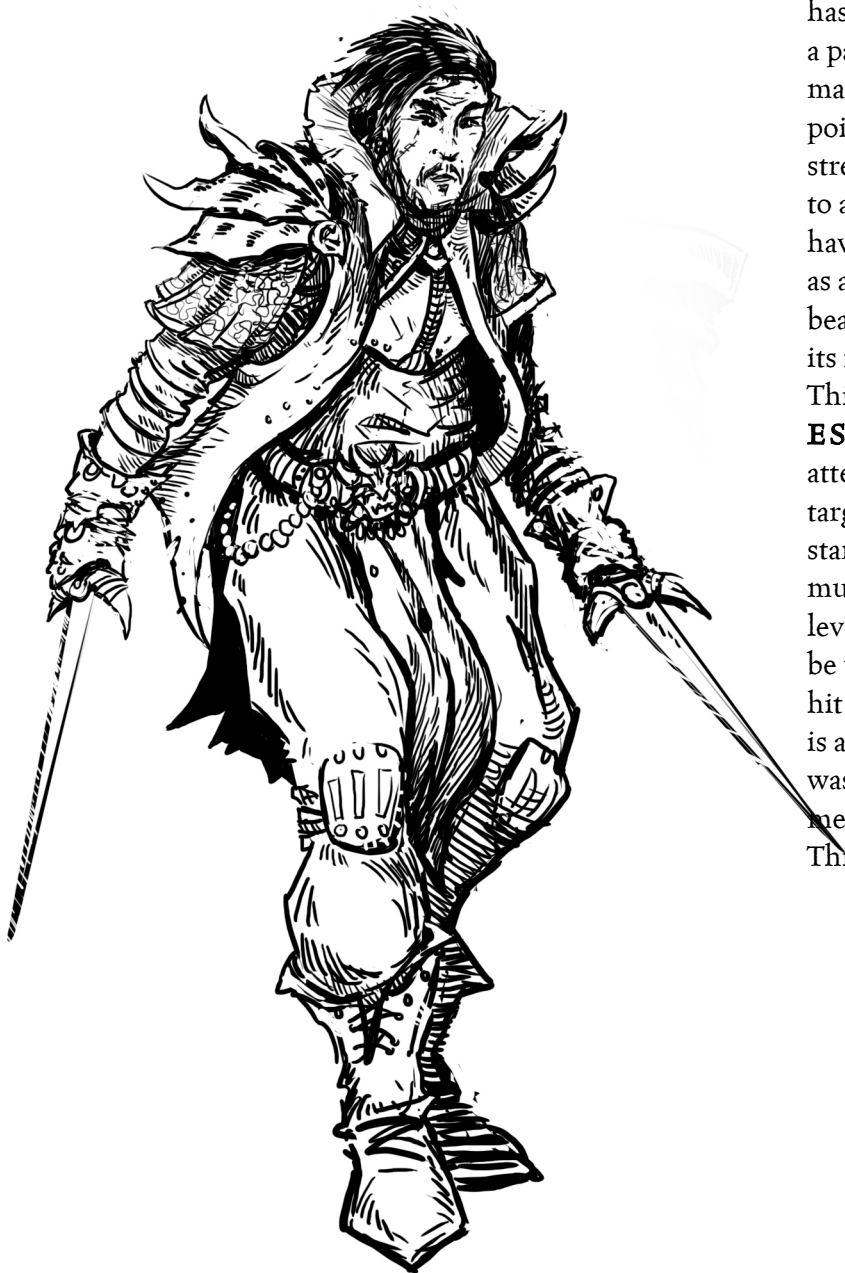
This replaces the swashbuckler's 4th level bonus feat.

PANACHE

VERONICA

Each time an enemy fails to confirm a critical hit or if a creature fails an attempted combat maneuver against the matador, they regain 1 panache. The matador does not regain panache if the enemy has fewer Hit Dice than $\frac{1}{2}$ the fencer's character level.

This replaces the Critical Hit with a Light or One-Handed Piercing Melee Weapon Panache option.



DEEDS

BANDERILLERO: At 1st level, when an opponent misses them with a melee attack, the matador may spend 1 panache to make a melee attack with the banderilla they have easily accessible on their person (even if they are not wielding them, so long as they have a free hand). This attack is made as a free action and does not provoke an attack of opportunity. The attack is made as part of the movement to dodge an opponent and is made before the next attack roll of the opponent.

This replaces the opportune parry and riposte deed.

BULL SENSE: At 3rd level, as long as the matador has at least 1 panache, they are always aware, with a passing glance, when a creature of the beast or magical beast subtype is at $\frac{1}{2}$ its maximum hit points or less. The matador is an expert at gauging the strength and ferocity of his opponent to know when to attempt a killing blow. In addition, so long as they have 1 panache, they may make a Heal check (DC 15) as a swift action to identify if a creature (not of the beast or magical beast type) is above or below $\frac{1}{2}$ of its maximum hit points.

This replaces the menacing swordplay deed.

ESTOCADA: At 15th level, the matador can attempt a killing blow with a rapier against the target by spending 2 panache. The attack is made as a standard action, and if it successfully hits, the target must make a Fortitude save (DC 10 + $\frac{1}{2}$ matador level + Dexterity modifier) or be killed. This may only be used against a creature who is at $\frac{1}{2}$ its maximum hit points or less. If this is used against a creature who is above $\frac{1}{2}$ of its maximum hit points, the panache is wasted, and the attack is resolved as if it were a single melee attack.

This replaces the perfect thrust deed.

RANCER (EXPANDED)

AN ARCHETYPE CAVALIERS IN THE PATHFINDER ROLEPLAYING GAME

The Rancers are knights of the oldest orders who sit astride their magical motorcycles and do battle with whatever social injustice faces the land. Their rumbling, magical, mechanical, mounts spit fire from their tailpipes as they race across the land, bringing swift justice along with the roar of their engines.

The motorcycles, known as orthella (or-thell-ah) are relics of a bygone age, fueled only by the life-flame of their rider to whom they are ritually bound. Semi-aware, orthella are technically constructs who have been passed from rancer to rancer for centuries. Rancers are selected for their spiritual simpatico with an orthella as a bonding ritual must take place between the man and the machine. Orthella contain the soul of ancient fire or lightning elementals and they feed off the passion and dedication of those they are bound to. If one is destroyed, new orthella can be fashioned, though the ritual is complex and often quite expensive.

Rancers are an informal order, often serving as mercenary knights on the side of the underdog. Many major cities have a rancer's guild representative who can contact local rancers for jobs. Rancers are not taught, rather they are selected by a seeking ritual once a previous rancer is killed.

Note: This is an expanded version of the archetype found in Gonzo 2.

REQUIREMENT: Chaotic Aligned

All rancers are chaotic aligned as they must bond with the spirit of a wild elemental who resides in their motorcycle. Many are chaotic good, traveling as a knight errant who defends the little guy, while a rare few are chaotic evil agents of destruction who unleash their fury on any who cross their paths.

CLASS SKILLS

The rancer replaces Handle Animal (Cha) with Knowledge (engineering) (Int).

ORDERS

Rancers guilds are loose affiliations so a rancer's "order" class feature more specifically refers to their disposition. The vast majority of rancers align with the Order of the Shield (protecting the common folk) and less commonly with the Order of the Blue Rose. Evil rancers often favor the Order of the Cockatrice. Occasionally they will be members of the Order of the Blue Rose or Order of the Dragon. They are never members of honor-based or fealty-based orders like the Order of the Lion or Order of the Sword.

ORTHELLA (MOUNT) (EX)

At 1st level, the rancer is bound to an orthella- a magical motorcycle. This functions as a druid's animal companion, using the rancer's level as their effective druid level. They may choose an orthella possessed either by a fire or lightning elemental. A rancer does not take an armor check penalty on Ride checks while riding an orthella. A rancer's orthella does not gain the share spells special ability.

Orthella have no free will and will not act without physical input by their rider. They do not need to be pushed (as they are always obedient) and cannot learn tricks. An unattended orthella cannot make attacks or move on its own (or take any action). An unattended orthella is considered a construct, not an unattended object, and is not considered helpless. Orthella is a construct and cannot be affected by Handle Animal.

While riding an orthella a rancer can only travel in straight lines or on diagonals (no right angle or lateral movement). A Ride check (DC 20) can allow a single turn (non-straight, non-diagonal) movement per turn. While moving, orthella always provide a charge bonus- even if they move on diagonals or turn.

A rancer is spiritual bond to their orthella is always mentally aware of its condition (HP, conditions, etc) as if it were an extension of their own body while they are touching it. Should a rancer's orthella be destroyed, they need to return to the nearest rancer's guild hall and retrieve the spirit of their orthella. When without their orthella, the rancer receives 1 negative level until it is restored and they may not take further levels in the rancer class until it has been rebuilt. The ritual to remake the motorcycle and rebind its physical form takes 6 hours and costs 1,000 gp per rancer level. A specialist is typically needed to be called in to perform this ritual. This ability replaces mount.

MOTORCYCLE EMPATHY (SU)

At 1st level, a rancer can take a standard action to touch his orthella and restore 1d6 hit points for every 2 levels of rancer he has (minimum 1d6) + his Charisma modifier. He can do this once per day at 1st level and 1 additional time at 5th level and every 5 levels thereafter. He may use this ability 1 additional time per day, however on this additional use he must succeed a Knowledge (engineering) check (DC 15 + rancer level) or have it fail. A failed check still consumes expended this extra use. This ability replaces tactician.

ORTHELLA BOND (EX):

At 4th level, a rancer receives a bonus equal to 1/2 their rancer level whenever they use Ride to control their orthella.

ORTHELLA IMPROVEMENT (EX)

At 9th level, the rancer's orthella improves in the following ways.

- **Toemen (Fire):** The orthella's Strength score improves by +4.
- **Lingen (Lighting):** The orthella double's its land speed.
- **Kazil (Demonic):** The orthella's Charisma score improves by +4.
- **Tomek (Ice):** The orthella's Strength score improves by +4.

- **Gotem (Magma):** The orthella can use *earth glide* at will.
- **Skogen (Wind):** The orthella can use *skyride* at will.

This ability replaces greater tactician.

CHAMPION RACER (EX)

At 17th level, the rancer's orthella improves in the following ways.

- **Toemen (Fire):** The orthella's Strength score improves by an additional +4.
- **Lingen (Lighting):** The orthella double's its land speed again, for a total of 4x base land speed (240 for a typical lightning orthella).
- **Kazil (Demonic):** The orthella's Charisma score improves by an additional +4.
- **Tomek (Ice):** The orthella's Strength score improves by an additional +4.
- **Gotem (Magma):** The orthella doubles its speed while earth gliding.
- **Skogen (Wind):** The orthella doubles its fly speed and gains perfect handling while skyriding.

This ability replaces master tactician.

ORTHELLA

The souls of fire and lightning elementals are chosen to inhabit orthella because these elements resonate best with passion and dedication. However, occasionally other sorts of souls are used or used to repair them if the elemental's souls are extinguished. It is a rarity and only certain other replacements are suitable.

STANDARD ORTHELLA

TOEMEN (FIRE)

Fire orthella are often the most passionate orthella, quick to rev up and ride someone down. They can be pig-headed and resistant to their rider if they are weak willed but are fiercely loyal one who establishes a firm bond with them. They have bold, bombastic, engaging personalities that are not above accepting niceties (a good cleaning, freedoms, a day off) in exchange for favors. The official term for an orthella with a fire spirit inhabiting it is a "Toemen".

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 14, Con -, Int 2, Wis 2, Cha 6; **Special Qualities** Construct immunities, vulnerability to cold, superheat (3 damage), resist fire 5

Superheat (Su): An orthella possessed by a fire spirit superheats the metal of their motorcycle frame and burns anyone who touches them other than their rider. This functions as a supernatural version of the *fire shield* spell, but it only causes 1 point of fire damage per point of the motorcycle's Strength modifier. This ability is constant, though may be suppressed as a swift action with as little as a verbal command from the rancer.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Dex +2 **Special Qualities** Immune to fire

LINGEN (LIGHTNING)

Voracious, direct, intense, and unyielding- lighting orthella are favored by bold riders. They are merciless and crusading spirits- quick to action and rarely one to think of the implications. Lighting orthella, or "Lingen" as they are officially called, never really accept total control from their riders and often a bargain or equal partnership must be established.

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 60 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 14, Dex 16, Con -, Int 2, Wis 2, Cha 6; **Special Qualities** Construct immunities, resist electricity 5

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Dex +2 **Special Qualities** Immune to electricity, jolt

Jolt (Su): An unmounted orthella possessed by a lightning spirit can be summoned to an empty adjacent square by a rider who is bound to him from up to the orthella's movement speed feet away as a swift action.

NON-STANDARD ORTHELLA

KAZIL (DEMONIC)

Binding the soul of a demon to an orthella is an unwise choice. It becomes tainted, inherently evil, and will do everything it can to pull its ride to the dark side. Demonic orthella, called "Kazil" typically take over toemen (fire) orthella due to their connection to fire. The demonic spirit bound to a kazil can never be fully excised- it needs to be destroyed. Often a demon will see a toemen whose fire spirit has been recently vanquished and leap at the chance to inhabit such a powerful artifact.

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 14, Dex 12, Con -, Int 2, Wis 2, Cha 14; **Special Qualities** Construct immunities, unhealable, demonic curse, resist negative energy 5

Demonic Curse (Su): An orthella possessed by a demon curses any creature who strikes it or their rider. A creature that successfully causes damage to kazil orthella must make a Will save (DC 10 + 1/2 rancer level + the rancer's Charisma modifier) or be cursed. This curse causes a penalty equal to the kazil's Charisma modifier (minimum -1) on all d20 rolls for 1d4 turns. Multiple applications of this curse don't stack; use the longest duration. This ability is constant, and cannot be suppressed by the rancer.

Unhealable: A kazil takes damage from positive energy but is not healed by negative energy. While mounted, a kazil's rider suffers from the same condition.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Cha +2 **Special Qualities** Immune to negative energy

TOMEK (ICE)

Occasionally fire elemental orthella go wrong. The magic in an orthella is too constrictive and they become "inverted". This causes them to freeze, becoming an ice elemental known as a "Tomek". They become almost silent, vindictive, and they lash out at everyone around them. This is a terrible fate for an toemen orthella and is often a response to a long-bonded rider falling from grace (in the same way a

paladin might). Tomek orthella leave a trail of frost in their wake

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 14, Con -, Int 2, Wis 2, Cha 6; **Special Qualities** Construct immunities, vulnerability to fire, ice road, resist cold 5

Ice Road (Su): A tomek orthella leaves a trail of ice in its wake. Any squares it moves though become slick ice until the start of its next turn. Creatures who pass through these squares must make an Acrobatics check or Reflex save (DC 10 + 1/2 rancer level + the rancer's Charisma modifier) or fall prone. Creatures who move at half speed gain a +4 bonus on this save. Any creature who falls prone or ends their turn in one of these frozen squares takes cold damage equal to the tomek's Strength modifier.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Dex +2 **Special Qualities** Immune to cold damage

GOTEM (MAGMA)

While traditionally fire elemental spirits are placed at the heart of an orthella, sometimes they are not always available or the summoning spell pulls a closely related one instead. In the case of "Gotem" orthella a magma elemental (Bestiary 2) is used. They have a personality that wildly swings from lethargy and dormant to explosive and angry.

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 16, Dex 14, Con -, Int 2, Wis 2, Cha 6; **Special Qualities** Construct immunities, vulnerability to cold, earth glide (6 rounds per day), resist fire 5

Earth Glide (Su): A burrowing gotem orthella can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. It can do this for a number of rounds per day equal to x2 its Strength modifier. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, although the area it passes through feels warm for 1 round afterwards and often retains a strangely smooth texture, as if the stone had been polished.

A *move earth* spell cast on an area containing a burrowing gotem flings it and its rider back 30 feet, stunning the gotem for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Rider: A gotem spits superheated magma off its wheels, allowing it to ride across lava as if it were land.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Dex +2 **Special Qualities** Immune to fire

SKOGEN (WIND)

While traditionally lightning elemental spirits are placed at the heart of a lingen orthella, sometimes they are not always available or the summoning spell pulls a closely related one instead. In the case of skogen orthella an air elemental is used. Their flighty and untameable personality is often at odds with their role as someone else's mount and they often buck wildly against it. They are free spirits and must be held against their will. This is akin to slavery or at least holding someone against their will and is often viewed as an evil act.

STARTING STATISTICS

Type Construct **Size** Large; **Speed** 60 ft.; **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 12, Dex 18, Con -, Int 2, Wis 2, Cha 6; **Special Qualities** Construct immunities

Featherfall (Sp): A skogen orthella is always under the effects of a *feather fall* spell, using the rancer's level as its caster level when relevant.

4TH-LEVEL ADVANCEMENT

Ability Scores Dex +4 **Special Qualities** Skyride

Skyride (Su): As a swift action (taken by the rancer) a skogen orthella gains a flight speed for a number of rounds equal to twice the skogen's Dexterity modifier per day with average handling. A rancer riding it must use the Fly skill to handle it while skyriding instead of Ride.

STAGE FIGHTER

AN ARCHETYPE SHOWMEN IN THE PATHFINDER ROLEPLAYING GAME

Some showmen disdain the use of an illusionary blade in favor of cold steel. Honing their fighting prowess to a razor's edge, they compliment their illusion magic with dramatic combat prowess. Trained in a specialized combat school (see AP: Martial 3 for more details), stage fighters delight in dueling others, seeing it as a chance to take to their preferred stage and perform with flair.

FAVORED WEAPON STYLE (EX)

At 1st level, the stage fighter chooses a style of fighting, known as a combat school, that suits their theatrical tastes. They become proficient with all martial weapons and one exotic weapon of their choice mentioned in that combat school's school weapon section.

This ability replaces phantom blade.

CARNIVAL TRICKS

The stage fighter cannot learn the following carnival tricks; dramatic surprise, phantom fantastic, stylish switch, or suspended disbelief. Instead, the stage fighter may select a bonus combat feat in place of a carnival trick. When taking these bonus combat feats, the stage fighter has an effective fighter level equal to their BAB for the purpose of meeting prerequisites.

COMBAT SCHOOL (EX)

At 3rd level, and every 3 levels thereafter, the stage fighter gains a benefit as defined by the combat school they chose at 1st level.

This ability replaces bladewarp.

STYLISH PROFICIENCY

At 3rd level, the stage fighter gains Weapon Finesse and School Proficiency ^{AP:Martial 3} with their combat school as bonus feats.

This ability replaces fancy fighting.

ARCANE FLOURISH (SU)

At 5th level, the stage fighter may sacrifice an unused showman spell slot as a free action to add a bonus to attack rolls and damage rolls with school weapons. The stage fighter gains +1 morale bonus to attack rolls and deals +1d6 bonus weapon damage per spell level of the sacrificed spell slot (i.e. a 2nd level spell would provide a +2 bonus to attack rolls and +2d6 damage). These bonuses lasts for a number of rounds equal to the stage fighter's Charisma modifier.

At 5th level, the stage fighter can only sacrifice 1st and 2nd level showman spell slots. Starting at 11th level, they can additionally spend 3rd and 4th levels showman spell slots, and at 17th level they can sacrifice showman spell slots of any level.

This ability replaces shadowy blade, improved shadow blade, and greater shadowy blade.

FANCY FLOURISH (SU)

At 7th level, the stage fighter can convert the bonus damage of their arcane flourish class feature to any of the following damage types; acid, cold, electricity, fire, or sonic. The stage fighter can switch the bonus damage type as a swift action.

This ability replaces arcane delusion.

SCHOOL MASTERY (EX)

At 20th level, the stage fighter chooses a single school weapon. Any attacks made with that weapon automatically confirm all critical threats, and the stage fighter cannot be disarmed while wielding the chosen weapon. Additionally, the stage fighter adds +3 to the DC of all their illusion effects.

This ability replaces phantom mastery.

FAVORED WEAPON STYLES

The following combat schools compliment the stage fighter's aesthetic.

- Compagnie de la Reine • Lord Of The Lash
- Gilded Glove Guild • Academy
- Grand Ludus • Sunrunner's Hall
- • Twin Razor Troupe

VMC ARCHETYPES

VARIANT MULTICLASS

ARCHETYPES

FOR LITTLE RED CLASSES

INTRODUCTION

Variant multiclassing is an alternate use of multiclassing introduced in Pathfinder Unchained. The system used the trading of a character's feats at 3rd, 7th, 11th, 15th, and 19th level in exchange for specific abilities taken from the class they were multiclassing with. These feats are traded away as a whole, and cannot be retrained. Below are a list of variant multiclass options for certain classes published by Little Red Goblin Games.

ADVENTURER

A character who chooses adventurer as their secondary class gains the following secondary class features.

SKILLFUL: At 3rd level the character gains a +2 competence bonus in a single skill of their choice.

LIMITED EXPERIENCE: At 7th level, the character gains the experienced class feature using their character level -2 to determine how large a bonus they get to apply. They may use this once a day, plus one additional time at 5th and every 5 levels thereafter.

MILDLY RESOURCEFUL: At 11th level, the character gains the resourcefulness class feature. They don't gain any of the additional benefits the class feature grants to adventurers higher than 6th level.

SOMEWHAT TALENTED: At 15th level, the character gains a single adventurer talent of their choice using 1/2 their character level to determine its effects.

READY FOR A FEW THINGS: At 19th level, the character gains the ready for anything class feature, usable twice per day.



ATHLETE

A character who chooses athlete as their secondary class gains the following secondary class features.

DETERMINATION: At 3rd level, the character gains the determination and position class features. They may only expend the determination ability to use the special ability granted by their position class feature. The character gains no abilities other than the special ability of their position.

FORMER SPORT: At 7th level, the character gains a single sport available to the athlete. They use their character level -2 as their athlete level to determine the benefit of this class feature.

BASIC TRAINING: At 11th level, the character gains a +2 inherent bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus stacks with other inherent bonuses.

CLUTCH: At 15th level, the character may choose a single skill granted by their sport. They may take 10 on that skill without increasing the time the check takes and may do it during situations that would not normally allow it (such as in combat). Once this choice is made it cannot be changed.

JACKED: At 19th level, the character gains an additional +2 inherent bonus to two different physical ability scores (Strength, Dexterity, or Constitution). This bonus stacks with other inherent bonuses.

GLADIATOR

A character who chooses gladiator as their secondary class gains the following secondary class features.

PAEGNIARIUS: At 3rd level, the character chooses a school of combat as the gladiator class ability and gains the bonus feat of their school of combat. They don't gain any other abilities granted by their school of combat. The character also gains the gladiatorial points class feature.

MANEUVER SPECIALIST: At 7th level, the character gains the benefits of a single combat maneuver chosen from the pit fighter class feature.

WICKED RETORT: At 11th level, the character gains the violent retort class feature of a gladiator of their level -2.

SPECIAL SCHOOLING: At 15th level, the character gains the specialty of their school of combat using their character level -2 as their gladiator level for the purposes of their specialty.

IMPATIENCE: At 19th level, the character gains the rush class feature, using their character level as their gladiator level. The character only gains this benefit during the first round of combat.

GODHAND

A character who chooses godhand as their secondary class gains the following secondary class features.

BOUND HAND: At 3rd level, the character gains the binding, god's hand, and rebellion class features using their character level - 2 to determine their unarmed strike damage and the DC of rebellion.

OVERDRIVE: At 7th level, the character gains the overdrive class feature.

SPONTANEOUS MORPHOLOGY: At 11th level, the character gains the spontaneous morphology class feature. They use $\frac{1}{2}$ their character level to determine their effective godhand level for determining which morphologies they can select with this class feature.

GOD MODE: At 15th level, the character gains the god mode class feature.

CONTROLLED OVERDRIVE: At 19th level, the character reduces the penalty to their Will save against rebellion by $\frac{1}{2}$ their Charisma modifier (rounded up) when they use overdrive.



GUARDIAN

A character who chooses guardian as their secondary class gains the following secondary class features.

MOSTLY RELIABLE: At 3rd level, the character gains the reliability class feature. They use their character level -2 for their guardian level to determine the total bonus granted by this ability.

LIVING SHIELD: At 7th level the character can cast shield other on an ally as a swift action as a spell-like ability a number of times per day equal to their Charisma modifier.

SHIELD TRICK: At 11th level the character gains a shield trick using their character level as their guardian level. The character may not select a bonus feat in place of a shield trick.



GREATER LIVING SHIELD: At 15th level the character may use their living shield ability at will.

ADDITIONAL SHIELD TRICK: At 19th level the character gains an additional shield trick.

INHERITOR

A character who chooses inheritor as their secondary class gains the following secondary class features.

LINEAGE: At 1st level, the character must choose a lineage available to an inheritor. They also gain the influence class feature.

Boon: At 3rd level, the character gains a boon available from their lineage using their character level -2 for their inheritor level to determine the effects of their boons.

VESSEL: At 7th level, the character gains the vessel class feature, using 1/2 their character level as their inheritor level to determine the benefits of this class feature

Boon: At 11th level, the character gains another boon available from their lineage, using their character level -2 for their inheritor level to determine the effects of their boons.

ANCESTOR ON CALL: At 15th level, the character gains the commune class ability, using 1/2 their character level as their inheritor level to determine its effects.

FINAL Boon: At 19th level, the character gains an additional boon available from their lineage. Additionally, the character now uses their full character level to determine the effect of their boons.

TATAUED WARRIOR

A character who chooses tataued warrior as their secondary class gains the following secondary class features.

TATAU: At 3rd level, the character gains a 1st level tatau. They use their character level -2 to determine their tataued warrior level for the purposes of tatau granted in this fashion.

TATAU: At 7th level, the character gains a tatau that's 3rd level or lower.

TATAU: At 11th level, the character gains a tatau that's 5th level or lower.

TATAU: At 15th level, the character gains a tatau that's 7th level or lower.

TATAU: At 19th level, the character gains a tatau that's 9th level or lower.

THANE

A character who chooses thane as their secondary class gains the following secondary class features.

BULKY: At 3rd level, the character gains the domination, oversized, and the bigger they are class features. They use their character level -2 to determination the effect of domination.

SAVAGE STROKES: At 7th level, the character gains the savage strokes class feature using their character level -3 to determine the effects of this ability.

BIG AT HEART: At 11th level, the character treats their size as one step higher than normal for the domination and savage strokes class features.

THANE TALENT: At 15th level, the character gains a thane talent.

BIG BEAST: At 19th level, the character increases their size category by one step.

UNDYING

A character who chooses undying as their secondary class gains the following secondary class features.

INDOCTRINATED DEATH WORSHIPER:

At 3rd level, the character gains the brainwashing, undeath, and self-resurrection class features. When using self-resurrection, they come back with 1 hp. The character uses $\frac{1}{2}$ their character level as their undying level to determine the number of times they can use self-resurrection per day.

RISING THREAT: At 7th level, the character gains a phoenix art, using their character level -2 as their undying level to determine its effects.

STURDY CORPSE: At 11th level, the character resurrects with $\frac{1}{2}$ their total hp when using the self-resurrection class feature.

PAINLESS: At 15th level, the character gains immunity to pain effects.

TRUE RESURRECTION: At 19th level, the character resurrects with their total hp when using the self-resurrection class feature.



CHAPTER 2:

NEW RACES

AQRABUAMELU

These squat, thick, armored humanoids with disproportionately massive forearms are the last thing you want to meet in a back alley. Their huge, heavy forearms have wickedly curved scorpion stingers mounted atop their wrists that can inflict critical damage against both armed and unarmed enemies. Covered in a thick carapace, they appear to be natural fighters... except that they are scared of their own shadow. Aqrabuamelu are naturally nervous, skittish, and excessively cautious. They never really grew out of their primal urges that a baser creature needed to survive and are still somewhat feral.

The name of the race aqrabuamelu is difficult for most races to pronounce (ack-ra-bwa-mee-loo) in casual conversation. Many refer to them informally as “aqua”, “scorpion men”, or “scorpionfolk”. When they speak they do so quite rapidly and meticulously with exquisite diction.

Aqrabuamelu live on the fringes of society acting as scavengers and reluctant assassins. Despite their unsavory reputation aqrabuamelu are generally kindhearted or at least not overtly malicious.

RACIAL TRAITS

Ability Score Racial Traits (o): Aqrabuamelu are physically powerful and fiercely cunning but are complete scaredy cats. They gain +2 Strength, +2 Wisdom, -2 Charisma.

Size (o): Aqrabuamelu are small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

Type (o): Aqrabuamelu are humanoids with the aqrabuamelu subtype.

Base Speed (o): Aqrabuamelu have a base speed of 30 feet.

Languages (1): Aqrabuamelu begin play speaking Common. Aqrabuamelu with high Intelligence scores can choose from any language (other than secret ones).

Stingers (3): Aqrabuamelu have stingers mounted on the back of their massive wrists. They allow this race to deal damage as if it was a medium creature with its unarmed strikes and an aqrabuamelu can choose to have their unarmed strikes deal lethal piercing damage.

Insect Armor (2): Aqrabuamelu have a racial +1 natural armor bonus to their AC. This stacks with other forms of natural armor.

Skittish (-2): Aqrabuamelu may look big and nasty but they are the first to run at any sign of danger. They take a -4 penalty on all Will saves against fear. In addition when determining the duration of a fear effect an aqrabuamelu stays affected by it for 1 round longer than is typical.

Insect Empathy (1): Aqrabuamelu gain a +4 bonus on Handle Animal checks made to influence vermin.

Ambush Predator (2): Aqrabuamelu gain a +2 racial bonus on Initiative checks when they are in areas of dim light or darker when combat begins. This bonus also applies if the aqrabuamelu is not observed.

RACIAL POINTS: 7 RP

BOUND DEMON

Bound by a contract to serve a mortal in return for some payment (usually a soul), bound demons are mostly loyal servants in the service of their masters. While the nature of their service changes from contract to contract, each demon gleefully seeks to find the most perverse method to serve their erstwhile master. Although not every bound demon is in fact demonic (bound devils are equally common, and bound daemons are not unheard of) the common folk lump them all together under the umbrella term of bound demons.

PHYSICAL

Despite the varied nature of demonkind, bound demons share certain physical characteristics. Being bound to the mortal plane forces them into a humanoid form and as such they are able to pass as mortal. The most telling thing about them is that their shadow never matches their physical form; it always resembles the demonic creature they actually are. Beyond this observant creatures will quickly note that bound demons seems... off. They may have elongated limbs or overall stature, overly sharp teeth, red eyes that seem to pierce into your soul, pallid skin that couldn't be natural, fingernails that look suspiciously like claws, unnatural hair colors that seem to suggest little devil horns for some reason, or a mix of these and other unsettling traits. Universally, they have a wild look in their eyes that hints at the madness and ferocity of their demonic nature. To hide this many masters have the demon wear something to cover their face or eyes.

MENTAL

Bound demons exist to serve others but delight in subverting intentions and orders. They are universally evil, or at the very best of neutral alignment, and will try to twist their masters wishes to suit their own tastes. A demon ordered to protect its master may try to excuse wanton violence by claiming they considered their victims were threats. Conversely, it might only step in when expressly ordered to despite clear danger to their master. Because they recognize that they can be commanded to divulge secrets if caught in a well-written contract, bound demons

show a marked disinterest in the planar and political machinations of hell, the pit, and other infernal domains. They retain general awareness but become flippant or evasive when questioned about such matters.

While they are obligated to obey orders while under contract, bound demons do retain some degree of defiance: they aren't required to perform any task not explicitly spelled out in their contract, although they can obey such commands if they choose to. This means that unless a contract is meticulously worded a demon is very likely to find loopholes to exploit. Being ordered to swear allegiance to a holy order may result in a half-hearted or blatantly false oath and they might break the oath within the day. Also, given that demons experience death differently than mortals, getting killed doesn't end a contract and demons are keenly aware of this fact. This means that bound demons don't necessarily mind suicidal orders but they might be vindictive when they return to collect what is owed.

SIDEBAR: THE VALUE OF SOULS

In Pathfinder the value of a "soul" is never expressly defined and left kind of nebulous. We know that you need a soul to be resurrected but otherwise, not much is said about them. We are acting under the assumption that souls are "immortal" in that once their bodies die they go to some plane of rest (or torture).

A demon who gains a soul through a contract can use it for a variety of purposes, including but not limited to:

- Perverting said soul into a demonic entity that will be enslaved to the will of the demon for all time (or until it is destroyed).
- Consumption, whereupon the demon gains some fraction of the total EXP the creature has accumulated over its lifetime (maybe as much as a quarter of it).
- Collection and/or trading. In demonic realms souls are a sort of alternative currency of great value due to the two previously mentioned uses of them. Some demons simply collect souls in the same way people collect playing cards.

CULTURAL

Bound demons are called to serve for a variety of reasons and some actively seek out mortals so they can offer their service in return for a promised soul upon death. They see a decade or two of service as a trifling price to pay in return for a soul, and will aim to collect either particularly pure or unrepentantly damned masters. These demons particularly enjoy catching potential masters in positions where they must sign a contract for aid, such as during a life-or-death situation. Other bound demons are servitors to greater demons, and are dispatched to serve those who beg for power at the altar of their true master. They serve as ordered, but are quick to remind the contract holder that they answer to a higher master whose plans take priority.

There are bound demons that have become hereditary servants, caught by carefully-worded contracts that compel them to serve a family line. While the bloodline persists, the bound demon acts in accordance to the contract and serves the family. Some rage against this yoke, while others eventually develop a fondness for their masters. Few mortals are willing to consider the price that must have been paid for such lengthy service...

SIDEBAR: THE CONTRACT

The bound demon player race places a great deal of importance on the particulars of their contracts. While rarely written out in full in real life, all parties involved should discuss with the GM the general details of the contract. Often this involves the player playing the bound demon and another player that holds the contract, but it is feasible that a NPC holds the contract and is sending the bound demon out on adventures. Once the general details have been agreed upon, neither party may alter the details or add new content to the contract without the agreement of all parties.

Details of the contract should include:

- What services are expected of the bound demon.
- What actions are and are not permitted.
- What type of orders the master may give.
- The duration of the service (a week, a year, until death, etc).

- What conditions break the contract or force immediate payment.
- The price to be paid for the services (defaults to the signee's soul).

ADVENTURES

Bound demons go on adventures serving as bodyguards for weaker masters, as magical support for the war-minded, or as a clever mastermind for the guileless. Some serve masters in attendance for the adventure, while others are sent out while the master remains safe at home.

RACIAL TRAITS

Ability Score Racial Traits (o): Bound demons are spry and have a powerful physical presence, but each is tinged with a self-destructive madness. Bound demons gain +2 Dexterity, +2 Charisma, and -2 Wisdom.

Size (o): Bound demons are Medium creatures and thus receive no bonuses or penalties due to their size.

Type (3): Bound demons are outsiders with the evil and native subtypes.

Base Speed (o): Bound demons have a base speed of 30 feet.

Languages (1): Bound demons begin play speaking Common and either Abyssal or Infernal. Bound demons with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Darkvision (-): Bound demons have darkvision with a range of 60 feet.

Fell Kin (2): Bound demons gain a +2 racial bonus on Charisma-based skill checks made against evil outsiders.

Fiendish Resistance (3): Bound demons have acid resistance 5, cold resistance 5, and fire resistance 5.

Logic Loopholes (3): Once per day as a free action, a bound demon may ignore the commands of a single mind-affecting compulsion effect (such as *dominate monster*) until the end of their next turn.

Servant (1): Bound demons live and die by their contract. Each bound demon serves a particular sentient non-outsider, chosen at character creation. This creature becomes known as the bound demon's master. A bound demon gains a +2 bonus on saves against effects that would force them, through action or inaction, to harm their master.

Contract (-2): Each bound demon is magically compelled to obey the commands of whoever has been designated their master. A bound demon cannot disobey an order given to it by its master, as if by a *dominate monster* spell effect with no save. This is an effect linked into the very essence of the bound demon, and thus effects that normally block or prevent mind control do not prevent this effect.

RACIAL POINTS: 11

SIDEBAR: EVIL SUBTYPE

Since they have the evil subtype, bound demons always count as being evil for the purpose of effects reliant on alignment, even if they aren't actually of evil alignment.

ALTERNATE RACIAL TRAITS

Hell's Layers: Devils, beings of insidious law they are, can enforce their rigid will on reality around them. Once per day as a free action, the bound demon may declare the result of their next d20 roll to be 9 instead of actually rolling. This effect lasts until the start of the bound demon's next turn. This replaces the logic loophole racial trait of the bound demon.

Whipping Boy: Daemons, adapted to the cruelty of their kin, are better able to deal with pain. Bound demons with this trait gain DR 3/- against non-lethal damage, and a +2 bonus on saves against pain effects ^{UM}. This replaces the logic loophole racial trait of the bound demon.

Summoned Step: Bound demon's gain a +5 feet bonus to their move speed while moving directly towards their master. This replaces the fell kin racial trait of the bound demon.

BOUND DEMON STARTING AGES

Age is not a significant aspect of life to an outsider as they are created fully formed.

RANDOM BOUND DEMON

HEIGHT AND WEIGHT

- Base Height:** 5 ft. 5 in.
- Height Modifier:** +2d8 in.
- Height Range:** 5 ft. 7 in. - 6 ft. 9 in.
- Base Weight:** 120 lbs.
- Weight Modifier:** +(2d10 x 5 lbs.)
- Weight Range:** 130 - 220 lbs.

FAVORED CLASS OPTIONS

The following favored class options are available to all bound demon characters who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

TABLE 17-1: THE BOUND DEMON'S FAVORED CLASS OPTIONS

Class	Bonus	Source
Bard	Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.	CRB
Fighter	Choose the dirty trick or steal combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).	CRB
Rogue	The rogue gains +1/6 of a new rogue talent.	CRB
Sorcerer	Add +1/2 to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses.	CRB
Antipaladin	Add +1 foot to the size of all the antipaladin's aura class features. This option has no effect unless the antipaladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.	APG
Guardian	+1/4 to bodyguard rolls when targeting their master	AP: Martial
Battle Butler	+1/4 effective battle butler level for dressed to the nines	Gonzo 2

CLAGOON

“Hark! Ye of the frail heart, stand firm! For before you comes the great Clagoon! I am Nafe, spawn of Olka, and I swear by my sunny barnacles that I will defend you!”

INTRODUCTION

Evolved from mollusc ancestor, the clagoon are land-dwelling humanoid creatures whose hearty bivalve shells hide all of their vital organs. The strength of their shells matches their strength of convictions and clagoon, once committed to a path, never deviate. They follow mistakes, even ones they are aware of, to a fault, if they have given their word. To deviate or break one's word is to falter. They have a big heart (or whatever they have) and are painfully literal about everything. They are brave, loyal, friendly towards everyone they meet, and a bit on the dull side.

PHYSICAL

Clagoon are an odd race. They stand a head taller than a man and have a heavily muscular humanoid form. Their body is thick and imposing, with monochromatic skin consisting entirely of one shade. Most curious of all is that sitting atop this profoundly humanoid body is a giant clam (or other bivalve molluscs). This clam is quiet energetic and serve as their mouth for the purpose of speech and clagoon have over a hundred simple eyes that run the entire length of the ridge of their shell. Their clam head is ultradense and is actually where most of their weight is. The rest of their body is so muscular so that they can support it while walking upright. The material it is made out of is almost as hard as adamantite by the time they reach adulthood as it continuously compresses the layers it grows. Scars on a clagoon's clamshell last for decades, though they grow smoother over time as new layers fill in the gaps.

Clagoon do not eat with their clam shell, as they are filter feeders and must submerge their clam in nutrient rich water for at least 10 minutes to gain a full day's worth of food. Their favorite foods are algae and plankton. While some races find it a bit disgusting, clagoon don't mind barnacles growing on their exterior. They help keep them clean and can be enticed to grow in expressive and artistic patterns on their skin and shell. A clagoon can always shave their barnacles and start fresh if they want (like a human

beard). Barnacles will dry out and go dormant if away from water for too long.

Male and female clagoons are almost entirely indistinguishable from each other and aren't really differentiated much socially. As is the case with clams, many clagoons subspecies are actually hermaphrodites or change their gender over time (often born male and will become female as they age).

MENTAL

The best way to describe a clagoon is as a “giant, shell-headed, golden labradors”. They love to please people, are of rather simple intelligence, are inherently trusting, and loyal. They are rather hardheaded, refusing to budge from their simple beliefs once they latch on to something. Clagoon have been known to jump headlong into dangerous situations based on a moment's deliberation, trying to offer as much help as possible. They are also excessively dramatic, wearing their emotions on their sleeve. As they lack facial expressions clagoon emote with their body, dramatically posing with their entire form to add emphasis to their words.

CULTURAL

Clagoon are a very close knit civilization with very tight extended families. They live in and around bodies of freshwater where they filter-feed in the rivers for sustenance. Family is a huge part of their life and they take great pride in introducing their family members. This is a very long process, particularly at large family gatherings that can number in the hundreds, but is a very traditional part of clagoon culture.

Many clagoon compete in contests to grow the most magnificent pearl in their mouth. It is an art for them and one must very carefully regulate their diet to produce any pearl at all, let alone a masterpiece. Clagoon sometimes take Profession (pearl grower) or Perform (pearl artist) if they are particularly interested in this clagoonite art.

ADVENTURES

Just try and stop a clagoon from adventuring! They are bombastic thrill seekers with a passion for the unknown (particularly if it's dangerous). They greet death with a warm handshake and fear few of the horrors they encounter on their adventures (as they are mostly beyond their reckoning). Clagoons will often get caught up in adventures without really knowing or caring about their purpose until much later. Regardless of the kind of adventure- a clagoon is always ready to embark upon one!

RACIAL TRAITS

Ability Score Racial Traits (o): Clagoon are bombastic, strong, but lack anything resembling intelligence. They gain +2 Strength, +2 Charisma, and -2 Intelligence.

Size (o): Clagoon are Medium creatures and thus receive no bonuses or penalties due to their size.

Type (o): Clagoon are humanoids with the clagoon subtype.

Base Speed (o): Clagoon have a base speed of 30 feet.

Languages (o): Clagoon begin play speaking Aquan and common. Clagoon with high Intelligence scores can choose dwarven, elven, gnome, halfling, and sylvan.

Naive (-1): Clagoon are extremely trusting of other people due to their tight knit families, and so forward that they never realize lying is an option. They never count Sense Motive or Bluff as class skills.

Amphibious (2): Clagoon gain a +2 racial bonus on Swim checks and can breathe both underwater and on land.

Clam Head (6): Clagoon gain 5 DR/adamantine due to their adamantine-hard head shells.

Riverine Vision (3): Clagoon gain low light vision and can see in muddy water as if it were clear water.

RACIAL POINTS: 10

ALTERNATE

RACIAL TRAITS

Clam Slam (o): The clagoon gains a natural slam attack as a primary natural attack that deals 1d4 bludgeoning damage. This reduces the DR provided by the Clam Head racial trait to DR 1/adamantine.

Salt Water Clagoon (1):

Some clagoons come from sea-dwelling stock. They gain a 30 foot swim speed and darkvision 60 feet. A salt water clagoon must immerse itself in salt water for 1 hour each day or become fatigued until they have done so. This replaces the Amphibious and Riverine Vision racial traits of the clagoon.

Pearl (o): Clagoon wizards and priests practice growing large pearls in their clam shell. They ignore spell reagent requirements requiring any sort of precious stone or gem worth a number of GP equal to 100x their level. This replaces the Clam Head racial trait of the clagoon.



RANDOM CLAGOON STARTING AGES

Adulthood: 8

Intuitive: +1d4

Self Taught: +1d6

Trained: +2d6

RANDOM CLAGOON HEIGHT AND WEIGHT

Base Height: 4 ft 10 in

Height Modifier: +2d10 in.

Height Range: 5 ft - 6 ft. 6 in.

Base Weight: 140 lbs.*

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (150 - 240 lbs.)

*They are about 20 lbs heavier than humans mostly due to their immensely heavy clam head.

FAVORED CLASS OPTIONS

The following favored class options are available to all clagoon characters who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

TABLE 18-1: CLAGOON ALTERNATE RACIAL TRAITS

Class	Bonus	Source
Bard	Add +1 to the clagoon's total number of bardic performance rounds per day.	CRB
Paladin	+1/5th DR/Adamantine granted by the clam head racial trait.	CRB
Dynamancer	+1/5th a bonus dice of damage for the clagoon's love beam ability. (3d6 becomes 4d6)	Gonzo 2
Bizzelwhack	+1 on Profession (midwife) and Perception checks to spot aberrations.	Bizzelwhack
Kashun	+1/6th of a new pose known.	AP: Ascetic
Automancer	+1/6th a new spell boost.	AP: Primal
Mariner	+1/6th a new martial mariner.	AP: Divine

ESPER

When a deity's child does not make it to childbirth an esper is formed. Their bodies are formed from cosmic energy, given human shape, and kissed with life for one last "hurrah!" before they are dead and gone forever.

PHYSICAL

Espers greatly resemble humans with soft features, creamy skin of various hues, a subtle but ethereal light about their countenance, and a ring of small multicolored gems embedded like a circlet around their head. Many have pleasing features with a soft and bittersweet melancholy about them- like a terminally ill woman who has accepted their fate with quiet grace. They seem tired but content and always have a knowing gleam in their eyes.

The kinds of stones embedded in their head vary; some are of the same color while others are mixed or in a pattern. They are sometimes gems and other times they are nothing but coppery baubles. Their size varies too, ranging in size from hundreds of tiny pin-point sized diamond studs to a band of gaudy agates as big as a man's thumbnail.

THE SOUL OF AN ESPER

Espers are not gods and do not possess the divine spark. In fact, espers lack a true soul. Theirs is a mix of the fading essence of their soul that never fully formed and the energy of the divine sustaining them for the duration of a mortal life. They are, in effect, on divine life support for a brief while so that they can experience a fleeting moment of life by the standards of deities.

THE LIFE OF AN ESPER

An esper is born fully formed with the knowledge of an adult through divine infusion. Because of this, they may not know how they know something, but may know something to be true. Espers have an exact amount of time that they will live for and are keenly aware of it. In general their lifespan ranges anywhere between 10 and 20 years unless they are killed prematurely.

RELATIONS WITH THE GODS

Few espers know their true parentage, though generally know their nature as the neverborn offspring of a deity. The deities themselves are either unaware or, more likely, intentionally ignorant of the ancestors of specific espers. Espers manifest when the time is right, not immediately after a deity fails to give birth, so it is unknowable by mortal means who the parentage of a specific esper could be. Most espers are categorically uninterested in such things and are content to simply live the life they have.

Due to their lack of a true soul and the divine energies animating them espers cannot cast divine magic. However, these same circumstances make it difficult to affect them with such magics. Gods are often remiss to send their agents after espers for minor infractions because they typically take pity on them (and the esper could be one of their own failed offspring or that of a friend). There is something about espers that is anathema to divine creatures and many feel uneasy around them. While it is not an inherently “bad” vibe that they get from espers, it is something unsettling and profoundly transient.

ALIGNMENT

If the soul of a man is a storm at sea, an esper is a calm pond. They have deeply implacable souls who seem always to be walking as if in a dream that will soon end. They are mild of temperament and difficult to anger. Many belong to good or neutral alignments on the good/evil axis though evil esper can exist. Such unfortunate souls are generally nihilistic or view the world as a harsh and wicked place. Espers also tend towards chaotic or neutral alignments and it is rare to see a truly lawful good esper. They are just too transient and fleeting for that sort of crusading mentality. Mortal laws seem so distant and incongruous with their nature and many find themselves at odds with the local authorities not because of any malicious intent but due to their lofty and ambivalent nature.

RELATIONS WITH OTHER RACES AND ESPER SOCIETIES

As espers are rare occurrences they live within the walls of other societies. As something of an esper's nature is generally known to clergy member (in one fashion or another) they are generally welcomed with open arms. On the occasion that they are not, espers often become nomadic wanderers who survive in harmony with nature.

CLASSES

As espers cannot cast divine magic, they cannot become members of many classes (clerics, paladins, druids, rangers, oracles, witches, etc). Some options might allow espers to become members of certain classes, such as the skirmisher ranger archetype.

RACIAL TRAITS

Ability Score Racial Traits (1): Espers are quiet, graceful, seemingly supernatural wise, and forlorn but otherwise unremarkable. The metaphysical form is frail and many are plagued by illness or other handicaps in their short time of this plane. They gain +2 Charisma, +2 Wisdom, -2 Constitution.

Size (0): Espers are Medium creatures.

Type (3): Espers are native outsiders.

Base Speed (0): Espers have a base speed of 30 feet.

Languages (0): Espers begin play speaking Common. Espers with high Intelligence scores can choose from the following list: Abyssal, Celestial, Infernal, Elven, and Dwarven.

Synthetic Soul (2): Espers cannot cast divine magic though the energy that sustains them gives them spell resistance equal to 6 + their character level against divine spells and all spells of the necromancy school. This cannot be voluntarily lowered.

Candle in the Wind (0): Espers who are above 0 HP always appear as if they are fragile to the *deathwatch* spell and always appear to be near death to other such spells. An esper who is at 0 or fewer HP registers as per normal.

God's Gift (2): Espers gain a +2 sacred* bonus on all checks to stabilize themselves.

Darkvision (-): Espers have darkvision 60 feet.

Forlorn Hope (2): Espers gain a +2 racial bonus on

saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, an esper may reroll and use the second result.

Oddsoul (1): Espers unnerve other outsiders. Espers gain a +2 racial bonus on Intimidate checks against outsiders.

RACIAL POINTS: 10

*If fitting, an evil esper can gain a profane bonus instead. The kind of bonus changed with the esper's alignment. becoming neutral does not change the kind of bonus this provides.

RANDOM ESPER STARTING AGES

Adulthood: 0

Intuitive: +1d4

Self Taught: +1d6

Trained: +2d6

RANDOM ESPER HEIGHT AND WEIGHT

MALE

Base Height: 4 ft. 10 in.

Height Modifier: +2d10 in.

Height Range: (5 ft - 6 ft. 6 in.)

Base Weight: 120 lbs.

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (130 - 220 lbs.)

FEMALE

Base Height: 4 ft. 5 in.

Height Modifier: +2d10 in.

Height Range: (4 ft. 7 in. - 6 ft. 1 in.)

Base Weight: 85 lbs.

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (95 - 185 lbs.)

HEADLESS

"Without a mind I cannot doubt; without a mind I cannot feel; without a mind I cannot fear."

The headless are humanoids who are born without heads as a result of an age-old curse. Some believe it was for offending an ancient god or as a punishment for grievous crimes against a long dead king. Other stories paint the headless as the tragically killed survivors of an ancient genocide.

The headless are silent and stoic with strong connections to the afterlife. Their mental capacities have been spread to a new system, known as the cognitive clusters, that is dispersed throughout their bodies. They are eternally blind and mute but have a spiritual sixth sense that allows them to see their surroundings. They speak in a haunting form of slow telepathy that any sentient creature within 30 feet of them can hear. They feed off necrotic energy, but remain untainted by it.

Societies of headless are rarely seen by other races as they do not wish to be disturbed. Their small settlements are often built over the remains of old battlefields, in abandoned crypts, or even in subterranean dungeons. Most misunderstand them and assume that they are inherently wicked or undead. Most are simply slow to act, preferring to

dwell on things, and are impartial to the living world around them. Headless in general are deeply religious and have reverence for the dead. They have empathy for those who have passed and often seek to free spirits trapped on the mortal plane, such as ghosts.

However, headless are occasionally attracted to the adventurer lifestyle. Many find themselves on spiritual quests, bound to the service of another though loyalty. Others may find themselves pressed into service when an incursion of undead occurs. Even others, often younger headless, occasionally become bored with their cloistered lifestyles and leave their crypts in search of a place in the world that their parents did not know.

RACIAL TRAITS

Ability Score Racial Traits (1): Headless are introspective and have a natural connection to the afterlife, although it drains them a bit. Headless characters get +2 Charisma, +2 Wisdom, and -2 Constitution.

Size (0): Headless are Medium creatures and receive no bonuses or penalties due to their size.

Type (0): Headless are humanoids with the human subtype.

Base Speed (0): Headless have a base speed of 30 feet.

Languages (1): Headless begin play speaking Common. Headless with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Headless (-6): Headless do not have a head slots, headband slots, or eye slots for items. The headless do have neck slots, however, due to the stumps of necks that remain.

Manifest Face (2): Headless may manifest ghastly apparition of their faces. The faces are twisted and horrific, silently screaming as if being tormented. This allows a headless to create a mundane *cause fear* effect as a swift action. Once used, it takes 1d4 rounds before they can manifest it again. A headless can only manifest their face once per day per class level they possess. The DC for the Will save of this spell is DC 10 + character level + Charisma or Wisdom modifier (whichever is higher).

Spectral Sight (4): Headless are blind but have blindsight 30 feet.

Voice From Beyond (3): Headless are mute but can speak via *telepathy* to any (or all) creatures within 30 feet of them. Language, however, remains a barrier.

Ghastly Contenance (1): Headless do not need to eat or sleep. They feed on floating ectoplasmic bits that dot the mortal plane (normally invisible to the average person). Headless need to be within 30 feet of a corpse or item with an aura of necromancy for 30 minutes per day to be fully fed.

Grim Eyes (3): A headless may cast *deathwatch* as a spell-like ability once per day using their character level as their caster level. Headless with 13 or more Wisdom can cast this a number of times per day equal to their Wisdom modifier.

Stoic (2): Headless gain a +2 racial bonus against fear effects.

RACIAL POINTS: 10

RANDOM HEADLESS STARTING AGES

Adulthood: 0

Intuitive: +1d4

Self Taught: +1d6

Trained: +2d6

RANDOM HEADLESS HEIGHT AND WEIGHT

A headless stands the same height as a typical human and proportionally weighs just as much. The reduced height and weight is due to the missing head.

MALE

Base Height: 4 ft. 6 in.

Height Modifier: +2d10 in.

Height Range: (4 ft. 6 in. - 6 ft. 2 in.)

Base Weight: 110 lbs.

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (120 - 210 lbs.)

FEMALE

Base Height: 4 ft. 1 in.

Height Modifier: +2d10 in.

Height Range: (4 ft. 3 in. - 5 ft. 8 in.)

Base Weight: 75 lbs.

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (85 - 175 lbs.)

JAD

Jads are quirky little proto-humans who wrap themselves in layers of fabric to hide their stunted, hairy, bodies. They consider it a taboo to expose any part of their physical form. They wear wraps, masks, cloaks, and layers of clothing to keep themselves from being exposed. Traditionally Jads wear deeply hooded cloaks of a thick make, with different tribes using different colors and eschewing cloaks altogether. Jads are greedy, curious, nasty little things who are scared of their own shadow.

PHYSICAL

While it is said no outside has seen the true unclothed form of a jad, it is more accurate to say that they are deeply protective of their body and never expose anything other than their eyes to the outside world. Their true body is stunted, pale-skinned, and covered in curly brown or black hair on their chest, back, forearms, and the tops of their feet. They have bushy, wispy, eyebrows that sometimes peek out of their coverings and a hairless simian muzzle. All and all an unclad jad look something like an emaciated humanoid baboon, with more humanoid proportions, scraggly body hair, and no tail.

Jads are omnivores, though most of the time they eat meat. They have an impressive digestive system that allows them to eat carrion and others spoiled or rotten meats. They have a taste for this and fermented fruits and will leave food out to spoil (by human standards) before consuming if they can.

MENTAL

Jads are simple, feral, greedy, selfish, conniving, creatures of base intelligence- not unlike early man. There is a debate on if they should be considered animals or sapient creatures as they are of such limited intelligence. They are oddly good at tinkering and puzzles though- able to solve problems very efficiently, but in ways that a clever animal might. They seem to have a knack for imitation and mimicry, but more abstract or academic pursuits elude them. Jads speak in a harsh, guttural, rhyming speech that has a sing-songy quality that makes it difficult to take them seriously. This infuriates the short tempered

and emotionally underdeveloped demihumanoids and they are prone to outbursts of lilting chittering that just compounds the problem.

Possessive of a very animalistic nature, jads are almost never of a good alignment. Most are of neutral as they don't act out of any sort of malice but in a very survivalistic way but are nonetheless very selfish and mean-spirited. Good aligned jads often have the influence of another race upon them and evil ones tend to have an axe to grind with someone who profoundly wronged them.

CULTURAL

Though they are fierce jads prefer to live far from other races in homely little caves or crude shanties. These hovels are often well-furnished with an overabundance of food and comfort items. They value personal comfort very highly and female jads often select mates based on how comfortable their home is.

Jads, despite their limited intelligence, are adept tinkerers and impressive craftsmen. Their creations are normally made out of scrap, refuse, and natural components but are often very efficient and handy. Jads always have their little fingers going, gripping and fidgeting with anything they can get their hands on.

ADVENTURES

A jad can be convinced to go on an adventure as long as you convince him there is something in it for him. This could be something as simple as food but if you make it too abstract ("For the good of society we must kill this dragon" for example) the jad won't understand. Jads can be invaluable to a party however, their rugged survivalism, their tinkering abilities, and animal instincts make them great assets but they may be a challenge to keep in line.

RACIAL TRAITS

Ability Score Racial Traits (-1): Jads are demihumanoids who are hard to get rid of and harder to kill. They can eek out a living in any environment and are quite technically proficient despite their almost animal level of intelligent. Jad characters gain +2 Constitution, +2 Wisdom, but -4 Intelligence.

Size (o): Jads are Small creatures. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

Type (o): Jads are humanoids with the jad subtype.

Base Speed (o): Jads have a base speed of 20 feet.

Languages (o): Jads begin play speaking Jad. Jads cannot learn to speak any other language unless they have at least 10 Intelligence. Jads with high Intelligence scores can choose from the following: Common, Goblin, Wug ^{RG4}, Undercommon, Gnome, and Gnoll.

Darkvision (2): Jads can see in the dark up to 60 feet.

Rugged (2): Jads gain Toughness as a bonus feat at 1st level.

Tinkerer (2): A jad can repair a broken item with a DC 10 Craft check rather than a DC 15.

Craven Creature (1): Jads gain a +1 bonus on initiative checks and a +1 bonus on attack rolls when flanking. They take a -2 penalty on saves against fear effects and gain no benefit from morale bonuses on such saves. When affected by a fear effect, their base speed increases by 10 feet and they gain a +1 dodge bonus to Armor Class.

Scavenger (3): Once per day, when confronted with a situation that calls for a particular mundane item of equipment, a jad can may make a Sleight of Hand check with a DC of 10 plus 2 per 20 GP of value above 20 to “happen” to have such an item on themselves. The item must be something a jad could easily carry- if a jad is on foot and have only a backpack, for example, the jad could not have a large iron cauldron. A jad cannot have magical items using this racial trait, nor can you have specific items, such as the key to a particular door. If a jad is stripped of their equipment or possessions, they do not benefit from this racial talent until they have at least a day to resupply and “acquire” new items.

RACIAL POINTS: 7

ALTERNATE RACIAL TRAITS

Carriion Eater (+2): Jads with this racial trait have a steady diet of rancid meat, tainted food, polluted waters, and noxious berries. They gain a bonus equal to 1/2 their hit dice on all Fortitude saves against poisons and diseases (magical or mundane). A jad with this racial trait of at least 6 HD becomes immune to non-magical poisons and diseases. This replaces the rugged racial trait.

JAD FAVORED CLASS OPTIONS

The following favored class options are available to all jad characters who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

TABLE 19-1: JAD FAVORED CLASS OPTIONS

Class	Bonus	Source
Alchemist	Add +1/2 to the number of bombs per day the alchemist can create.	APG
Barbarian	Add 1 to the jad's total number of rage rounds per day.	CRB
Craven	Add a +1/3rd bonus on Appraise checks to assess the value of an object. (This stacks with the bonus from the Greedy class feature.)	G1
Monster Cowboy	+1/4th maximum steel points per day.	G2
Multiman	+1/4th to the maximum number of clones he can create per day.	G2
Ranger	Add a +1/2 bonus on Survival checks made in the jad's favored terrain.	CRB
Rogue	Add a +1/2 bonus on Disable Device checks on traps and a +1/2 bonus.	CRB

RANDOM JAD STARTING AGES

Adulthood: 4

Intuitive: +1d2

Self Taught: +1d4

Trained: +1d6

RANDOM JAD HEIGHT AND WEIGHT

MALE

Base Height: 3'0

Height Modifier: +1d4

Height Range: 3'1-3'4

Base Weight: 25 lbs.

Weight Modifier: 2d4

Weight Range: 27-32 lbs.

FEMALE

Base Height: 2'8

Height Modifier: +1d4

Height Range: 2'10-3'0

Base Weight: 20 lbs.

Weight Modifier: 2d4

Weight Range: 22-28 lbs.

JINRUI

PHYSICAL

Jinrui are humanoids with small mouths, overly large heads and even larger eyes. They have a variety of hair colors- almost always vibrant and exotic by human standards. Blues, greens, pinks, snow whites, and all the colors of the rainbow can be found in jinrui. Their eyes, which can be up to 50% larger than those of a typical human, can have odd coloration (like their hair, vibrant colors are possible), and take up a large part of their skull.

They have a very unique method of maturation; jinrui choose when to enter adolescence and when they mature into adults. This is generally done as a response to mental stimuli, only allowing them to grow when they are mentally ready. This causes many jinrui, particularly those who live sheltered lives, to remain as children for twenty or thirty years, and some stay just as long as adolescents before becoming adults. The opposite is also true, jinrui as young as five or six have been mature enough to warrant adult bodies. This gives new meaning to the phrase, "just grow the hell up".

MENTAL

Even at their brightest jinrui don't match humans, but they are much more empathetic and aware of social context (they are "feelers", not "thinkers"). They have an uncanny knack for intuition, often knowing things before they are aware that they do. These are both due a more developed limbic system. With emotion and intuition driving so much of their lives without the intelligence to back it up, jinrui come across as impulsive and given to flights of fancy. Some might call them "airheaded" because, until they choose to become adults, their cognitive functions remain at the level of a child or teenager. As adults they grow a more developed cognitive framework and are about on par with your average adult human, albeit a little more dramatic.

CULTURAL

Jinrui play a delicate game between adulthood and childhood. In jinrui culture a person is declared a child, teenager, or adult not by their age but by their physical development (i.e when the person chooses to grow). Communities often have ritual trials and/or "growing up" parties for their members who decide to mature.

ADVENTURES

Jinrui are always excited for adventure and actively seek it out. It's common for a jinrui to aggressively pursue an adventuring party in hopes of joining their ranks, regardless of the nature of the quest they are on. Jinrui see it as a worthy pursuit in life, an exciting opportunity they can't possibly turn down, and a chance to prove themselves. In fact, jinrui are obsessed with the notion of adventure to the point that most adventurer's guilds will refuse applications from them as they are prone to pestering parties about admittance into their ranks.

RACIAL TRAITS

Ability Score Racial Traits (o): Jinrui are cheerful, athletic, but not the most thoughtful creatures. They are excitable, energetic airheads. They gain +2 Dexterity, +2 Charisma, and -2 Intelligence.

Size (o): Jinrui are Medium creatures and thus receive no bonuses or penalties due to their size.

Type (o): Jinrui are humanoids with the jinrui subtype.

Base Speed (o): Jinrui have a base speed of 30 feet.

Languages (1): Jinrui begin play speaking Common. Jinrui with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Naturally Empathic (2): Jinrui are naturally keen to the emotional state of others. They gain a +2 bonus on Sense Motive checks and Diplomacy checks made to improve a creature's attitude.

Born Adventurers (1): Jinrui receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by lucky.

Lucky (2): Jinrui are naturally lucky and thus receive a +1 racial bonus on all saving throws.

Bonus Feat (4): Jinrui select one extra feat at 1st level.

RACIAL POINTS: 10

RANDOM JINRUI STARTING AGES

Jinrui can choose when they mature and as such their age is not linked to when they can achieve a given profession.

RANDOM JINRUI HEIGHT AND WEIGHT

(As humans)

LILLIPUTIAN

Lilliputians are humanoids that stand 4-6 inches tall. They are stubborn, focused almost entirely on their own concerns but are terribly clever and well educated. They may argue as much as a drunk drinks but their innate nobility is not all pomp and circumstance; they have a noble heart and character within.

PHYSICAL

A lilliputian stands only 4-6 inches tall and resemble slightly built humans with pinched faces and long, large, noses that turn slightly upward. They are given to fine dress, refined taste, and a sedentary lifestyle of decadence and relaxation; even the most athletic among them lacking the sort of physique that a hard life imposes. Their bodies resemble squat caricatures of humanity. In all other respects they resemble

humans. A large part of a Lilliputian's diet consists of eggs, leading some to classify them as ovivores ("egg eaters") and may hint at their evolutionary origins.

MENTAL

If there is one thing lilliputian value it is looking refined, civil, polite, and important. Even an underprivileged lilliputian has their pride and will go out of their way to let you know it. They follow the teachings of a prophet, Lustrog, as recorded in their scriptures, known as the "Blundecral". It is unclear if these teaching, which describe the earthly life of lilliputian named Lustrog (who may or may not have ever existed), is not inherently religious but rather moral and philosophical in nature.

There are two main lilliputian languages: lilliputian and blefuscudian. Lilliputian is the common language and is widely spoken with several regional variants. Blefuscudian is almost existent conversationally, though it remains the language of scholarship and, most famously, of the Blundecral.

They are deeply insular society, holding their own achievements in high regard and finding little interest in the world outside their tiny nations. If something should happen to come to them, they will welcome it with great joy (and much internal argument) but they will not actively seek outside intervention or invite outsiders into their lands.

CULTURAL

Lilliputian society is run by an “Emperor”, though this is more a formal title of respect as it is used to describe any number of rulers of Lilliputian nations. Everyone in lilliputian society has opinions on the government, laws, and politics in general and no two lilliputian seem to have the exact same opinions (even if they agree in general) and will argue incessantly to the point where one must block out at least an hour a day to the practice.

The more important someone is, the more names they have. For example, one Emperor was called “Golbasto Momarem Evlame Gurdilo Shefin Mully Ully Gue”. Common folks just have one name but may identify with certain groups and use the name of that faction as a sort of last name. The most common groups are political ones and the most commonly found ones are the Tramecksan (or “High-Heels”) who place great importance on adherence to the teachings of the Blundecral and the importance of the state and the Slamecksan (or “Low-Heels”) who are more free-thinking and favor using the Blundecral more as a series of moral parables to help inform their daily lives.

ADVENTURES

A lilliputian can adventurer for pride, for honor, for wealth, or out of spite but never for their Emperor or for personal curiosity... but mostly they don't. Your average lilliputian has too many misgivings about the government (though what those are exactly varies), life, the Blundecral, or a million other things to go on

some grand quest. Lilliputians are deeply incurious (some would say even fearful) about the outside world and that keeps these homebodies contained to their hometowns for the most part.

RACIAL TRAITS

Ability Score Racial Traits (-2): Lilliputians are extremely small, very weak even for their size, quick-witted, but lacking in common sense. They gain +2 Intelligence, -2 Wisdom, and -4 Strength.

Size (6): Lilliputians are fine creatures and thus gain a +8 size bonus to their AC, a +8 size bonus on attack rolls, a -8 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +16 size bonus on Stealth checks.

Type (o): Lilliputians are humanoids with the lilliputian subtype.

Base Speed (-2): Lilliputians have a base speed of 15 feet. However, their speed is never modified by armor or encumbrance.

Languages (o): Lilliputians begin play speaking Common and lilliputian. Lilliputians with high Intelligence scores can choose blefuscudian, giant, elven, gnomish, halfling, or dwarven.

Busybodies (2): Lilliputians know everything about everybody and have a knack for picking up on the local gossip. Lilliputians gain a +2 bonus on Knowledge (local) checks and on Diplomacy checks made to gather information.

Stolid Warriors (3): Lilliputians can use weapons one size category larger than themselves at no penalty.

Stubborn (1): The DC to influence the attitude of lilliputians with the Diplomacy and Intimidate skills is 2 higher.

RACIAL POINTS: 8

SIDEBAR: LILLIPUTIANS AS A PLAYER RACE

Because lilliputians are fine sized creatures they present a challenge for many GMs and may be challenging for new players to play. The fact that they gain +8 size bonus to a lot of their defenses and a +16 on Stealth checks means they have a huge advantage off the bat. Pathfinder tells us that it costs 6 racial points but we'd honestly put it at twice that. We would not recommend lilliputians as player races until about 8th level where their benefits from their fine size are more negligible.

NAMAZU-JIN

The namazu-jin are elementally-empowered catfish-folk of a deposed god. They strive to become divinely-inspired arbiters of civilization, punishing oppressors, and redistributing wealth and good fortune in hopes of regaining their patron's place in the high heavens. However, their ambition frequently outpaces their common sense, causing them to lash out at just and wicked targets alike with little regard for consequences. Most namazu-jin have lived alongside other races long enough to temper the worst of their violent tendencies and satisfy themselves with becoming social campaigners or vigilantes. However, some prefer to declare open war on the system, applying their innate magics to catastrophic effect. Only by appealing to their piety can opponents hope to reign in a rampaging namazu-jin, and even then the namazu-jin demand challengers prove the strength of their faith in their strength of arms. For the namazu-jin, might makes (divine) right.

ORIGINS

The namazu-jin attribute their origins as a race to a legendary divine catfish called the 'O-Namazu'. In these myths, the O-Namazu's strength was only surpassed by its greed as it swallowed up the wealth of several kingdoms and hoarded it within its belly before the forces of heaven finally subdued and imprisoned it in an extraplanar realm of endless muck. Wracked with shame but unable to pursue redemption on its own, the O-Namazu used the last of its power to create the first namazu-jin and place them among the other races to pursue good works in hopes that the gods might someday pardon father and children alike. While outside scholars continue to debate the existence of this entity, there is undeniably something that looks over the namazu-jin, and in the minds of the namazu-jin this is O-Namazu.

PHYSICAL

A namazu-jin is a humanoid creature with a head resembling that of a gigantic catfish. They have beady eyes and a wide mouth packed with tiny, needle-sharp teeth. All namazu-jin possess anywhere from one to four pairs of fleshy barbels projecting from the upper and lower jaws, which function as sensory organs.

A namazu-jin's build ranges from wiry to thickset, with some individuals developing thick, bony plates on their heads and torsos; the external differences between male and female-bodied namazu-jin are minimal to an untrained eye. Their leathery skin is otherwise scaleless and secretes slight amounts of mucus for hydration, making it clammy to the touch. A namazu-jin's skin color ranges from dark green to blue-black, fading to pale gray on the front of the body and extremities. Their fingers and toes are slightly webbed, with thick, blunt nails. Namazu-jin possess gills and lungs, allowing them to breathe freely in both air and water. Despite their odd appearances, namazu-jin are amiable and widely regarded as gifted speakers, with a reputation for silver tongues and ruby words (the better to evangelize with). Female namazu-jin produce clutches of one to five eggs, which must be kept buried in mud or brackish water for around four-months prior to hatching. Each egg resembles a grapefruit-sized orb of firm, opaque jelly, with the fry barely visible as a dark patch in the center. As the egg matures, the dark patch grows in size and clarity until the fry's features are fully visible; a newly hatched fry is developmentally equivalent to a 12-month old human baby. Fry remain water-dependent for an additional year until their lungs strengthen enough to remain on land indefinitely. Namazu-jin reach adulthood around the age of 15 years and live between 40-50 years.

MENTAL

Namazu-jin take an exceptionally dim view of greed and despise economic oppression, be it an obvious force such as slavery or more subtle means that serve to concentrate wealth and influence among a small elite. To them civilization is likened to topsoil in a farmer's field; just as the fields must be tilled to evenly distribute the nutrients needed for healthy crops, society requires periodic shake-ups in order to evenly distribute the resources required for all citizens to prosper. If inequalities are left unchecked, societies stagnate, suffocating under entrenched capital and dogma until they collapse, frozen in history as a fossil is frozen in stone. Their chaotic leanings make them oddities among the majority of races with ties to elemental earth.

CULTURAL

Namazu-jin must have regular access to water for breeding, and even as adults feel a subconscious sense of ease when near it. Their ideal environments are mountainous areas with easy access to a prominent freshwater feature such as a major river, spring, or lake. Scattered populations are also found in coastal and marshy regions. Namazu-jin will try to integrate into existing humanoid communities wherever possible to pursue their calling.

ADVENTURES

Namazu-jin adventure as a means to accomplish social reform, not as a task in itself. While some may have an ego bloated enough to make themselves think they are worthy of greater earthly rewards no self-respecting namazu-jin could crusade for anything less than the glory of their divine patron.

RACIAL TRAITS

Ability Score Racial Traits (0): Namazu-jin are strong in body and personality, but are also impulsive and undisciplined. They gain +2 Strength, +2 Charisma, and -2 Wisdom.

Size (0): Namazu-jin are Medium creatures and thus receive no bonuses or penalties due to their size.

Type (3): Namazu-jin are outsiders with the native subtype.

Darkvision (-): Namazu-jin have darkvision 60 feet.

Base Speed (2): Namazu-jin have a base speed of 20 feet on land and a swim speed of 20 feet.

Languages (1): Namazu-jin begin play speaking Common and Namazu-jin. Namazu-jin with high Intelligence scores can choose from any language for their bonus languages (other than secret ones such as Druidic or Drow Sign Language).

Amphibious (2): Namazu-jin can breathe both air and water.

Rockbreakers (2): Namazu-jin are automatically proficient with all simple and martial weapons in the fighter's hammer weapon group as well as the kaname-ishi.

Energy Resistance (1): Namazu-jin have acid resistance 5.

RACIAL POINTS: 12

ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Burrow: Some namazu-jin have a natural burrow speed of 10 feet. A namazu-jin can burrow through loose earth, sand, and similar materials, but they cannot tunnel through solid rock. A namazu-jin can choose to leave a usable tunnel behind it as it burrows. The size of the tunnel is equal to the namazu-jin's space (5 feet for a Medium-sized namazu-jin). After a tunnel is created, it remains stable for a number of rounds equal to half the namazu-jin's character level plus their Strength bonus before collapsing (minimum 1 round). This trait replaces rockbreakers.

Sins of the Father: The story of your progenitor's rise and fall resonates more deeply with you than most; you are emboldened by signs of divine favor and just as easily cowed by signs of opposition. A namazu-jin with this trait gain channel resistance +4. This trait replaces rockbreakers.

RANDOM NAMAZU-JIN STARTING AGES

Adulthood: 15

Intuitive: +1d6

Self Taught: +2d6

Trained: +3d6

RANDOM NAMAZU-JIN HEIGHT AND WEIGHT

Base Height: 4 ft. 10 in.

Height Modifier: +2d10 in.

Height Range: (5 ft - 6 ft. 6 in.)

Base Weight: 120 lbs.

Weight Modifier: +(2d10 x 5 lbs.)

Weight Range: (130 - 220 lbs.)

FAVORED CLASS OPTIONS

The following favored class options are available to all namazu-jin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

TABLE 20-1: NAMAZU-JIN

Class	Bonus	Source
Bard	Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.	CRB
Paladin	Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).	CRB
Oracle	Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.	APG
Avatar	+1/6th the bonus of divine fate	AP: Divine 2
Runesmith	Add one spell known from the cleric's spell list. This spell must be at least one level below the highest-level spell the runesmith can cast.	AP: Magic 2

NIMIC

Nimics are thoughtful slug anthropomorphs. They are never in a hurry to get anywhere, never mince words, and always do their best to be polite. Nimics have a humanoid form with one merged pillar-like leg, two eyes on stalks (rather than in the center of their face), a large backpack-like shell, fine hair on the top of their head, and moist gastropod skin. The bottom of their one leg (called a "foot") flairs out a little and they move by waves of subtle but effective rhythmic muscular contractions against the ground. Though they are soft and moist to the touch, only the bottom of their foot secretes the harmless mucus that they are known for. When threatened or sleeping, a nimic can fold their malleable body up into their shell for protection and comfort. Their hard shells house almost all of their vital organs and everything outside of it is muscle and sensory organs for the most part. Unlike true snails, nimics have a skeleton but in place of bones they have cartilage. Nimics have genders

but they are essentially genderless until puberty until such a time as they make a conscious choice at a critical biological juncture. Sometimes environmental factors can override this manual selection of gender.



RACIAL TRAITS

Ability Score Racial Traits (o): Nimics have a malleable form, a thoughtful disposition, but are timid and somewhat indecisive. Nimics get +2 Dexterity, +2 Intelligence, -2 Charisma

Type (o): Nimics are humanoids with the nimic subtype.

Size (o): Nimics are Medium creatures and have no bonuses or penalties due to their size.

Speed (-1): Nimics have a base speed of 20 feet.

Languages (1): Nimics begin play speaking Common and Nimic. Nimics with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Mucus (2): Nimics have a 20 foot climb speed and do not need to make Climb checks to traverse a vertical or horizontal surface (even upside down). However, nimics leave a mucus residue wherever they go. Creatures tracking a nimic gain a +4 bonus on Survival checks to follow their tracks.

Shell (4): A nimic's shell grants them +1 natural armor. A nimic can retract into its shell as a swift or immediate action, granting it +4 natural armor in place of the normal +1 and dropping them prone. Exiting the shell takes a swift action.

Protected Organs (3): When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

RACIAL POINTS: 9

PIXIE

These merry, childlike, pranksters stand only about two feet tall. They are masters of hiding and seem to slip from both your mind and your vision. Famous for their pixie-powders they are respected by all in the same way a bee is given a wide berth.

PHYSICAL

A pixie is a tiny, whimsical-looking humanoid that is prone to darting about swiftly on wildly colored gossamer wings. They have elfin features and eyes that slant upwards towards their temples.

MENTAL

If it can be pranked, it must be pranked. If it can be undone, it must be undone. If it can be under a pixies influence, a pixie must put it under their influence. Impish pranksters and playful sprites pixies have a kind of child-like superficiality. They have no Napoleon complex, like one might expect, and tend to view bigg'ins (larger creatures) as oafish and stupid.

CULTURAL

Pixies live in large family houses near stone-circles, ringforts, or other places of ancient power. Most of their houses are underground or in the branches of trees. They are raised in a large family, as they gestate fairly quickly, and only leave when they find a spouse from another nearby family. They settle into a new home and will soon have a multitude of children of their own.

ADVENTURES

As they are overly curious they will often wander from their family (by accident or on purpose) and find themselves in adventurous situations. Strung along from adventure to adventure they develop a taste for new and exotic experiences.

RACIAL TRAITS

Ability Score Racial Traits (o): Pixies are graceful, impish, creatures of astounding beauty but have bodies made more as a work of art than as a warrior's tool. They gain +2 Dexterity, +2 Charisma, and -2 Strength.

Size (o): Pixies are Small creatures and thus have a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Type (2): Pixies are fey.

Base Speed (-1): Pixies have a base speed of 20 feet.

Languages (o): Pixies begin play speaking Sylvan. Pixies with high Intelligence scores can choose from Common, Goblin, Terran, Elven, and Giant.

Low-Light Vision (-): As fey, pixies can see twice as far as a race with normal vision in conditions of dim light.

Invisibility (2) (Sp): A pixie can use *invisibility* as a spell-like ability once per day.

Special Arrows (6) (Su): When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to twice its Charisma modifier each day- the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits- it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based (DC 10 + 1/2 HD + Charisma modifier).

- **Charm:** The target must succeed on a Will save or be affected as though by a *charm monster* spell for 1 minute.

- **Memory Loss:** The target must succeed on a Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory- a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when they flee).
- **Sleep:** The target must succeed on a Will save or fall asleep for 5 minutes. This is mundane sleep and damage or even loud noises will result in the creature awakening on their next turn.

Flight (6): Pixies have a fly speed of 30 feet with average maneuverability.

Cold Iron Vulnerability (-2): Pixies take double damage from cold iron weapons.

RACIAL POINTS: 13

ALTERNATE RACIAL TRAITS

PIGSIE (-3): These mischievous, wingless, cousins of pixies are famous for pranking farms and houses in the countryside. They gain a +2 on Sleight of Hand and Stealth checks. This replaces the flight racial trait of the pixie.

BARROW PIXIE (-2): Famous for inhabiting barrows and other such forgotten and foreboding ancient places of power. They can cast prestidigitation and dancing lights at will. This replaces the special arrows racial trait of the pixie.

BIGG'IN HUNTER (-2): Some pixies have a fascination with making big things fall. They gain a +2 dodge bonus to AC against creatures of large size or larger and a +2 bonus on combat maneuvers that knock such creatures prone (typically trip). This replaces the special arrows racial trait of the pixie.

SPINNEVOLK

Spinnevolk are a cunning, hardy race of wilderness-dwelling arachnids who venerate the ancient powers of the universe through dance. Isolated in the far reaches of the world until recently, the spinnevolk must now contend with new forces; adventurers from far off lands, where even the most well meaning individuals would prefer to squish a spider than negotiate with them.

PHYSICAL

A spinnevolk resembles a jumping spider roughly the size of a pony, with a total leg span from 5 to 7 feet across. On average, adult males are noticeably smaller than females of the same age. Both sexes possess a hard exoskeleton covered by a coat of soft, furry bristles. Adult males are brightly colored and patterned, while females are drab. Spinnevolk possess eight walking legs and a pair of specialized palps, with the front two pairs of legs bearing clawed digits suitable for fine manipulation. Four of a spinnevolk's eight eyes are positioned at the front of the head, with the remaining four placed directly on the sides and rear of the head. Spinnevolk possess daylight and color vision surpassing that of most humanoids, though their night vision suffers by comparison; consequently, spinnevolk are diurnal and instinctively avoid activity at night or

in dark environments. Spinnevolk possess beaklike mandibles behind their fangs, allowing them to ingest solid food and speak verbally. The spinnevolk's native language is a mix of shrill, birdlike chirps that are difficult for humanoid vocal cords to reproduce; spinnevolk can learn and speak most languages well enough to be understood, though their voices retain a tinny, parrotlike tone. Spinnevolk are voraciously active hunters; rather than waiting for prey to stumble into a web, they use their keen sight to stalk potential meals from afar before leaping in for the kill. Though they don't use webs to hunt, spinnevolk still naturally produce silk for construction and crafting. All spinnevolk produce a paralyzing venom in their fangs, but only a few spiders produce it at enough potency to be considered a proper weapon. Spinnevolk reach adulthood at the age of 5 years and have a maximum lifespan of 30-35 years.

ECOLOGY

Independent of temperature, spinnevolk prefer environments with heavy plant cover, and are rarely encountered outside of arboreal regions. While they are most plentiful in the tropics, spinnevolk communities also exist in temperate and boreal forests. When choosing a home, spinnevolk seek a balance between concealment and open space to

optimize their natural hunting strategy. Spinnevolk are obligate carnivores that will readily accept most types of meat, though they prefer other giant arthropods as a rule (outside of conventional giant spiders, which are not hunted for spiritual reasons). Spinnevolk are poor swimmers and avoid settling near large bodies of water, but shallow marshlands are acceptable territories. In addition to hunting, spinnevolk cultivate glowing fungi and fire beetles for light and as a source of alchemical reagents. Communities in temperate climates will tame clusters of giant stag beetles for food and defense, while those in marshy areas will keep giant frogs for similar reasons; in these regions, a spinnevolk ranger or druid with an amphibian companion is as archetypical as a humanoid with a big cat cohort.

SOCIETY

Spinnevolk live in semi-nomadic “webs” that claim a particular stretch of forest as territory. A typical territory consists of a permanent living space surrounded by multiple claimed hunting grounds; as prey is depleted in a given hunting ground, the web will shift focus to a neighboring site, allowing the game population to recover for a time. Spinnevolk structures consist of timber and foliage supported by silk; favorite building sites include massive log snags and overgrown hedges. Spinnevolk prefer to build their homes off the ground for protection.

Spinnevolk webs consist primarily of hunters, gatherers, farmers, and crafts-spiders. In the web, druids serve less as guardians of wilderness purity, but as arbiters between the needs of the community and the health of the forest. While spinnevolk have few moral objections to technology, metal artifacts are uncommon due to the difficulty of locating productive ore deposits in their preferred habitat; out of necessity, crafts-spiders prioritize natural materials such as wood, bone, and stone in their equipment, as well as mystical and alchemical variants such as ironwood and resinweave (see sidebar). A web that can establish trade contact with a reliable source of metal considers itself very fortunate, and a web that manages to discover and exploit an ore source of their own can quickly become a regional power.

Other common spinnevolk exports include lumber, spices and herbs, animal products (pelts, bones, et cetera), and silk. Spinnevolk society as a whole trends egalitarian, though some occupations are still stereotypically associated with a specific sex (for example, female spinnevolk are considered natural warriors for their physical robustness while males are preferred as dancers for their distinctive appearances).

ALIGNMENT AND RELIGION

Because of their belief in the strength of community, spinnevolk tend towards lawful or neutral alignments over chaotic ones. On matters of faith, spinnevolk venerate a mixed bag of ancestral and natural spirits, in a system where especially famous (or infamous) spinnevolk are immortalized in lore. Spinnevolk storytelling sessions are a mix of oral and dramatic performance, and the extensive library of signature gestures and chants involved in such a performance could constitute a language of its own. A large body of spinnevolk lore consists of tall tales and ‘just-so’ stories regarding these heroes, which are used to explain the natural world and the spinnevolk’s place in it. The image of the Sun features prominently in these tales, symbolizing a major spirit named ‘Seven-Eyed Grandmother,’ who is also credited with the creation of the spinnevolk race. Other stories are regional in focus, serving to describe a particular web’s history and character; an example story recounts how the founding member of one of the few spinnevolk mining settlements won a boon from a shaitan pasha that led them to a valuable ore vein. Spinnevolk storytellers spend lifetimes memorizing their cultural legacy down to every detail in order to pass it on to the next generation. A unique aspect of the spinnevolk creation myth is the assumption that the spinnevolk were the first breed of spider to be created in the universe, and that all other arachnids are derivations (or degradations) of that platonic state. Conventional giant spiders are interpreted alternatively as reincarnations of spinnevolk punished for past sins through the loss of sentience, or the former ancestor spirits of extinct communities, driven senile by the termination of their familial line. Because of this, spinnevolk will not hunt or otherwise harm these spiders unless absolutely necessary, as killing or harming one invites bad luck.

Monstrous arachnids like ettercaps, phase spiders, and Leng spiders are abominable products of dark powers maliciously (and vainly) trying to recreate the spinnevolk's perfection.

WARFARE

Spinnevolk prefer weapons that can also double as everyday tools, such as axes, sickles, and knives; this philosophy is reflected in the design of the timberjack, a multi-function blade used for both forestry and fighting. In a fight, spinnevolk take advantage of their natural jumping ability to close the distance between them and a foe, darting in for an attack before retreating just as quickly. Spinnevolk also make use of ranged weapons such as bows, bolas, and gunpowder weapons where available. Spinnevolk warriors focus on classes that favor motility over armor, such as rogues or rangers. Spinnevolk armies avoid large, regimented units in favor of smaller warbands. Spinnevolk most frequently war with their own kind, typically in disputes over territory and uncommon resources; such conflicts are usually relegated to minor skirmishes, but can spiral into full-blown civil war if grievances remain unchecked.

RELATIONSHIP WITH OTHER RACES

Spinnevolk are naturally gregarious and willing to extend hospitality to those they meet, though their monstrous appearances can make bridging the gap among humanoid races difficult. In places where their territories overlap, they are especially close with the grippli, and attacks against one group invariably provoke a response from the other. Spinnevolk find common ground with elves in the love of the wilderness, but feel that they are too quick to dismiss the merits of non-elves and have difficulty appreciating the elvish tendency to take the "long view". Dwarves are similarly distant due to their advanced lifespans and preference for environments the spinnevolk instinctively avoid.

HISTORY

Among the spinnevolk, there is no question of their origins; they are the favored children of Seven-Eyed Grandmother, placed in the world as stewards of Her works and tasked with defending it from the

agents of covetous otherworldly powers. Among non-spinnevolk academics, little is agreed upon regarding the race's origins, as the scattered scholars who do manage significant studies into the topic find difficulty separating fact from folklore. Other barriers to research include the complexity of the spinnevolk language and the spinnevolk's reliance on oral history, which when combined with their short lifespans results in a truncated collective memory; events that occurred in the distant past from a spinnevolk's perspective may have actually occurred relatively recently. The academic line of thought is that the spinnevolk's ancestors were the result of magical experimentation, with explanations ranging from a failed drow attempt at a client race that went rogue, the escaped pets of fairy nobility, or any number of mad mortal arcanists working for their own mysterious ends.

ADVENTURERS

Spinnevolk as adventurers are most commonly members of an existing warband tasked with a specific assignment, such as scouting and mapping potential territory for an expanding web or escorting a trade mission. Spinnevolk who manage to gain the trust of neighboring communities frequently act as guides and protection for travellers. Spinnevolk trade missions can be encountered in almost any major commercial center within overland travel's distance of their home territories; encounters further afield are rarer because the spinnevolk's aversion to water makes them shy of boats. Spinnevolk looking to focus their arcane studies also find themselves forced to seek out education from outsiders.

RACIAL TRAITS

Ability Score Racial Traits (0): Spinnevolk are agile and intuitive, but internally fragile. They gain +2 Dexterity, +2 Wisdom, and -2 Constitution.

Type (3): Spinnevolk are monstrous humanoids with the spinnevolk subtype.

Size (0): Spinnevolk are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed (2): Spinnevolk have a base speed of 30 feet* and a natural climb speed of 20 feet. Spinnevolk can take a +8 racial bonus to Climb checks.

Languages (1): Spinnevolk begin play speaking Common and Spinnevolk. Spinnevolk with high Intelligence scores can choose from any languages (excluding secret ones).

Hunter's Pounce (5): Spinnevolk are always considered to have a running start when making Acrobatics checks to jump and gain an innate +8 to Acrobatics checks to make long or high jumps. A spinnevolk can jump while charging to avoid difficult terrain. Whenever a spinnevolk successfully attacks with a melee or natural weapon as part of a charge in this manner, it deals 1/2 its Strength bonus in additional damage (on top of the full Strength bonus already applied to melee or natural attacks).

Bite (1): Spinnevolk have a natural bite attack that deals damage equivalent to that of a creature two size categories lower than normal for their size (1d3 for a Medium creature). This bite is a primary attack, or a secondary attack if a spinnevolk attacks with a manufactured weapon in the same round.

Quadruped (2): Spinnevolk have eight legs, granting them a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed

All-Around Vision (4): Spinnevolk have a +4 bonus on Perception checks and are immune to flanking.

Night Blindness (-2): Spinnevolk do not have the darkvision trait provided by the monstrous humanoid type and are considered blinded in areas of darkness. Additionally, a spinnevolk's effective line of sight is reduced by half in areas of dim light.

Arachnid Anatomy (-5): Outside of their native lands, most armor and clothing items for spinnevolk must be custom-made. Apply a x2 cost modifier and x1 weight modifier for armor and items crafted for the head, headband, eyes, body, chest, shoulders, and feet slots. Spinnevolk may use handheld weapons and tools, as well as armor and magic items for the neck,

belt, wrist, hands, and ring slots normally; however, spinnevolk do not gain additional magic item slots based on their extra limbs or eyes. Due to their spindly build, spinnevolk take an additional -1 penalty to Dexterity and Strength-based skill checks when using medium/heavy armor or a shield; this penalty increases to a -2 on attack rolls and skill checks when using armor and shields the spinnevolk is not proficient in.

RACIAL POINTS: 11

**Spinnevolk would have a base land speed of 20 feet without the +10ft bonus provided by Quadruped. This bonus is automatically factored into their speed.*

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing spinnevolk racial traits. Consult your GM before selecting any of these new options.

EXPERT CLIMBER: What some spinnevolk lack in speed, they make up for in finesse. A spinnevolk with this trait can cling to vertical surfaces and ceilings as long as the surface has hand and footholds. The spinnevolk has a mundane *spider climb* effect, save that they cannot cling to perfectly smooth surfaces. This trait doubles the normal +8 racial bonus on Climb checks normally granted to creatures with a climb speed (to a total +16 bonus). This trait replaces hunter's pounce.

NEW SPECIAL MATERIAL:

RESINWEAVE

Resinweave is a unique creation of the spinnevolk; layer woven silk that is used in the creation of armor. To create resinweave, alternating layers of spider silk fabric and tree saps are molded around a form and cured into a shaped piece of laminated material, with each form producing a different armor component. Resinweave gear is lightweight but sturdy, and provides some resistance against projectile weapons. However, the material can be punctured by a knife or splintered by a blunt weapon with sufficient force. While most resinweave gear is produced for the spinnevolk's own use, some crafts-spiders will gladly produce pieces to order for especially trusted customers. Any armor that can be made out of leather or wood can be made out of resinweave.

HP/inch: 10
Hardness: 5
Weight: 1/2 normal
Price: light armor (+500 gp), medium armor (+2,000 gp), heavy armor (+4,500 gp), shield (+500 gp), other items (+250 gp/lb.)

FAVORED CLASS OPTIONS

The following favored class options are available to all spinnevolk characters who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

RANDOM SPINNEVOLK STARTING AGES

Adulthood: 5
Intuitive: +1d4
Self Taught: +1d6
Trained: +2d6

RANDOM SPINNEVOLK HEIGHT AND WEIGHT

MALE
Base Leg Span: 5 ft. 5 in.
Leg Span Modifier: +2d10 in.
Leg Span Range: (5 ft 7 in - 7 ft. 2 in.)
Base Weight: 90 lbs.
Weight Modifier: +(2d10 x 5 lbs.)
Weight Range: (100 - 190 lbs.)

FEMALE
Base Leg Span: 6 ft.
Leg Span Modifier: +2d10 in.
Leg Span Range: (6 ft. 2 in. - 7 ft. 6 in.)
Base Weight: 125 lbs.
Weight Modifier: +(2d10 x 5 lbs.)
Weight Range: (135 - 225 lbs.)

TABLE 21-1: SPINNEVOLK FAVORED CLASS OPTIONS

Class	Bonus	Source
Bard	Choose either Perform (Dance) or (Oratory). Treat the bard as +1/2 class level higher when determining the effect of a bardic performance with the chosen category.	CRB
Druid	+1/3rd to the druid's natural armor bonus while in wild shape	CRB
Ranger	Add +1/2 to attack rolls and armor class against animals, vermin, fey, or humanoids (elf subtype, drow only)	CRB
Gunslinger	Add +1/4th to the dodge bonus granted by nimble	UC

VOLNY

The volny are naturally occurring (not elemental) sentient liquids who have adopted human forms by filling special armors.

The “ocean-soul” is a large body of water; it contains the merged consciousness of hundreds of thousands of volny. A volny is only considered a unique individual if he can retain an individual consciousness, called a “vital liquid,” by remaining separate from the ocean-soul. This separation is most commonly achieved by entering a suit of armor or special waterproof woven bodysuit. This armor is always humanoid in form, which suggests humanoid tampering, mimicry on the behalf of humanoids, or that the humanoid form is the most efficient.

Volny are a secretive, quiet race who seek to understand the odd, physical formed beings who are not part of the ocean-soul. Individual volny who travel from the ocean-soul describe their home to be a distant region that was geologically secluded from the rest of the world and protected from incursion by a high ring of tall mountains. It was not until the introduction of more advanced technologies and magics that they became aware of the outside world (or as they call it “the world beyond”). Before explorers were able to brave the dangerous terrain around their crater, the ocean-soul knew nothing of individuality, that a world outside itself existed, or even that other intelligent life existed.

It is theorized that volny are not native to the planet and were deposited long ago on a meteor. This theory explains the high sheltering ridge of the secluded ocean-soul; effectively, the ocean-soul resides within a crater. Additionally, volny mythology reflects this origin theory with tales of a “paradise world” the ocean-soul lost, and a river of light that they were banished across before they came to settle in the “before time.” Now, many communities and even entire countries of volny populate the world.

A schism exists amongst the volny. One faction believes that they should all join together as a single ocean-soul, and the other believes that they should free themselves and become independent creatures. This has resulted in a number of wars and the forced re-inclusion of some unwilling independents.

While the story of each volny is different, each split in one way or another. Some were stolen from the ocean-soul and brought to independent communities in buckets or canisters; others found their way away from it through circumstance (separated from the ocean-soul in a storm, expelled for an aberrant trait, etc.), and others were born from a “splitting”. At a certain point in its life, generally about 20 years, a volny can split and form a new volny child asexually. They may choose to do this every decade or two, but it leaves them drained for months after the process.

Volny speak with a gurgle and hiss in their words, as if they were speaking underwater. When they speak, their entire bodies vibrate slightly because it resonates within them. They often have problems understanding the ways and customs of other humanoid.

RACIAL TRAITS

Ability Score Racial Traits (2): Volny are extremely flexible but comprised of a liquid and show an almost complete lack of understanding of any social graces. Volny characters get +4 Dexterity, -2 Constitution, and -2 Charisma.

Size (0): Volny are Medium creatures and receive no bonuses or penalties due to their size.

Type (3): Volny are aberrations with the volny subtype. Volny sleep and eat like normal creatures.

Base Speed (2): Volny have a base speed of 30 feet and a swim speed of 40 feet.

Languages (0): Volny begin play speaking Common. Volny with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Vulnerabilities (-4): Volny take 1.5x as much damage from fire and electric damage.

Liquid Body (2): Being a liquid, volny can easily pass through small areas. As such, volny can squeeze into any places that their armors can physically pass through; they can move through areas at least half their size with no penalty for squeezing; and they can move through a space at least one-quarter their width using the penalties for squeezing through a space at least half their width.

Armor (-4): Volny need to always wear a type of armor that can contain them. While the methods of how the volny split from the ocean-soul differ, the armor that the volny daily wear must have been made to contain them. This can include when buying masterwork armor masterwork or else costs 25 gp extra to purchase armor suited for this purpose. If their armor gains the broken condition or if they are otherwise exposed to the outside world, they lose 1 HP per round until this is rectified (often by repairing the armor or applying a temporary patch). Volny never suffer ill effects for sleeping in armor (such as becoming fatigued).

Bend and Sway (4): The volnys' quasi-liquid forms allow their bodies to bend in odd ways. This gives them a +2 racial bonus to their CMD against grapple, bull rush, and trip attempts. They also gain a +2 racial bonus to their CMB when trying to perform the aforementioned combat maneuvers.

Bizarre Anatomy (4): When a critical hit or sneak attack is scored against a volny, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with other sources that have a percent chance of negating critical hits or sneak attacks (such as the *fortification* armor property).

RACIAL POINTS: 9

RANDOM VOLNY STARTING AGES

Adulthood: 15
Intuitive: +1d4
Self Taught: +1d6
Trained: +2d6

RANDOM VOLNY HEIGHT AND WEIGHT

MALE

Base Height: 4'10 ft.
Height Modifier: +2d10
Height Range: 5'0-6'6
Base Weight: 120 lbs.
Weight Modifier: +2d10x5 lbs
Weight Range: 130-220 lbs.

FEMALE

Base Height: 4'5 ft.
Height Modifier: +2d10
Height Range: 4'7-6'1
Base Weight: 85 lbs.
Weight Modifier: +2d10x5 lbs
Weight Range: 95-185 lbs.

WULLY

The wully have another name, "the forgotten", because after you meet a wully you soon find yourself forgetting about them. It's not that you don't care about a wully or they didn't make an impression, they just seem to fade from memory more quickly than most. The more you are around them, the more you will recall them, but given sufficient time a wully will be wiped from your memory no matter how much time you've spent with one.

Wully appear as short, bemused little humanoids with large eyes and long floppy ears (like a bloodhound's). Wully are fidgety, forgetful, and easily excited. They have short, stumpy legs and long thick arms when compared to the proportions of a human. While their knuckles do not drag, they are rather close to doing so. Their spines have short, nubby, vestigial horns protruding from them that end in a small hard protective plate on their tailbone. Their hair grows only at the top of their round (almost spherical) head in great fountains of sharp hair that stands up stiffly. When a wully walks they walk with an odd teetering, top heavy gait and fall down quite frequently.

Wully seem to be both blessed and cursed with the ability to be wiped from the memory of others. People remember wully for 5x as long as they dealt with them (if they interacted with them for 1 hour, they

will recall them for 5 hours). In instances where a person can remember a situation but not the wully, their mind inserts others or simply fills in the blanks with fabricated memories. The person will know something is not right ("I THINK it was Jim... but that doesn't seem right. Jim was at home that night...") and may be befuddled as to who it was. Wully seem to be immune to these lapses in memory but are, in general, rather forgetful. Creatures of lower Intelligence (6 and below) can recall Wully without issue.

Wully, for their part, embrace their anonymity. Some turn to lives of crime while others simply try to make ends meet through more legitimate means. Many wully live amongst other races, though they are often overlooked. Their own societies are notoriously *laissez-faire*. Family units are non-existent and, while wully are generally of an excessively pleasant disposition, crimes often go unpunished. Each settlement has a book of written laws that they must abide by and often goes unchanged for decades. Children are raised communally and often have little to no association with their biological parents. Wully tend to make livings as farmers or foragers and few practice magic (divine or arcane) beyond sorcerers.

RACIAL TRAITS

Ability Score Racial Traits (2): Wully are energetic and charismatic, but move with all the awkwardness of a toddler. They gain +2 Charisma, +2 Constitution, -2 Strength

Size (0): Wully are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

Type (0): Wully are humanoids with the Wully subtype.

Base Speed (-1): Wully have a base speed of 20 feet.

Languages (1): Wully begin play speaking Common and Wully. Wully with high Intelligence scores can choose from any language (other than secret languages).

Overlooked (1): Wully gain a +2 racial bonus on Stealth checks and are often overlooked. This is a double edged sword because while the enemy may forget to shackle their manacles they may also forget to feed them.

Forgettable (4): Creatures with an Intelligence score above 6 only remember wully for 5x as long as they dealt with them. As a minimum, a creature with any interaction with them recalls them for 1 hour.

Forgetful (-3): Wully have a hard time recalling information, particularly after time has passed. They never treat Knowledge (history) as a class skill and take a -4 penalty on any attempt to recall information from more than 6 months ago. They also have a hard time memorizing spells (as a wizard must) and, unless there are exceptional circumstances, cannot become prepared spell-casters.

Energetic (1): Wully gain a +2 racial bonus on Initiative checks. This stacks with other sources that provides bonuses to Initiative checks.

Memory Wipe (4): As a standard action a number of times per day equal to the wully's Charisma modifier, a wully can make a touch attack against a creature to erase part of its memory. It wipes 1 minute of the creature's memory. The creature receives a Will save (DC 10 + 1/2 the wully's character level + the wully's Charisma modifier) to resist the effect entirely.

Alternatively, a Wully who targets a prepared caster may choose to erase 1 prepared spell of a random level from the memory of the caster.

RACIAL POINTS: 8

RANDOM WULLY STARTING AGES

Adulthood: 15

Intuitive: +1d2

Self Taught: +1d6

Trained: +2d6

RANDOM WULLY HEIGHT AND WEIGHT

MALE

Base Height: 2 ft. 8 in.

Height Modifier: +1d4

Height Range: 3'1"-3'4"

Base Weight: 30 lbs.

Weight Modifier: 2d4

Weight Range: 32 - 38 lbs.

FEMALE

Base Height: 2 ft. 6 in.

Height Modifier: +2d4

Height Range: 2'8"-3'2"

Base Weight: 25 lbs

Weight Modifier: 2d4 lbs.

Weight Range: 27 - 33 lbs.

ZOTZ

Also known as “pseudo gargoyles” by some intellectuals, it isn’t quite clear on where this race comes from. While some claim that they are offshoots of gargoyle, or werebats, others claim they were vampiric gargoyles partially purified by their god or some dark pact. Some skeptics even say the truth may be somewhere in the middle, but nonetheless these prideful beings have started to venture out into the wider world due to their population growth.

Zotz are humanoid bats with stoney skin who stand about 5 feet tall. They have small bat-wings, many rock-like ridges on their body, and a heavy brow. The blood in their veins sicken vampires, something that came about from an ancient conflict between the two species. Zotz spends most of their time standing unnervingly still and simply observing things. It’s easy to fail to notice a zotz when they are standing guard as they blend right in the stonework, statues, or other sorts of architecture.

These stoney batfolk pray to many dark gods and frequently engage in blood sacrifices to them. Those chosen for such rituals are thought to ascend to a higher form on another plane and being selected as a sacrifice is a great honor. They tend towards neutral or evil alignments and favor lawful or neutral stances on the good/evil axis.

They often keep company with gargoyles and constructs, as opposed to other humanoid races. Zotz frequently observe other cultures covertly, for a long while before electing to join it. They like the “lurk” and always keep other races at arm’s length even when friendly with them. As a race they are prideful and hold their entire species in a higher regard than everyone else. Their manners are terrible and zotz are thought of as being very standoffish and pigheaded.

RACE TRAITS

Ability Scores (o): +2 Con, +2 Wis, -2 Cha. Zotz are hardy and observant watchers but tend to lack social graces and are considered uncivilized by some.

Size: Zotz are medium creatures

Type (3): Zotz are monstrous humanoids with the zotz subtype.

Speed (2): Zotz have a 30 foot land speed and a 20 foot climb speed.

Languages (o): Zotz begin play speaking Common and Echospeak, a high-pitched language only used by bats and bat-like creatures. Zotz with high intelligence scores can choose from the following bonus languages: Dwarven, Gnome, Goblin, Terran, Undercommon

Darkvision (-): Zotz have darkvision 60 feet.

Statue Form (4): When holding still and taking no actions for a turn the zotz appear as statues. Until they take an action again they gain a +8 racial bonus to appear as a statues

Gliding Wing Arms (3): Zotz take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, they can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. While gliding they cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature to rise, it can take advantage of the updraft to increase the distance it can glide. They must not be holding anything in their hands to glide in this fashion.

Hemovore (-): While not dependant on it, a Zotz can survive on a diet of blood from a living being instead of food. A zotz who consumes enough blood to deal at least 1 point of Constitution damage from a single creature to benefit as if they had eaten a full meal.

Bite (2): The zotz have a primary natural bite attack dealing 1d4 points of damage. If used in conjunction with a manufactured weapon, this bite attack becomes a secondary attack.

Hanging Feet (1): Zotz are able to use their feet to grip to a surface as if they were hands.

Noxious Blood (1): Creatures who inject your blood must make a Fortitude save (DC 10 + 1/2 level + Constitution modifier) or be sickened for 1d4 rounds. This effect even works on vampires who are normally immune to that condition.

RACIAL POINTS: 13

CHAPTER 3: LORE

NEW DEITIES

ARAXEL

The Logical Paradox

Araxel is god of opposing views and apparent contradictions. It is the god of dark light, raging peace, the starving glutton, and the silent noise. Araxel exists to remind us that there are no true opposites: only explorations of complex relationships. It challenges us to ask, "How is this not a contradiction?" Araxel is the god of untangling paradoxes, solving logic puzzles, embracing holistic approaches, and disproving the logical. Araxel has few true followers and those few that do are mad philosophers, intentional contrarians, sagacious hermits, and wise fools. Araxel grants both insight and madness in equal measure to those who invoke its divine majesty, but all find what they are looking for. It communicates entirely in contradictory statements when questioned with spells like *commune*. Deities faced with inherent contradictions seek Araxel for aid and counsel.

BLUE MAIDEN

The Artisan of Sentience

The "blue maiden" is a deity that is the god of turning inorganic things into real, living things. She is a compassionate deity and takes pity on objects who have serve as faithful companions to heroes, things that have gained a life of their own though the mythology behind them and stories about them, and spares undead souls with noble intentions. She is a mysterious deity who is not invoked but instead arrives when she desires it. Her clergy is equally as enigmatic, existing only as mystery cults.

Her court is said to be filled with well-loved toys, brave stuffed animals who comforted children in their moment of greatest need, and venerated relics of forgotten ages that have been given life in her realm. She is a goddess of peace and redemption that rewards such objects by allowing them greater agency in the world. Constructs are among her faithful, seeking to transcend their form to a higher form of true life. Such cults are seen as demeaning to the rest of construct-kind and are discriminated against in their communities. Many animist cultures invoke the blue maiden to honor the service of broken items or items that must be discarded.

Intelligent undead who were noble souls in life sometimes earn her blessing after a century or more of gallant deeds and she returns them back to life or lets them rest eternally. She takes pity on them and lets them finish their business and may help guide them. Loved ones of an animate dead make offerings of ferns and fresh-cut blue flowers to the blue maiden on pyres to help their beloved.

EARTHANG

*The Goddess of Minor Conveniences &
Inconveniences*

Earthang is the goddess of procrastination, last minute attempts, sounding smart, fudging your work, and semi-educated guesses. She is invoked by everyone at some point in their lives but particularly students when they forgot to study, thieves who have bungled a heist and need to escape, gamblers who just need a little luck, scribes who pray their inkwell lasts a bit longer, and people at family gatherings who want to make their lives sound better than their stupid cousin who got a promotion recently.

While she is a minor god it'd be a cold day in hell when you came across someone who hasn't prayed to Earthang intentionally or inadvertently. Whenever someone "just needs something to work" and they make some pledge like, "I just pray the orks don't arrive tonight, we're exhausted! I'll never spent too much time in a tavern again!" Earthang hears them. She is a capricious goddess but sometimes she will lend favor to mortals. However, she is also a vindictive goddess and people tend to forget they invoked her and falsely attribute their success to their own skill. In such instances, or if someone forgets the vow they made, she curses them with 7 years of minor inconveniences. This is worse than "bad luck" because bad luck is overt and "minor inconveniences" can be chocked up to random chance. Those who have wronged Earthang will stub their toes frequently, find their soup a little too cold, get a minor cold more often than their friends, not get their makeup just right, and awake to find their pet has soiled the rug a little more often (or maybe roll a few too many 1s on their dice...). Someone suffering these minor indignities should burn an offering to Earthang *just* to be safe. There are few priests of Earthang but many temples have small shrines to Earthang that are maintained by priests of a wider pantheon. The few that dedicate themselves to Earthang were saved by her intervention at a key moment in their lives and dedicate themselves to her service in exchange. Many priests of other deities will turn to Earthang when scorned by their patron and petty people pray to Earthang to mildly inconvenience their detractors for imagined slights.

LUSSUIO

God of Sports, Bane of Cheaters

Lussuio is the god of sports and games. He is known as the "Bane of Cheaters" and is the god that is invoked to imposes rules in games (Usually starting with "By the wrath of Lussuio, if you cheat I'll...") and before a game to ensure a fair contest. He can only be invoked to oversee "rules of contest", not moral ones and for this he is known as "The Bane of Cheaters". Despite his dominion over games, Lussuio has no dominion over chance or games of chance. He is also the god of physical training for athletes and they invoke him to protect their bodies while they train so they don't hurt themselves.

Lussuio never gives an advantage to anyone in a game, as that would be unfair, so worshiping him is seen as fruitless. Those who worship him do so, "for the love of the game", as they see the actual worship of him as fruitless but not unworthy. Much of his worship results in the bonding of a community over sports; the sharing of a pass time, cheering for the home team, and the bond that fans of the same game feel.

Any contest, sport, or game of skill that is played is actually a form of worship of him; though he is a minor god because all that "prayer" is incidental. His few priests but many followers; most often competitors, coaches, scouts, evaluators of physical forms, and the occasion physician. His clergy is used to invoke him at the start of public games (gladiatorial contests, sports, marathons, etc) and, when not officiating games they produce playbooks and adjudicate rule disputes for clietel. He is a god that craves attention and can never be satiated. While he encourages sports and games in place of war, he also encourages such things in place of everything. In excess his worship is harmful escapism to the exclusion of everything else in your life. His clergy is driven to become fanatics of many different teams, sports, and games; something that is inherently contradictory, physically exhausting, and mentally distressing. They all eventually run themselves ragged, trying to do too much, cheer too often, and leave it all on the field every day. This leaves his small clergy to dwindle as its members age and find they can no longer keep up with Lussuio's rigorous demands.

GAME DOMAIN

The game domain concerns itself with games of skill and sports rather than games of chance or luck. You are no doubt a competitor in some kind of sport or game or are connected to it professionally (a coach, scout, etc) and have a vested interest in such endeavors.

Physical Evaluation (Su): You can spend a move action to appraise the physical movements and body of a creature at a distance, granting you insight into how it moves. This provides you a +1/4th level insight bonus (minimum +1) to identify the creature with Knowledge checks and a +1 insight bonus to your AC against that particular creature. These bonuses last for 24 hours or until you evaluate another creature.

Bane of Cheaters (Su): At 8th level, you can take a move action to grant yourself and all allies who can see and hear you a +1/4th level sacred* bonus on combat maneuvers against a specific creature who has just broken a rule of a game, contest, or challenge. This lasts for a number of rounds equal to 1/2 your cleric level (minimum 4). You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

*Profane if you channel negative energy, sacred if you channel positive.

O-NAMAZU

Deposed God of the Namazu-jin

The namazu-jin attribute their origins as a race to a legendary divine catfish called the 'O-Namazu'. In these myths, the O-Namazu's strength was only surpassed by its greed as it swallowed up the wealth of several kingdoms and hoarded it within its belly before the forces of heaven finally subdued and imprisoned it in an extraplanar realm of endless muck. Wracked with shame but unable to pursue redemption on its own, the O-Namazu used the last of its power to create the first namazu-jin and place them among the other races to pursue good works in hopes that the gods might someday pardon father and children alike. While outside scholars continue to debate the existence of this entity, there is undeniably something that looks over the namazu-jin, and in the minds of the namazu-jin this is O-Namazu.

TABLE 22-1: NEW DEITIES

Deity	Alignment	Domains	Subdomains	Symbol	Favored Weapon
Araxel	N	Good & Evil Or Law & Chaos Or Destruction & Healing	-	A braid of 3 cords: one black, one white, one grey	Chakram
Blue Maiden	CG	Artifice, Healing, Protection, Repose	Psychopomp	A blue fern	Longbow
Earthang	CN	Charm, Knowledge, Luck, Trickery	-	A half-written scroll	Kunai
Lussuio	LN	Community, Game, Law, Strength	-	Three torches	Great Club
O-Namazu	N	Animal, Aquatic*, Community, Earth, Water	-	A catfish with a coin in its mouth	Kaname- ishi

*This domain is for druids.

THE KINGDOM OF BASTARDS

OVERVIEW

According to myth 500 years ago a group of half-breeds, discontent with the way society treated them, founded a small city upon an inlet of land. Over time other children of mixed parentage found their way to the city and set up new lives, free from persecution. Because of this people from many societies collaborated and the disparate influences forged an economic powerhouse. In time it also became a haven for hybrid bastards, a collection of the offspring that nobility had with members of another race. The city's web of influence grew with each new addition until it became a kingdom in its own right. Now the city is effectively ruled by two groups that form a sort of aristocracy: noble bastards and "mutts" (citizens with a long lineage of mixed heritage). The bastards are often wealthy, have no roots in the city, and are only there as a convenience to their noble parents while the mutts have long roots and form a wealthy merchant class (a sort of "bourgeoisie"). The bastards provide connections to foreign powers and the mutts are the glue that holds together the economics of the city.

HYBRID VIGOR & GENETICS

The Kingdom of Bastards is a very scientifically minded community and they have come to understand, and almost worship, the concept of evolution (thanks to the work of a half-dwarf bastard named Char, formerly of Clan Darwynne). Later, experiments with pea plants cross-breeding by a half orc named Grogor Mendel revealed the rules of heredity and proved heterosis. The idea that "the tendency of a crossbred individual to show qualities superior to those of both parents" became part of the national identity of the Kingdom and is actually on both the city's coat of arms and seal. They are sometimes referred to as the "Genetic Kingdom". While their understanding of "genes" is extremely rudimentary (and most people don't actually know what it means) this has lead to people with many different races in their parentage to be treated with respect.

There is an ugly underbelly to their though; there is racism towards "pureblood" races, who some see as genetically inferior. While this is a minor prejudice now, it could blossom into something much more dangerous in the future. Some of the more radical mutts already refuse to breed or associate with anyone without at least 3 races in their bloodlines. The exception to this prejudice seems to be humans who are welcomed due to their ability to breed, seemingly, with anything.

Genetics are a common topic of discussion. For example:

- When one breeds with an evil outsider, who is quantifiably "evil", is an "evil" gene passed on? Can it be counteracted by a "good" gene?
- Is magic a function of "nurture" or "nature"?
- Is crossbreeding via magic ethical?
- Are traits passed on during immaculate conception?
- Is there a "divine" gene?
- Do creatures with a quantifiable "great destiny" pass that on to their offspring and is that diminished when they come into the world?
- Does having a parent who is from another plane of existence allow you to visit that plane of existence easier?

MUTTS

A "mutt" is a slang term used by the upper class to describe those with an extensive array of racial heritages in their blood. A "mutt" might be 1/4th dwarf, 1/8th minotaur, 1/8th human, 1/4th elf, 1/8th goblin, and 1/8th giant and this is considered the peak of cultural admiration. Bastards, who are often only of two races, are sometimes the butt of jokes because of their shallow gene pools. This has given rise to the phrase "shallow" being used not only as a term to describe a "stupid person" but it also carries a connotation similar to being inbred or of poor genetic stock.

To be a true mutt one must be native to the Kingdom of Bastards and have a long history of family having lived there. Many mutt families run governmental

programs, guilds, have lucrative contracts, and hold positions that are technically appointed but end up being hereditary.

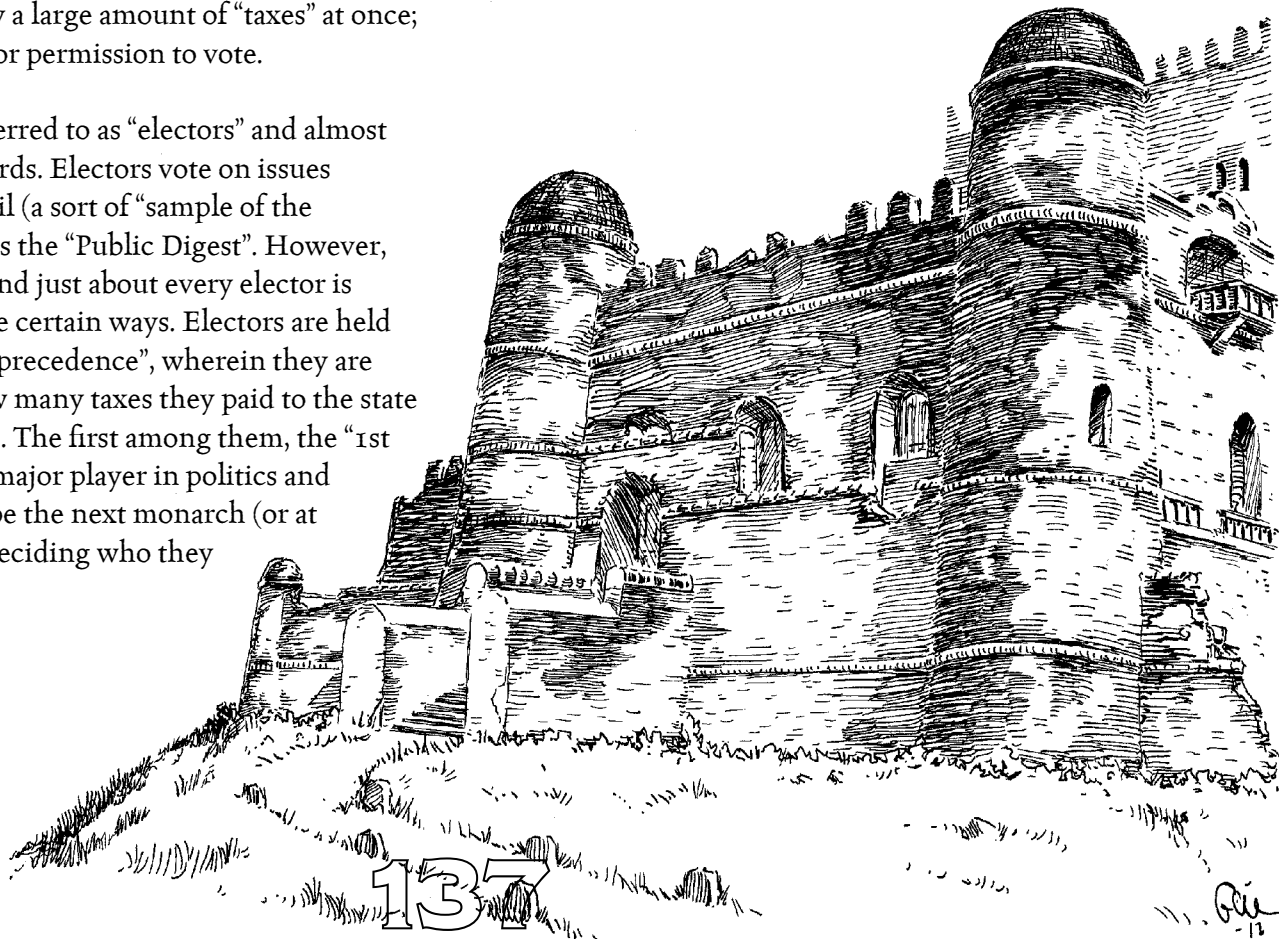
Mutts are proud of their offspring, living vicariously through the heritage of their children. A mutt, for example, would earn some social status if their newborn son's mother was a centaur. Sexual misconduct is treated with extreme prejudice and the result of even a whiff of it will end someone's political career if they are not outright killed by a civically minded person.

GOVERNMENT & POLITICS

The Kingdom of Bastards is an elected monarchy; the prominent citizens vote for a new monarch upon the death of the old one and, once appointed, the monarch rules for life. Who gets to vote is something of a contentious issue and is constantly in flux depending on who is in power. On paper it is supposed to be anyone who has provided the state with a certain, average, amount of taxes over the last 10 years. This threshold changes and thus who can vote is adjusted. People wishing to vote in an upcoming election can "incur taxation", effectively allowing them to pay a large amount of "taxes" at once; bribery of the state for permission to vote.

These people are referred to as "electors" and almost all are mutts or bastards. Electors vote on issues as an advisory council (a sort of "sample of the public") referred to as the "Public Digest". However, there is corruption and just about every elector is "incentivized" to vote certain ways. Electors are held in a sort of "order of precedence", wherein they are ranked based on how many taxes they paid to the state over the last 10 years. The first among them, the "1st Elector", is always a major player in politics and often is assumed to be the next monarch (or at least a key voice in deciding who they will be).

They also oversee transitions of power and act as arbitrator in the case of accusations against the monarch. And... it works. Oddly the people in power, while they stay in power, seem at least somewhat invested in taking care of the less fortunate. This is because tax revenue determines an elector's standing and without a booming sector they'd go broke. The government is always flush with money and they plow into social programs that, in turn, help generate more tax revenue. There is a great deal of corruption and graft but several peasant revolts have taught them that keeping the masses happy is the primary goal of the government. The pervasive political mindset is: "Keep the plebeians happy and you can do whatever you want". Electors even offer to pay people to do mundane civil-service jobs because they can claim that as a form of taxation. This has lead to electors paying commoners insane salaries - like the time a 2nd Elector paid a shepherd a monthly wage of 8,800 gold to watch the king's sheep in order to claim enough taxation that they would become the 1st Elector when taxes were tallied next year.



CHAPTER 4:

GAME MASTERY

ECL RULES

Sometimes games need to feel “gritty” or you want a “low magic” vibe. ECL or “Effective Character Level” rules limit player characters to a certain maximum level, typically a low level (3, 5, or 7 is popular). The challenge of running an ECL game can run into challenges when players hit their level cap; there just isn’t a way to reward them for the risks they are taking. The following rules cover how to set up an ECL game as well as how to provide limited advancement in an ECL game when players hit their level cap.

RUNNING AN ECL GAME

Pick a level. Characters cannot gain new levels after this point.

Every so many EXP after that you gain an advancement from those listed below:

- Every 1,000 for ECL 1
- Every 2,000 for ECL 2
- Every 5,000 for ECL 3
- Every 9,000 for ECL 4
- Every 15,000 for ECL 5
- Every 34,000 for ECL 7

The GM should increase the Average Party Level (APL) of the party by 1 for every 3 advancements they possess.

ADVANCEMENTS

Any options marked with an * cannot be chosen twice in a row (Example: You couldn’t select a bonus feat twice in a row but you could choose a bonus level then extra skill points, then a new bonus feat the 3rd time).

- *Bonus feat
- *+1 character level for the purpose of the numerical effects of all class features (max +3)
- *+1 misc bonus on 2 skills you have at least 5 ranks in.
- *+1 to an ability score. This can never be used more than twice on a given ability score.
- 4 skill points (remember: max # of ranks in skill cannot exceed level)
- +1 to the level of an animal companion to the maximum of your character level.
- +1 to your effective caster level for the purpose of determining the effectiveness of spells (but not other things like spells per day/known or class features) to a maximum of your character level.
- +1 to your effective character level for the purpose of favored class bonuses. Your effective character level for this may never exceed twice your class level.
- Select 1 alternate racial trait that replaces only a single other racial trait of yours and gain it without losing the one it would replace. This can only be taken once. Consult with your GM before selecting this to ensure the appropriateness of the chosen racial trait (some may be unsuitable).

TRAINS & RETINUES

A “retinue” is the term used to describe a collection of people who are attending a person of status (whose service was “retained” for their use). These people were granted the protection and could act on behalf of their employer in some capacity. These people, plus friends and additional hangers on or followers, made up the personal “train” or “cortege” of the person. The larger the level of prestige a person had, the larger their person train was.

A train for a medieval noble typically included a wide variety of advisors, domestic staff, and battlefield support staff. Below you will find rules for including a train with your character.

USING TRAINS

A train is a subsystem that grants a party with some number of retainers who see to their basic needs. If you are using this subsystem this should replace the need for the Leadership feat. While, in character, retainers may be specifically loyal to a certain character they are, in reality, assets expected to be used by the whole party. As retainers are not particularly combat focused they should have a negligible effect on combat itself but trains are exceptionally useful out of combat and can afford players greater resources.

You may want to increase the CR of your encounters by 1 for every 6 levels the party has if you are employing trains. Alternatively, Pathfinder has the expectation of ~3 encounters per day. If you are using a train, perhaps adjust it up to ~4 per day and you will not need to adjust the CRs of encounters up.

Acquisition: A party can only acquire members of their retinue for their train in a city of a respectable size. Often times they will have to make some overture, complete some task, or seek out the individual for their services. It is not suggested that you “buy” members of your train as it’s more about their loyalty, or at least their relationship, to you/your party.

UPKEEP

Optionally, for added realism, you can add “upkeep”. While your retainers are expected to provide for themselves a bit you may need to pay a bit more to help encourage them to stick around with you and to keep them well fed. The upkeep amount on Table 22-1: Trains indicates a monthly or “per adventure” cost (whichever is more appropriate).

BOONS

Unless expressly noted all boons can only be used once per day. The party shares the collective uses of boons. Boons indicated to be “Passive” boons provide a constant bonus.

TABLE 22-1: TRAINS

Average Party Level	Size of Train	Upkeep (Optional)
1st	0	-
2nd	1	10 gp
3rd	1	10 gp
4th	2	20 gp
5th	2	20 gp
6th	3	30 gp
7th	3	30 gp
8th	4	40 gp
9th	4	40 gp
10th	5	50 gp
11th	5	50 gp
12th	6	60 gp
13th	6	60 gp
14th	7	70 gp
15th	7	70 gp
16th	8	80 gp
17th	8	80 gp
18th	9	90 gp
19th	9	90 gp
20th	10	100 gp

RETAINERS

This section details the kinds of retainers a character may employ in their train. Please note that we are using the word “retainer” despite that having a specific context in medieval time (liveried employees). We also use the phrase “lord” to denote anyone (of any gender) of significance, even if they were not themselves of noble birth.

RETAINERS IN COMBAT / AS NPCs

Retainers, with the exception of some of the battlefield support characters, are not used in combat or directly in adventuring. They lack the spirit for it and will flee when confronted with danger (though they return in time, as they are assumed to be loyal). Advisors are considered to be experts of half your level, domestic retainers 1st level commoners (except stewards, who are commoners of equal level), and battlefield support retainers are warriors 3 levels lower than you (except retained knights who are warriors of equal level).

Retainers are “behind the scenes” characters. They set up tents, advise you on how to proceed, give you inroads with significant political groups (a priestess can help you ingratiate yourself with the church for example), offer you favors when the going gets rough, and smooth things out that you might have upset. They might not come in a dungeon and disarm a trap for you, but they will offer you advice, polish your armor, and have a hot meal waiting for you when you get back.

Of these, only battlefield support retainers have any stomach for combat. Even then, these characters are not designed to regularly accompany you to the battlefield, except retained knights. A man-at-arms, for example, might accompany you as a bodyguard to a formal function and be willing to defend you should an assassin try to kill you, but might not be inclined to join you in times of war. A jailer might fight an escaping prisoner and a squire might help defend the train if it was attacked but they will generally only fight if pressed. The only real exception are retained knights whose express purpose is to help you fight.

ADVISORS

PRIEST(ESS)

A member of the lord’s faith who instills godliness in those the lords’ employs. They advise their lords on spiritual matters, act as a point of contact for religious officials trying to get in contact with their lords, and often tutor others on religious texts.

Boon: Roll twice and take the result you prefer on Knowledge (religion) checks.

Passive Boon: Having a priest in your train is a signal to others of your good (or at least godly) intents. While some might dislike a priest for their faith, others will welcome you because of it. Think of having a priest in your train as saying “I am a member of this particular faith”. This often leads to members of the same religion treating you favorably, offering discounts, improving their initial starting attitude, etc.

TUTOR

A well educated professor or other intellectual who tutors their lords on academic matters.

Boon: Once per day, roll twice and take the result you prefer for any Knowledge check.

Boon: A tutor acts as an extensive library (as per the item) for the purpose of discovering new information.



NOBLE

Often times nobles of lesser standing, low in the birth order, or in need of tutorage will join the train of a lords. This is often done to cement alliances, ingratiate themselves, and to have a representative in the court of someone influential. They are often friends of the lords or they have been forced upon them by the powers that be. Trained in the courtly graces, nobels are excellent diplomats.

Special: Nobles count as 2 retainers for the purpose of determining the size of your train.

Boon: Once per day, roll twice and take the result you prefer on Knowledge (nobility) checks.

Boon: Nobles are assumed to have a bonus on Diplomacy and Sense Motive checks equal to half your level.

Passive Boon: The real boon from retaining a noble is that they provide valuable inroads and insight into a powerful and influential family. For example, having the 5th son of the king in your train might help you gain an audience with the royal minister of finance of you send that noble to introduce you. That same noble might also warrant you and your train get extra protection on the battlefield or supplies from the king because he doesn't want to see his son suffer.

Passive Boon: Nobles tend to hear gossip if they are in the right settings. When in an appropriate setting there is a 25% chance that will overhear something per day. If they did hear something there is a 50% chance it's of mild interest ("the lady of the keep wears a shabby wig" or "half the guards go dancing friday nights", "they don't like you very much here", "the merchant adds 20% onto his prices for nobility"), a 40% chance that it's very useful ("the lord has a secret mistress the chamberlin lets in the back door- but his lady knows", "the friar is actually a vampire", "the merchant runs a slave ring and has a lot of black market items") and a 10% chance that's it damming information ("the lord is sleeping with the King's wife!", "this town is actually hiding rebels", "they are planning on killing you tonight!"). This, of course, assumes that there is anything worthy of being overheard.

DOMESTIC RETAINERS

SERVANT

This is the catch-all term for low level domestic attendant. They cook, clean, and groom their lords.

Restriction: Servants cannot be retained without a steward.

Boon: When a servant's service is retained it is actually retaining 5 of them as their service is particularly cheap. All domestic chores are automatically seen to.

Passive Boon: Servants walk among the lower class. They mingle and go unseen and are often rather adept at hearing things people don't want to hear. When in an appropriate setting there is a 25% chance that a 1 of the 5 servants will overhear something per day. If they did hear something there is a 50% chance it's of mild interest ("the lady of the keep wears a shabby wig" or "half the guards go dancing friday nights", "they don't like you very much here", "the merchant adds 20% onto his prices for nobility"), a 40% chance that it's very useful ("the lord has a secret mistress the chamberlin lets in the back door- but his lady knows", "the friar is actually a vampire", "the merchant runs a slave ring and has a lot of black market items") and a 10% chance that's it damming information ("the lord is sleeping with the King's wife!", "this town is actually hiding rebels", "they are planning on killing you tonight!"). This, of course, assumes that there is anything worthy of being overheard.

FOOTMAN

A valet who is chosen for their physical talent. They often run aside carriages, go ahead to destinations to prepare for the arrival of their lords, load and unload luggage (or other heavy loads), act as valets, and run personal errands for their lords. Please note that, in this instance, we are using the term "footman" to refer to "running footmen".

Restriction: Footmen cannot be retained without a steward.

Passive Boon: After a forced march you are never tired. In addition, footmen can man and drive a carriage if needed.

Passive Boon: When a footman service is retained it is actually retaining 3 of them as their service is particularly cheap. All domestic chores are automatically seen to.

Passive Boon: Footmen are assumed to have 18

Strength, a 40 foot move speed, as well as the Endurance and Run feats.

STEWARD

A domestic attendant skilled in the management of household affairs, sometimes called a “major domo”. They are the liaison between their lords and whatever domestic staff they employ. They are more managerial than physical attendants (as most of that was reserved for footmen) and have exceptionally good manners. They also act as butler who specifically responsible for the management of dining, wine, and the personal needs of their lords.

Passive Boon: You can employ footmen and servants.

Passive Boon: Any food prepared is of exceptional quality and sleeping accommodations are never rough or difficult no matter what they have to work with (within the confines of a day’s labor of the steward and their staff).

Boon: Once per day, roll twice and take the result you prefer on any non-Knowledge skill check.

CAMP SUPPORT

CLERK

Not everyone can read/write and a clerk is not only a skilled scribe but also an expert in legal and noble matters. They can keep figures, manage money, broker deals, manage supplies, check the contacts, and provide general help with the management of one’s assets. In medieval times such people were often affiliated with the church.

Boon: Each month a character can give a clerk a set amount of money. At the start of each month that money that was given to them grows by 1/4th by the end of the month. (If you give them 1,000 gp you get back 1,250 gp). There is a 25% chance this money will not grow.

Boon: When making an Appraise check to value something, roll twice and take the result you prefer.

Boon: When making a Knowledge checks relating to law or policy, roll twice and take the result you prefer.

MUSICIAN

An entertainer who was largely in charge of camp morale. They also attended court, often specializing in being heard and not seen.

Boon: Once per day add 1/4 your character level to a single d20 roll as a morale bonus.

HERALD

Can make loud announcements, advise on noble politics, is wise in the matters of courtly protocol, serves as the master of ceremonies, often holds some sort of banner or image signifying their lords’ presence, and is quite well-spoken. Heralds have an extensive knowledge of things like livery, heraldry, courtly practices, and decorum and are happy (if not required to...) educate you on such topics.

Boon: When making Knowledge (nobility) rolls, roll twice and take the result you prefer.

DOCTOR

Called a “chirurgeon” (kai-urge-en) in medieval times, a physician is a useful person to keep about in the camp. They help stave off disease, improved living conditions, treated their lords’ aches and pains, and can even save their life in the event of an emergency.

Boon: Once per day attempting stabilization rolls or to saves against poisons or disease (magical or otherwise), roll twice and take the result you prefer.

BATTLEFIELD SUPPORT

A battle-field support character can be played as a warrior NPC in service of the player who is 3 levels lower than the player themselves, though they are often left to protect the train. The have their own equipment, which they are expected to maintain themselves, and this cannot be modified.

SHIELD BEARER

The job of a shield bearer is to fetch a new shield or lance for their lords should theirs break and to retrieve a fresh mount for their master during combat.

Passive Boon: Weapons with the fragile weapon quality no longer have that quality.

Passive Boon: When employed on the battlefield they can carry additional equipment, provided by their master, that they can quickly provide their master. If they are adjacent they can hand it to their master as a free action.

JAILER

A jailer takes into custody captured nobles and enemy knights. They are often skilled in torture, detention, and can serve as an executioner.

Passive Boon: An enemy who is reduced to 0 HP who is not expressly killed can be detained by the jailer for later use. A jailer is assumed to be able to apply manacles and detain them in a steel cage. Jailers, unless told otherwise, will attempt daily Intimidate attempts with a bonus equal to $1/2$ your party's level against detained creatures in an attempt to gain important information.

Boon: Once per day, re-roll a failed Intimidate check.

MAN-AT-ARMS

A warrior, often a (sometimes former) mercenary their lords trusts, in their employ to act as their person aid or second during combat. They are often also responsible for the maintenance of their lords' armor and weapons as well as their physical/martial training. A man-at-arms often serves as their lords' enforcer, bodyguard, and general muscle.

Boon: Once per day when you threaten a critical hit with a weapon, you automatically confirm it.

SQUIRE

This entry covers squires or other soldiers who are learning a martial profession from their lords and accompany them onto the battlefield.

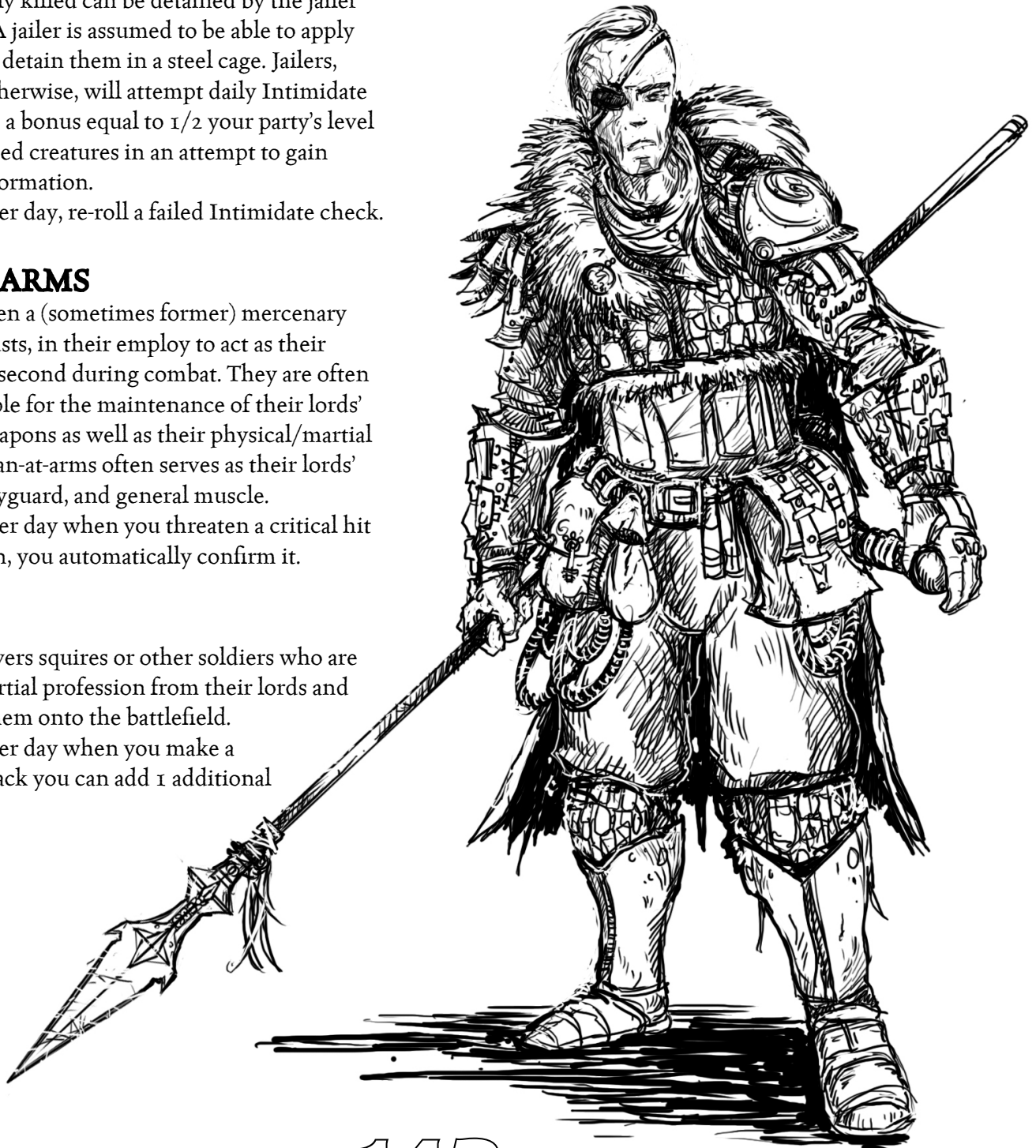
Boon: Once per day when you make a successful attack you can add 1 additional damage.

RETAINED KNIGHT

A retained knight is a skilled hereditary warrior, often living off the good graces of a lords such as yourself. They are often in charge of leading units under the control of a lords.

Restriction: A party may never retain more knights than $1/4$ th their character level.

Boon: A knight, when employed on the battlefield, is a warrior of equal level to the character and come mounted if such a thing is required.



CHAPTER 5:

PLAYER OPTIONS

NEW COMBAT SCHOOLS

Introduced in Alternate Paths: Martial Characters 3 “combat schools” represents the way a particular martial character has trained. Think of this as a more expansive version of style feats (which this treats as a school, for the most part) that also reflect your character’s background a bit. Each school is described in its entry and is intended to add flavor to an otherwise rote and purely mechanical aspect of the game. If you, as the GM, decide they do not fit with your game, feel free to adjust or flat out ignore the backgrounds associated with the schools.

GILDED GLOVE GUILD

A secretive league of assassins and cutthroats for hire, the gilded glove guild operates as a living ghost story. Their members step out of the shadows only to strike the killing blow and the few survivors and witnesses all recall a single distinct detail. It appears that the guild’s calling card is black gloves woven with fine metal thread so fine and numerous that they appear gilded. The assassins of the gilded glove guild are trained in the methodical art of deceptive combat; feinting to throw their target off guard, striking swiftly and then pulling back to safety. They learn to use hidden and concealed weapons with such ease that they can strike and resheath their weapons before their target can even realize a weapon was drawn. The fighting style is sometimes imitated, but the guild keeps a close eye on anyone who attempts to besmirch their beloved creation.

School Weapons: butterfly sword ^(UC) dagger, double walking stick katana ^(UC), fighting fan ^(UC), hidden daggers ^(UC), spring blade ^(UI), sword cane ^(UE)

Sharp Surprise (3rd): You gain Quick Draw and Improved Feint as bonus feats.

Hidden Blade (6th): You gain a +1/2 class level competence bonus to Sleight Of Hand checks made

to hide weapons on your person or spot weapons hidden on others. Additionally, you can draw hidden weapons as a free action using Quick Draw.

Deceptive Movement (9th): When you successfully feint a creature during combat you gain 20% concealment against that creature until the start of your next turn.

Disengage (12th): You gain Disengaging Feint and Disengaging Shot as bonus feats.

Unseen Sting (15th): If you successfully strike a flat-footed foe or a foe denied their Dexterity bonus to AC, you may make a 5 foot step, even if you have already made one this turn. If this would place you in a position with cover or concealment, you can make a Stealth check as a free action.

Ghoststep (18th): The concealment provided by deceptive movement improves to total concealment.

FALLING STAR LEAGUE

The Falling Star League (FSL) is a competitive sports league that requires its athletes to toss balls and knives in curving arcs around objects in absurd tests of accuracy. The first competitor throws first, making a difficult throw and hitting a target, and the second competitor has 3 tries to match the throw. Then the second competitor goes and the first tries to match it. Each shot someone can make that their competitor cannot earns them one point and the first to three wins. Missing your shot when you are throwing first earns no points.

Some of the best competitors ever to play competitive falling star are adventurers who use the game to sharpen their skills. A skilled falling star competitor can throw around pillars, shoot sling bolts through the ribs of a skeleton to hit the zombie behind them, or ricochet a throwing knife three times before hitting their target.

School Weapons: All weapons in the fighter's thrown weapon group (Aklys, amentum, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, javelin, lasso, light hammer, net, pilum, poisoned sand tube, rope dart, shortspear, shuriken, sibat, sling, spear, starknife, throwing axe, throwing shield, trident, wushu dart).

Falling Star League Benefit (Ex): Select one of the following Falling Star League benefits at 3rd, 6th, 9th, 12th, 15th, and 18th level.

FALLING STAR LEAGUE BENEFITS

Competitive Edge: As a swift action you may declare one creature you can see and hear as your competitor. If that creature successfully makes an attack roll, you gain a +2 morale bonus to hit with your next attack with a school weapon. If their attack was a ranged attack and your next attack is also a ranged attack, this bonus also applies to damage rolls. You may only have one creature declared as you competitor, declaring a new one negates the old.

Curve: When you throw a school weapon you can cause it to make a single turn during its movement. Treat the attack as originating from the place you curved it at for the purpose of determining position based things like cover.

Hail Mary Shot: When making a ranged attack with a school weapon you can designate it as a "Hail Mary Shot". This can only be done if you are only making a single attack. You take a -8 penalty to hit on this attack, double the range increment for the weapon (stacking with things like longshot), and if it hits the attack is automatically a confirmed critical hit. A Hail Mary attack always resolves against normal AC and cannot deliver precision damage.

Longshot: Double the range increments of school weapons.

Power and Grace: You can use either your Strength modifier or Dexterity modifier when determining your bonus to hit and damage when throwing a school weapon.

Professional Slinger: Loading a sling can be done one handed and doesn't provoke an attack of opportunity.

Returning: All school weapons are treated as if they had the *returning* magic weapon property on them if they are thrown, though this is a mundane effect achieved through skill rather than magic.

Ricochet: You can ricochet a thrown school weapon. When you ricochet a weapon, you select a primary target to attack within your first range increment. If you hit the primary target, the weapon ricochets. You can then select a secondary target that is within the remaining distance of the primary target. You make an attack roll against the secondary target at the same base attack bonus, but you do not gain the benefit from any enhancement bonuses or magic qualities on the weapon you threw and never targets touch or flatfooted AC. Your weapon can ricochet in this fashion, hitting a number of targets equal to $1 + 1/4$ th your character level (this includes your initial target).

Show Shooter: Any feat that can be done with a bow (such as Manyshot) can be done with a school weapon. In addition, you gain a feat that can only be done with a bow as a bonus feat. You must meet all prerequisites for this feat. Finally, you count your character level as your fighter level for the purpose of qualifying for combat feats that specifically apply to school weapons ("Critical Versatility" would not be an appropriate selection but "Weapon Specialization (boomerang)" would be).

Snatch: If a creature misses you with a ranged attack by 5 or more you can snatch their weapon out of the air if you wish. If you have at least +6 BAB and the weapon that missed you was a thrown weapon you can expend an attack of opportunity to make a ranged attack with the weapon you just snatched back at the creature who threw it at you.

NOTE: SLINGS

While slings are thrown weapons there is some grey area. To be clear, they count as thrown weapons for the purpose of this combat school.

REPRINT: RETURNING WEAPONS

This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again on that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

PEERS OF THESSIAN

The Peers of Thessian (or simply “peers”) are a group of master swordsmen who have mastered the sacred art of “Thessian spinning”. Part ballet, part honor duel the peers have developed and perfected this ancient art of dueling which involves rapid and acrobatic spinning as a martial art. While peers traditionally wield quarterstaves (for training) or double-tipped polearms, they are expected to master a wide variety of implements of war. Right handed peers spin in a counter-clockwise fashion while left-handed peers spin in a clockwise fashion. This spinning motion can actually generate lift when the proper techniques are applied they can appear to be dancing inches above the ground. Many peers are employed as men-at-arms who train young local lords in the art of self defense or are tasked with fighting honor duels in the place of cowardly nobles who pay them to serve as their champions.

School Weapons: All weapons in the fighter’s double weapon group (bo staff, chain spear, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, monk’s spade, orc double axe, quarterstaff, two-bladed sword).

Thessian Spinning (3rd): At 3rd level a peer is taught to employ Thessian spinning. You can activate it as a swift action. You must either move via a move action or spend a move action to maintain it each round. Activating Thessian spinning is a swift action that must be that requires your body to be free and unimpeded. You cannot be bound, grappled, encumbered with a medium load or heavier, wearing armor heavier than medium armor, or fatigued (or worse) if you wish to spin. While spinning you gain a +2 competence bonus on attack rolls. This bonus improves by an additional +1 if you are wielding a double weapon.

Lighter Than Air (6th): You can levitate several inches off the ground while spinning. This makes you immune to ground based snares, traps, pits, etc while you move. Before and after your movements you are considered to be touching the ground. Finally, you can make a full attack as a standard action while spinning.

Thessian Scholar (9th): You are well educated in courtly matters and, particularly, in the art of courtly dance. You gain a bonus on all Knowledge (nobility) and Perform (dance) checks equal to 1/2 your character level.

Single Combat (12th): If you attack a creature when neither you nor your target has an ally within 20 feet of them, you gain a +2 circumstance bonus on damage rolls against that creature.

Sword Instructor (15th): You grants all allies within 30 feet of them an insight bonus to their CMD during combat equal to 1/4th your character level so long as they can see and hear you. This is a mind affecting ability.

Aerial Dominance (18th): While spinning and moving you can move at a height of up to 10 feet (rather than 1 inch via your lighter than air benefit). Additionally, you can make 1 additional attack at your full BAB while attacking creatures below you as you spin. This stacks with one other source of extra attacks, such as *haste* or a *speed* weapon.

GIVING CLASSES COMBAT SCHOOLS

Some classes (such as archer, reaper, skirmisher, swordsman, and weapon master) have built-in slots for the benefits provided by a combat school. Others do not and give up class features, much like an archetype, in exchange for the benefits of their combat schools. Regardless of the level of the class feature sacrificed, combat schools always provide benefits at 3rd, 6th, 9th, 12th, 15th, and 18th levels. This can potentially create some levels where the class does not gain any abilities (as it does with rangers), though we have endeavored to avoid this.

FIGHTERS

A fighter gives up their 4th, 6th, 10th, 12th, 16th, and 18th level bonus combat feats.

- **Special:** A fighter can gain a second school by sacrificing feats gained from normal progression, as mentioned in ‘Other Classes’ section below. Their effective character level for this second school is equal to their fighter level -2 (so they gain their 3rd level benefit at 5th level, their 6th level benefit at 8th level, and so on). They can change which school they have active as a swift action but can only benefit from a single school at any given time.

CAVALIERS

A cavalier does not gain its 6th, 12th, and 18th level bonus feats, its expert trainer class feature, does not gain an extra teamwork feat at 9th level but gains the other abilities of the greater tacticians class feature, and does not gain its 15th level order ability.

MAGI

A magus gives up their magus arcana.

PALADINS

A paladin gives up their ability to cast spells.

RANGERS

A ranger gives up all their combat style feats in exchange for school abilities.

SKIRMISHERS

A skirmisher gives up their 4th and 12th level skirmishing tactics, and all their bonus feats,

SLAYERS

A slayer gives up their sneak attack class feature.

OTHER CLASSES

With GM's approval and if it is thematically relevant, other classes may gain access to combat schools. This is typically done for classes with the same BAB as a fighter or classes with the same BAB as a bard who are thematically linked with a given school. For example, a bard might be a good fit for the Lord of the Lash Academy while a cleric of a healing deity who trained at the Holy Mountain School makes sense. For them to gain access to this they give up the feats they typically gain from normal advancement 3rd, 7th, 9th, 13th, 15th, and 19th level (this leaves them with feats a 1st, 5th, 11th, and 17th level).



NEW FEATS

GENERAL FEATS

CALCULATED ATTACK

You swing with careful precision and expert setup rather than power and fury.

Prerequisites: Base attack bonus +1 AND Dex 13 OR Str 13

Benefit: You can choose to take a -1 penalty on all melee damage rolls to gain a +2 bonus on all melee damage rolls. This bonus to hit is increased by half (+50%) if you are making an attack with a light, one-handed wielded in 1 hand, or finessable weapon. This bonus to hit is halved (-50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls.

In order to use this feat the minimum damage your attack could do, after the penalty from this feat, must be at least 1. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to hit increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Special: This cannot be used with Power Attack and does not apply to attack rolls that do not result in damage dealt (such as some combat maneuvers).

COUNTER SPOTTER

"I see you see me."

Prerequisites: Perception +3, Stealth +3

Benefit: Any time a creature attempts a Perception check to spot you, you can make a Perception check at a +8 competence bonus. The DC of this check is the opposing creature's Perception check or any Stealth check they are employing (whichever is higher). If successful, you spot them spotting you, meaning you are aware of whether or not they are aware of you.

DISCONNECTED

You've cut all attachments rendering you a cold, efficient, killer. It's lonely at the top isn't it..

Prerequisites: None of the following: the Leadership feat, any teamwork feat, an animal companion or mount, a familiar, rangers who have selected a party as their body, any levels in bard, strong emotional connections to others, a good alignment, or any class feature that stresses comradery or friendship.

Benefit: You add 1/4th your character level on saves against mind-affecting effects. Additionally, once per day you may grant any weapon you wield the deadly quality for 1 round as a free action. If you cease to benefit from this, you may immediately retrain this feat.

HANDY COMMONER [COMMONER]

You've been around the block more than once and have learned how to flee, run, hide, and otherwise stay out of danger.

Prerequisites: 1st Level Commoner

Benefit: Twice per day you can select one of the following benefits:

- You gain a +4 luck bonus on a single roll to stabilize.
- Add +1/2 your level (minimum 1) on damage to a successful attack roll as a luck bonus. This damage is multiplied on a critical hit.
- You gain a +4 luck bonus on a single saving throw.
- You gain a retroactive +2 luck bonus to your AC. This is decided after an attack has hit you and if this would cause the attack to have missed you with your new AC, it misses.
- You gain a +20 foot enhancement bonus to your movement speed until the end of your turn.

Special: This may be taken multiple times. Each time after the first that it is taken allows you to do it 2 additional times per day.

IMPROVED ARCANE STRIKE [COMBAT]

You invest more into making your weapon magical with your arcane strikes. Your blows are guided by your arcane might.

Prerequisites: Arcane Strike, caster level 4th

Benefit: Using Arcane Strike grants you a +1 enhancement bonus to your BAB as well as damage rolls for 1 round. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level. This cannot take your BAB above your character level.

Note: This, specifically, temporarily increases your BAB. This means you gain additional iterative attacks and qualify for feats for the duration of the arcane strike. As this improves your BAB, not your attack rolls, this stacks with things like a +1 weapon.

Arcane Style [Style] [Combat]

You've turned your arcane strikes into a style of combat that allows your magical combat prowess to linger.

Prerequisites: Improved Arcane Strike

Benefit: When you activate Arcane Strike, its effects last until the end of your next turn.

PRESSURE MECHANICS

You've learned to build up excess pressure in your mecha armor and expend it in creative ways to enhance your combat abilities.

Prerequisites: Ability to wear mecha armor

Benefit: You can build pressure in a mech suit's internal system. It takes 1 minute to do so and charges it to 100%. Once charged, a suit will retain its charge indefinitely. Select one of the following ways to release this pressure to your advantage while in your mecha armor:

- **Pressure Boost (5%):** As a swift action you gain a +10 enhancement bonus on the next Jump check you attempt within the next 1 minute.
- **Vent Pressure (X%):** As a standard action you can release a 30 ft. cone of superheated air that deals 1d6 scalding* damage for every 5% pressure you spend on it. You cannot spend more than $5 \times 1/2$ your ranks in Knowledge (engineering) in pressure in this fashion (meaning the number of d6s can never exceed $1/2$ your level). Creatures caught in the area of this cone can attempt a Reflex save (DC 10 + $1/2$ ranks in Knowledge (engineering) + Intelligence modifier) for half damage.

Creatures who fail the Reflex save are also scalded. This means they take 1.5 times damage from subsequent fire or scalding damage until someone takes 1 minute and makes a Heal check (DC 15) to bandage their scalds.

- **Overwork (5%):** As a swift action you can double your normal carrying capacity and increase your land speed by +5 feet for a number of rounds equal to your ranks in Knowledge (engineering).

Special: You may select this multiple times, each time allows you to take a new way to use built up pressure.

***Note:** Often overlooked, scalding damage is a damage type caused by boiling water. A reference to it can be found in the environmental rules in Chapter 13 of the Pathfinder Core Rulebook.

THREATENING AURA [COMBAT]

It is immediately apparent that you are always ready for combat.

Prerequisites: Quick Draw, BAB +5.

Benefit: You always count as if they were armed for the purpose of threatening an enemy so long as you have a weapon on you person that you can access with the Quick Draw feat. This allows you to draw a weapon with the Quick Draw feat as part of an attack of opportunity.

TURTLE'S PALM [COMBAT]

You coat your striking limb in a sheath of ki that keeps a protective barrier between you and your opponent.

Prerequisites: Ki Pool, Improved Unarmed Strike

Benefit: As a swift action that costs 1 ki point, you can create a protective aura around your unarmed strikes for 1 minutes. This provides you with DR 5/-, energy resistance (all) 5, and a +2 bonus on all saves against any effect that trigger when struck (example: *armor spikes*, *fire shield*, etc). This specifically excludes attacks of opportunity provoked by your attacks.

Special: An unchained monk may take this as a ki power.

STYLE FEATS

GOLDEN BREATH STYLE

GOLDEN BREATH STYLE [STYLE]

By practicing ancient breathing, dietary, and exercise styles you quickly refine your physical form in ways that others find impossible.

Prerequisites: Character level 5th, no other style feats

Benefit: Once you take this feat you cannot take any other style feats. This style grants you a +1 inherent bonus to a single physical ability score so long as you dedicate 1 hour to are a you a physical exercise each day. You temporarily lose this bonus if you miss 10 days and cannot regain it until you've worked out for 3 more.

Special: You may take this feat multiple times. Each time it applies to a different physical ability score. Regardless of the number of times you take this, you still only require a single hour of strenuous workout per day to maintain up to three +1s.

Special: The athlete class cannot take this feat.

RABBIT STYLE

RABBIT STYLE [STYLE, COMBAT]

You have learned the art of throwing many punches at once, even if it's to the detriment of your aim.

Prerequisites: BAB +6/+1 OR flurry of blows class feature.

Benefit: When you make a flurry of blows or full attack with unarmed strikes/natural attacks, you make 1 additional attack at your lowest BAB. This stacks with other effects that increase the number of attacks you can make during a full attack, such as *haste*.

RABBIT BOUNCE [COMBAT]

You can bounce, bob, and weave like a rabbit.

Prerequisites: Rabbit Style, Acrobatics 9 ranks

Benefit: You can stand from a prone position as a swift action without provoking attacks of opportunity. Furthermore, you gain a +1 circumstance bonus to your AC during and after you make a successful Acrobatics check to jump. The DC of this check must be at least DC 15. This benefit lasts until the start of your next turn.

LUCKY RABBIT'S STRIKE [COMBAT]

Your rabbit punches land with astounding accuracy.

Prerequisites: BAB +12 OR 8th-level monk, AND Rabbit Style, Weapon Focus (unarmed strikes)

Benefit: Expand the critical threat range of your unarmed strikes by 1 (20 / x2 becomes 19-20 / x2) when making a flurry of blows or full attack action with your unarmed strikes. This does not stack with other abilities that expand your critical hit range, such as Improved Critical. When making the extra attack granted to you by your Rabbit Style feat, use your highest BAB.

SHRIKE STYLE

SHRIKE STYLE [STYLE, COMBAT]

Like shrikes you are unassuming but hide a deadly secret; they impale the creatures they capture so they can't escape and your style mimics their horrific style of hunting.

Prerequisites: Weapon Focus (any manufactured two-handed melee piercing weapon)

Benefit: Any time you score a hit with a manufactured two-handed melee piercing weapon that you have Weapon Focus in and deal damage to your target, you may impale the creature as a free action. An impaled creature cannot move unless it takes a move action to remove itself from the weapon. Impaling a creature ends your turn. Maintaining impalement requires a standard action to maintain, no attacks can be made with the impaling weapon, and maintaining impalement requires you keep at least two hands remain on the weapon. An impaled creature gets a +2 circumstance bonus on attack rolls against their impaler. Attacks performed with the intent to impale cannot be done non-lethally.

SIDEBAR: IMPALEMENT & ALIGNMENT

Impaling a creature is not a polite thing to do and few can morally justify the suffering it causes. Impaling a demon trying to kill the king is probably ok but using the Shrike Spike feat on a guy in a bar brawl is rather unforgivable.

SHRIKE SPIKE [COMBAT]

You know how to make impalement hurt a great deal more, which is not a simple task considering the disgusting amount of pain impalement normally causes.

Prerequisites: Shrike Style, BAB +6

Benefit: An impaled creature takes 1d6 points of bleed damage after being impaled. The bleeding cannot be healed until they have removed the offending weapon. Furthermore it only takes a move action to maintain an impalement. Finally, impalement causes a great deal of pain. A creature attempting to make a concentration check while impaled by you take a penalty on such rolls equal to 1/2 your BAB.

NEST OF THORNS [COMBAT]

Like a nest of thorns, you know how to keep your opponent pinned.

Prerequisites: Shrike Style, Shrike Spike, Improved Grapple, BAB +9

Benefit: If a creature impaled by you wishes to remove themselves they must make a CMD attempt vs your CMD. This is treated like a creature trying to escape a grapple with a combat maneuver (though neither creature has the grappled condition) for the purpose of adding bonuses and penalties from class features, spells, feats, etc. In addition an impaled creature does not get the +2 bonus to attack you but instead suffers a -2 penalty.



RACIAL FEATS

BEDROCK'S BLESSING [NAMAZU-JIN]

Prerequisites: Namazu-jin, cleric level 1st, Wis 13

Benefit: Once per day, you can spontaneously convert a prepared spell slot that is not an orison or domain spell to a spell of the same level with the Earth descriptor. You must be of the appropriate level to cast the converted spell, and the converted spell cannot be further modified with the use of metamagic feats. You cannot convert a prepared slot to a spell you are restricted from casting due to alignment factors.

CLAM WARRIOR [CLAGOON]

"By my barnacles I am a mighty mollusk!"

Prerequisites: Clam head racial trait

Benefit: You gain a +1 bonus on attack and damage rolls with your clam head. In addition you count as if you had taken the Weapon Focus (clam head) and Weapon Specialization (clam head) feats. From this point on you count your character level as your effective fighter level for the purpose of qualifying for feats that specify your clam head (such as Greater Weapon Specialization).

EARTHSHAKER'S WRATH [NAMAZU-JIN]

Prerequisites: Namazu-jin, BAB +6

Benefit: Once per day, as a supernatural ability, you can call forth a highly localized earthquake, transforming the ground in a 20-foot cone in front of you into difficult terrain for 1 round and tripping each creature in the affected range. Make a single trip attempt against all creatures in the area, using your Charisma modifier in place of your Strength modifier if it is higher. Each creature whose CMD you beat is tripped; you cannot be tripped in response to this action for failing to trip a creature. Standing objects such as furniture and structures within the cone take damage as if the namazu-jin had made a Strength check to burst or break the item.

Special: This may be taken multiple times. Each time after the first that it is taken allows you to do it 2 additional times per day.

IMPROVED HUNTER'S POUNCE [SPINNEVOLK]

You are an apex predator, leaping onto prey like a bolt from the blue.

Prerequisites: Spinnevolk, Str 15, BAB +7, Hunter's Pounce racial trait

Benefit: When you successfully attack as part of a charge, you can make a free bull rush, grapple, or trip combat maneuver. This free maneuver does not provoke an attack of opportunity.

STONE-CARVED SORCERY [NAMAZU-JIN]

Prerequisites: Namazu-jin, wizard level 1st, Int 13

Benefit: Once per day, you can spontaneously convert a prepared spell slot that is not a cantrip or school specialty spell to a spell of the same level with the Earth descriptor. You must be of the appropriate level to cast the converted spell, and the converted spell cannot be further modified with the use of metamagic feats. The converted spell must match the actual level of the spell being replaced, not that of the level slot (e.g. if you have prepared a 3rd level spell in a 4th level slot and converts it via this feat, you must choose a 3rd level spell as the replacement).

CLASS SUPPORT FEATS

EXTRA DE QI EFFECT [ACUPUNCTURIST]

Prerequisites: De qui class feature.

Benefit: You gain an extra *de qi* effect.

Special: You can take this feat multiple times.

EXTRA MIXED BLESSING [BUMBLER]

Prerequisites: Mixed blessing class feature.

Benefit: You gain an extra mixed blessing. You must meet the prerequisites for the mixed blessing as normal.

Special: You can take this feat multiple times.

EXTRA COSMIC SLIP [FREEMIND]

Prerequisites: Cosmic slip class feature.

Benefit: You gain 2 extra rounds of the cosmic slip class feature per day.

Special: You can take this feat multiple times.

EXTRA CORE CONTROL [HEARTLESS]

Prerequisites: Core control class feature.

Benefit: You gain an extra core control.

Special: You can take this feat multiple times.

EXTRA KEY MASTERY [LOCKLANCE]

Prerequisites: Key mastery class feature.

Benefit: You gain an extra lock or unlock

Special: You can take this feat multiple times.

EXTRA ANGELIC COUNTENANCE [SAINT FIST]

Prerequisites: Angelic countenance class feature.

Benefit: You gain an extra angelic countenance.

Special: You can take this feat multiple times.

VARIANT MULTICLASS FEATS

This chapter introduces a new type of feat that uses and expands on the variant multiclass system. Feats with the [VMC] tag require characters to have selected a secondary class, with some requiring a specific class chosen. Feats with [VMC] tag cannot be selected until a character is at least 3rd level.

BORN WILD [VMC]

You are at home among the animals and undergrowth.

Prerequisites: Must have druid as a secondary class

Benefit: You gain the woodland stride and wild empathy class features.

CHOSEN MASTERPIECE [VMC]

You are a lover of the arts, and one piece stands out as your favorite.

Prerequisites: Must have bard as a secondary class

Benefit: You gain a bardic masterpiece, though you must meet the prerequisites of the masterpiece in order to benefit from it.

COMBAT FOCUS [VMC, COMBAT]

You are more dedicated to the swinging of your weapon than others in your craft.

Prerequisites: Must have any class with a BAB equal to its character level as a secondary class

Benefit: You treat your BAB as one higher than normal for the purposes of all effects. Your BAB cannot be raised higher than your character level in this fashion.

Special: If you already have a BAB equal to your class level this feat has no effect.

DEMOLITION EXPERTISE [VMC, COMBAT]

Your interest in alchemy spawns from another interest; blowing things up.

Prerequisites: Must have alchemist as a secondary class

Benefit: You gain a discovery as the alchemist class feature. However you may only select discoveries that modify bombs. You use your character level as your alchemist level to determine the effects of your discoveries as well as which ones you can take.

EMISSARY OF FAITH [VMC]

You wield your faith proudly for all to see.

Prerequisites: Must have cleric as a secondary class

Benefit: You gain proficiency with your deity's favored weapon. Once per day you may cast the 1st level spell granted by your domain as a spell-like ability.

FIGHTER IN-TRAINING [VMC, COMBAT]

You are accustomed to many of the arts of fighting.

Prerequisites: Must have fighter as a secondary class

Benefit: You gain an effective fighter level equal to your character level - 2 for the purposes of qualifying for feats. This stacks with any fighter levels you already possess, but total fighter levels greater than your character level are simply treated as if they were your character level. In addition, when you hit 11th level, you gain a +1 bonus on attack rolls with weapons in the first fighter weapon group you select.

Special: This feat is treated as if it were Weapon Focus for the purpose of feat prerequisites, and its bonus does not stack with the bonus granted by Weapon Focus.

HUNTER OF BEAST AND MAN [VMC]

You never let your target get away.

Prerequisites: Must have ranger as a secondary class

Benefit: You gain the Track class ability as a ranger of your level. At 8th level you also gain the Swift Tracker class ability as well.

MAGICAL DISCOVERY [VMC]

You have unlocked some second hand knowledge in your magical studies.

Prerequisites: Must have wizard as a secondary class, character level 5th

Benefit: You gain an arcane discovery, using your character level as you wizard level.

NATURAL MAGE [VMC]

Magic is in your blood, even if you don't know how to make the most of it.

Prerequisites: Must have sorcerer as a secondary class

Benefit: You gain the cantrips class feature of a sorcerer of your level.



SAMANERA [VMC]

You have learned to be observant, and anticipate your opponent's attacks

Prerequisites: Must have monk as a secondary class

Benefit: When unarmored and unencumbered you may choose add your Wisdom bonus (if any) to your AC and CMD. These bonuses to AC apply even against touch attacks or when you are flat-footed. You may treat your character level -2 (minimum 1) as monk levels for the purposes of meeting feat prerequisites.

Special: You may select this feat at 1st level.

SWIFT SAVAGERY [VMC, COMBAT]

Your aggression drives you to reach your targets faster.

Prerequisites: Must have barbarian as a secondary class

Benefit: You gain a +10 bonus to your land speed so long as you aren't wearing heavy armor or carrying a heavy load. This stacks with one other bonus to your land speed.

UNDERHANDED TALENTS [VMC]

You picked up tricks from questionable sources.

Prerequisites: Must have rogue as a secondary class

Benefit: You gain a single rogue talent of your choice, using your character level as your rogue level. This also causes you to count as if you had the rogue talent class feature (allowing you to take the Extra Rogue Talent feat).

WITHOUT FEAR [VMC]

You are secure in your faith, making you fearless.

Prerequisites: Must have paladin as a secondary class, character level 5th

Benefit: You gain immunity to fear effects (magical or otherwise).



NEW ITEMS

TABLE 23-1: MECHA ARMOR

Armor	Cost	AC Bonus	Max Dex	Armor Check Penalty	Speed (30 ft)	Speed (20 ft)	Spell Failure %	Weight
Mecha Armor	2,300 gp	+10	0	-6	20 ft	15 ft	25%	60 lbs.*

**Note: Actual weight is 120 lbs when unpowered, but when worn it has an effective weight of only 60 lbs.*

MECHA ARMOR

Mecha armor is heavy armor that has the statistics described on Table 23-1: Mecha Armor.

A character who is proficient with heavy armor and has at least 5 ranks in Knowledge (engineering) can use mecha armor. Mecha armor requires a power source to run on and it takes a swift action to activate it. When you purchase it mecha armor can be crafted to run on one of several power sources.

ARCANE [POWER SOURCE]

A character can expend spell slots to power their armor. For every level of the spell slot, it powers it for 2 hours (Example: A caster could expend one 5th level spell slot to power their mecha armor for 10 hours). The spell slot must be from a class that casts arcane magic (wizard, sorcerer, etc). Imbuing armor with arcane power is a full round action.

Benefit: Mecha armor running on an arcane power source lowers the spell failure chance by 5% for every 5 ranks you have in Knowledge (engineering) to a minimum of 0%.

DIVINE [POWER SOURCE]

A character can expend spell slots to power their armor. For every level of the spell slot, it powers it for 2 hours (Example: A caster could expend one 5th level spell slot to power their mecha armor for 10 hours). The spell slot must be from a class that casts divine magic (druid, cleric, ranger, etc). Imbuing armor with divine power is a full round action.

Benefit: Mecha armor running on a divine power source counts as a holy symbol of a deity you specify upon creation of the suit of armor.

EMOTIONS [POWER SOURCE]

A character can expend 1 round of rage or bardic performance to power their mecha armor for 1 hour. Imbuing mecha armor with emotion takes 1 minute per hour it will be charged for.

Benefit: Mecha armor running on an emotional power source grants you a +1 bonus on Intimidate checks for every 5 ranks you have in Knowledge (engineering).

FUEL [POWER SOURCE]

A character can expend 1 gp per 2 hours worth of fuel to power their mecha armor. Mecha armor can hold 24 hours worth of fuel internally. Additional fuel weighs .5 lb per 1 gp of fuel. Any mecha armor can run on fuel regardless of its other power source. Mecha armor that is specifically made to only take fuel only requires 1/2 the normal amount of fuel to run (6 gp worth of fuel over a 24 hour period). Fully fueling mecha armor take 1 minute.

Benefit: Mecha armor running on fuel improves ignores the speed penalty imposed by this armor.

SIDEBAR: UNPOWERED ARMOR

If mecha armor is unpowered, it tends to become difficult to move. It no longer can be worn as armor and must be dragged or pushed. Often times unpowered mecha armor is moved via cart due to it's great weight (120 lbs). Deactivating armor is a swift action but activating it again takes 1 minute. With power sources other than fuel any additional charge the armor has dissipates after 1 hour of being deactivated.

NEW WEAPONS

BANDERILLA

LIGHT EXOTIC WEAPON

This festively decorated barbed hook is designed to catch into the flesh of an opponent and slow down their movement. Causing bleeding wounds, a banderilla ensures that even if a target flees, it will not survive. A banderilla deals 1 point of bleed damage and this bleed damage stacks with bleed damage from other banderilla. On a successful hit, the banderilla's wielder may choose to leave the banderilla in the flesh of the creature he struck. The bleeding cannot be stopped as long as the banderilla remains in the flesh of the target. It takes a standard action to remove the banderilla. On a confirmed critical hit, the barb is buried deep in the flesh of the creature and becomes near impossible to remove. It deals 1 point of Strength damage and takes 1 minute to remove the banderilla left in the target on a confirmed critical hit. Most matadors carry several of these on their person and affix a great number to a target to weaken them.

DESCABELLO

ONE-HANDED EXOTIC WEAPON

This short rapier-like weapon has no blade but ends in a spear tip with a crossguard. A descabello can be affixed with two different tips (both come with the weapon). Affixing (or switching) a tip takes a full round action. A descabello counts as a rapier for the purposes of class features and abilities.

KANAME-ISHI

TWO-HANDED EXOTIC WEAPON

Named for the sanctified 'pinning rock' used to finally banish the O-Namazu in legend, a kaname-ishi resembles a tetsubo carved from a single block of dense stone instead of wrought metal. Kaname-ishi are frequently chiseled with devotional passages tailored to the wielder's personality, from entreaties for success in battle to reminders about the folly of hubris. A kaname-ishi is immune to spells that affect metal weapons (such as *chill metal* or *transmute metal to wood*), vulnerable to spells that target stone (such as *stone shape* or *transmute rock to mud*), and cannot be made of material other than stone. When inscribed with holy text, a kaname-ishi counts as a holy symbol.

TABLE 23-2: NEW WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Crit.	Range	Weight	Type	Special
Banderilla	5 gp	1d2	1d3	19-20/ x2	-	1 lb.	P	Bleed (see text)
Descabello (Punishment Tip)	25 gp	1d2	1d4	19-20/ x4	-	3 lbs.	P	Finesse
Descabello (Tip of Death)	-	1d4	1d6	19-20/ x2	-	3 lbs.	P	Finesse, lethal
Kaname-ishi	22 gp	1d8	1d10	x4	-	10 lbs.	B	See text
Kitchen Sink	20 gp	1d8	1d10	x2	-	12 lbs.	B	Reach, Monk, see text
Starknife, dire	112 gp	1d6/1d6/ 1d6/1d6	2d4/2d4/ 2d4/2d4	x3	20 ft.	5 lbs.	P or S (Decide)	Double*
Timberjack	5 gp	1d4/1d2	1d6/1d4	x2	-	3 lbs	S / P	Trip

KITCHEN SINK

TWO-HANDED EXOTIC WEAPON

The dire monks who reside on the eastern shores of the land beyond the mist are said to engage in a unique martial arts that uses common kitchen appliances as weapons. The mysteries of this cult are unknown to outsiders but the good folks who live there say that they were once housemaids who learned to use improvised weapons to be able to better protect their masters and eventually made a religion out of it. Though the tea kettle and two-handed broom are favored weapons of those tenacious and eccentric martial artists, the “kitchen sink” is perhaps the most famous. It resembles a wash-basin on a long (sometimes bent or swiveling) pipe, not unlike a Lucerne hammer.

For the purpose of feats and class features a kitchen sink counts as an improvised weapon. Only characters who have Improvised Weapon Mastery are proficient in the use of the kitchen sink. It becomes a finessable weapon but loses its reach property if used in a kitchen, diner, tavern, inn, or other cramped area where its full length cannot be utilized.

STARKNIFE, DIRE

TWO-HANDED EXOTIC THROWING WEAPON

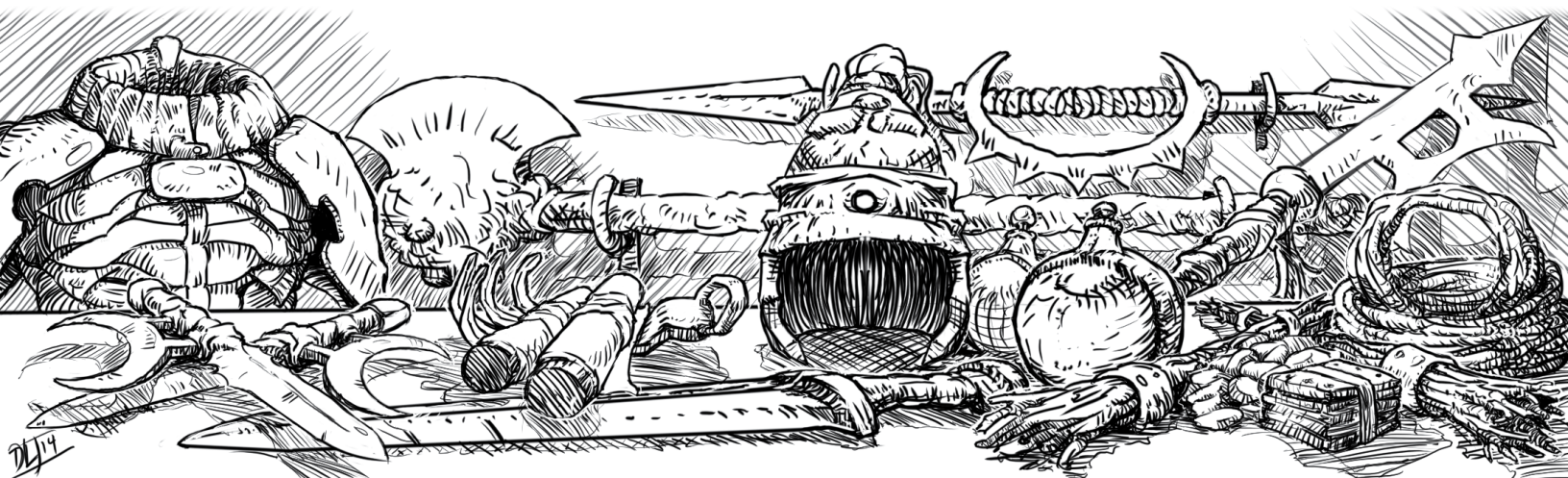
A dire starknife is a large metal X with a dagger blade at the end of each tip. This weapon is treated as a double weapon and wielding it counts as two-weapon fighting, despite the fact that it has 4 blades. It is unique in that each of its 4 blades that can each be enchanted separately. Each dire starknife is made to suit its user's culture and tastes. Some are axe-like, some have blades fashioned like tiny scimitars, and still others like nasty hooks.

When getting a dire starknife crafted select 1 of the fighter's weapon group for it to belong to and decide if it does piercing or slashing damage.

TIMBERJACK

LIGHT MARTIAL WEAPON

A timberjack is a handheld weapon resembling a straight bladed, single-edged machete with a curved hook projecting backwards from the tip; the inside curve of the hook is sharpened to a cutting edge. As its name indicates, it is a brush-clearing tool. The chopping edge is used to cut through thick, woody branches, while the hook grabs onto thinner vines and stems and cuts as it is yanked back towards the wielder. A timberjack deals 1d6 points of slashing damage or 1d4 piercing damage depending on whether you attack with the blade or the hook. You can use the hook to make trip attacks against an opponent who is no more than one size category larger than you. Making a trip attack with a timberjack provokes an attack of opportunity from the target creature unless you have the Improved Trip feat or a similar ability.



CHAPTER 6:

MONSTERS

BORO-GNOLL (CR 6)

XP 2400

CE Large Humanoid (gnoll)

Init +3; **Senses** Darkvision 60ft; Perception +8

DEFENSE

AC 13, touch 8, flat-footed 13 (-1 size, -1 **Dex**, +5 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +10 (1d8+10) or spear +10/+5 (2d6+7/x3)

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

STATISTICS

Str 20, **Dex** 8, **Con** 14, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Improved Initiative, Power Attack, Stealthy, Toughness

Skills Escape Artist +1, Perception +8, Stealth +1

Languages Gnoll

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex)

A boro-gnoll applies twice its Strength modifier to bite damage.

ECOLOGY

Environment: warm plains or desert

Organization: As gnoll

Treasure: standard

When a great gnoll warrior dies their spirit sometimes is called back to the mortal world if it has dishonored itself or if it has unfinished business. Such creatures are always found in the corpse of a female hyena who has spontaneously died and they will wear the pelt of their hyena-mother for their rest of their days as a tribute to their sacrifice.

A boro-gnoll itself is a throwback to a more primitive form of gnoll. Gnolls have their own name for the boro-gnolls ("Called One", "Returned", "God-Brother") but academics refer to them as "boro-gnolls" as they resemble the "borophagus" (an ancient ancestor to the hyena). The skulls of boro-gnolls look almost identical to borophagus skulls and for many years their remains were mistaken as being borophagus'. However, in person, they are a far cry from the snout-nosed predatory dogs of old; they look like a snub-faced gnoll with great jaws that stand about 12 feet tall and weigh about 1,200 lbs. They walk with a lumbering, hunched, gait and have immensely thick necks. They are covered in scraggly hair across their entire body that is constantly matted from all the slobber they leak from their thick-jawed, snub-nosed, mouths. What is at first mistaken as a swarm of iron ingots turn out to be a mass of tiny, animate, constructs in the form of cockroaches. As they approach they make the sound of a thousand coins being poured from a never ending bucket.

CAST IRON

COCKROACHES (CR 6)

XP 2400

A N Tiny Construct (Swarm)

Init +4; **Senses** Low-Light Vision, Darkvision 60ft; Perception +6

DEFENSE

AC 22, touch 16, flat-footed 18 (+2 size, +4 **Dex**, +6 natural)

hp 44 (8d10+0)

Fort +2, **Ref** +6, **Will** +2

Defensive swarm traits, DR 5/-, construct traits

OFFENSE

Speed 15 ft., climb 15 ft., fly 25 ft. (poor)

Melee Swarm (2d6)

Space 15 ft.; **Reach** 0 ft.

Special Attacks Distraction (DC 14)

STATISTICS

Str 1, **Dex** 18, **Con** 0, **Int** 0, **Wis** 10, **Cha** 3

Base Atk +8; **CMB** +2; **CMD** 16

Feats -

Skills Climb +10, Fly +4, Perception +6; Stealth -4,

Racial Modifiers Perception +6, Stealth -8

Languages -

SQ Construct Traits, swarm traits, metallic conversion

SPECIAL ABILITIES

Swarm Attack (Ex)

Cast iron cockroaches deals 2d6 automatic damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Swarm attacks are not subject to a miss chance from concealment or cover.

Metallic Conversion

Cast iron cockroaches can take 1 hour to consume a sizable metal to recover up to three times its HD in hit points (24). If the swarm is at full health and takes 1 hour to consume the required metallic good, it may split in half and form two swarms: one at half health and one at full health.

Distraction (Ex)

Whenever cast iron cockroaches damage a creature with a natural attack, it must make a DC 14 Fortitude save or become nauseated for 1 round.

Hinder Spellcasting (Ex)

Whenever a creature attempts to cast a spell in a Cast Iron Cockroaches' space or an area it threatens, the caster must make a concentration check of DC 20 + spell level. Using skills that involve patience and concentration requires a DC 20 Will save.

Tiny Sized Swarm Traits

- Immune to critical hits & flanking.
- A tiny swarm takes half damage from slashing and piercing weapons.
- Reducing a swarm to 0 hit points or less causes it to break up (defeated).
- Cannot be tripped, grappled, bull rushed, and cannot grapple an opponent.
- Immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate)

- Takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.
- Does not threaten foes and do not make attacks of opportunity.
- Has 0 ft. of reach. When a swarm moves into a creature's space to attack, it provokes an attack of opportunity as normal.

Construct Traits

- No Constitution score. Any DCs or other Statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.

ECOLOGY

Environment: Urban

Organization: Single Swarm, Brood (2d6 swarms)

Treasure: None

Cast iron cockroaches are a plague beyond measure. They consume metal and unattended items in such quantity that a brood of them they can run a mine to ruin in a week and they are exceedingly hard to kill. They resemble nothing so much as black, cast iron, cockroaches with a shield-like carapace and thick stubby legs. They have an insatiable hunger for metal, which they use to create more of them. Only highly proficient and specially equipped exterminators (e.g. adventurers) can be hired to effectively take care of a cast iron cockroach infestation.

CRAB RACCOON (CR 3)

This chubby little crab has the face of an adorable racoon and its body is covered in fur. Its has two tiny hands where its front claws should be and they are constantly seeking out food and things to pet.

XP 800

N Small Animal (Aquatic)

Init +2; **Senses** Low-Light Vision; Perception +3

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 size, +2 **Dex**, +3 natural)

hp 23 (5d8+0)

Fort +4, **Ref** +6, **Will** +4

OFFENSE

Speed swim 30 ft.

Melee 2 claws +6 (1d3 plus grab)

Special Attacks Constrict (1d3)

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 2, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +2 (+6 grapple); **CMD** 14 (18 vs. trip)

Feats Weapon Finesse

Skills Swim +8, Sleight of Hand +8

SQ water dependency

SPECIAL ABILITIES

Water Dependency

Crab raccoons can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a crab racoon runs the risk of suffocation, as if it were drowning.

Crab racoon are a species of amphibious vermin who are great boon to any ecosystem due to their tendency to eat scraps and even some garbage. They keep beaches clean and are quite adorable, leading to many people keeping them as semi-tame pets. Crab racoons are also delicious to eat and racoon rangoons are a famous delicacy. A character with Profession (chef) can attempt a DC 25 check with a freshly killed crab racoon to prepare a meal for up to 6 creatures that, once consumed before bed, causes them to recover 1.5x their level in hit points (rather than the normal amount) from a full night's rest. This causes those who eat it to feel lethargic from just how rich it is though and they are fatigued for the first hour on the morning after eating it.

DRAGONROACH (CR 12)

A horrific insect, the size of a dragon, lets out a tortured hissing scream from tiny holes on its carapace before it charges at you.

XP 19200

N Colossal Vermin

Init +0; **Senses** Darkvision 60ft, Tremorsense 30ft; Perception +8

DEFENSE

AC 23, touch 2, flat-footed 23 (-8 size, +21 natural)

hp 124 (13d8+65)

Fort +13, **Ref** +4, **Will** +4

Weaknesses Light Sensitivity

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft. (poor)

Melee bite +11 (4d6+10 plus disease)

Space 40 ft.; **Reach** 40 ft.

Special Attacks fighting hiss, disease attack (DC 21)

STATISTICS

Str 30, **Dex** 10, **Con** 20, **Int** 0, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +27; **CMD** 37 (41 vs. trip)

Feats -

Skills Climb +8, Fly +8, Perception +8

SQ Vermin Traits, Compression

SPECIAL ABILITIES

Fighting Hiss (Ex)

As a free action, a dragonroach can make a loud hissing noise by forcing air through the breathing pores on its abdomen. This sound can be extremely disconcerting, and any creature within 20 feet with Hit Dice equal to or lower than the dragonroach's must make a DC 21 Will save or be shaken until outside the hiss's area of effect. This is a sonic attack. The save DC is Constitution-based.

Disease Attack (Ex)

A dragonroach causes disease in those it contacts. A dragonroach's disease, "Trash Blight", has a Fortitude save DC of 21, an onset of 1d3 days, a frequency of 1 day, causes 1d6 con damage, and takes two saves to cure. The save DC is constitution-based.

Light Sensitivity (Ex)

A dragonroach becomes dazzled in bright sunlight or within the radius of a *daylight* spell.

Compression (Ex)

A dragonroach can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Hold Breath (Ex)

A cockroach can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

ECOLOGY

Environment: Dungeons

Organization: Solitary

Treasure: Standard

Its antennae are like great whips, its eyes bleak and mindless, its constantly gnashing mandibles insatiable, its hiss like a thousand torture victims, and its smells like burning scabs; a dragonroach is the most nightmarish bug one could ever have the displeasure of meeting. Dragonroaches were once normal sized roaches that fed on the corpses and droppings of dragons and, due to the arcane mutagenic properties contained therein, they grew mighty and large. In time they began to compete with the dragons for food and now their favorite snack is that of a tasty wyrmling. They can be found in hollows in the lairs of great wyrms, cleaning up their shed scales and other discarded draconic remnants. While they are without a doubt some of the most vile creatures in existence they are useful in keeping a lair clean and eat the occasional wayward adventurer.

FOG OOZE (CR 9)

XP 6400

N Gargantuan Ooze

Init -4; **Senses** Blindsight 30ft; Perception -4

DEFENSE

AC 15, touch 2, flat-footed 15 (-4 size, -4 **Dex**, +13 natural)

hp 150 (12d8+96)

Fort +12, **Ref** +0, **Will** +0

Immunities electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee 2 slams +6 (2d6+1)

Space 20 ft.; **Reach** 20 ft.

Special Attacks Engulf (DC 17, 1d8 acid)

STATISTICS

Str 12, **Dex** 2, **Con** 26, **Int** -, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +14; **CMD** 20

SQ Ooze Traits, Blindsight 30ft

SPECIAL ABILITIES

Engulf (Ex)

Fog ooze can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a DC 17 Reflex save to avoid being engulfed; on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and are subject to 1d8 acid damage each round. The save DC is Strength-based.

Fog Form (Sp)

A fog ooze can disperse itself and put itself into a state of hibernation. This causes the area it occupies to be subject to a *solid fog spell* (creatures in the area receive a -2 on melee attack and damage rolls, move at half speed, cannot take 5 foot steps, and reduces falling damage by 1d6 for each 10 feet fell through) and the fog ooze gains the benefit of a *gaseous form* spell, both functioning as spell-like abilities. Both these effects last until it comes out of its hibernation. A fog ooze can suppress the solid fog effect if it wishes to go unobserved, requiring a DC 20 Perception check to spot the unassuming faint mist. Assuming this form after awakening take 1 hour, though it can end this form as an immediate action. If targeted with a severe wind it will assume its awakened form immediately. Creatures can pass through its area and, though it is asleep, it can still make Perception checks. In fact, fog oozes gain +20 on Perception checks to detect and identify creatures within its mass (for a total of +16 Perception). A fog ooze that comes out of hibernation automatically attempts to engulf all creatures within it.

Paralysis (Ex)

In its awakened form a fog cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 24 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

ECOLOGY

Environment: dungeons and underground

Organization: solitary

Treasure: incidental

A fog ooze is an ambush predator that hibernates in a fog-like state until it senses a creature within its confines. It will then condense around the creature, turning into a paralytic gel that will digest its prey and sustain it for months or years to come. Some refer to fog oozes as “dire gelatinous cubes” but they are two unrelated species with similar hunting strategies. Many an adventurer has walked into a room they thought empty only to end up as lunch.

HORSTRICH, BATTLE (CR 2)

XP 600

N Large Animal

Init +6; **Senses** Low-Light Vision; Perception +3

DEFENSE

AC 15, touch 15, flat-footed 9 (-1 size, +6 **Dex**)

hp 26 (3d8+12)

Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 50 ft.

Melee 2 talons +5 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 22, **Con** 18, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 23

Feats Endurance, Run

Skills Acrobatics +12 (+16 to jump)

Racial Modifiers +4 Acrobatics checks made to jump

SQ combat trained

SPECIAL ABILITIES

Combat Trained

A battle horstrich has been specifically trained for combat (see the Handle Animal skill) so its talons are not treated as secondary attacks.

ECOLOGY

Environment: warm deserts or plains

Organization: solitary, mob (5-10), or cavalcade (30-90)

Treasure: none

The proud art of breeding and training battle hostriches has been around for a hundreds of years. Only the finest horstrich stock was been selected and they have been bred for strong legs, large talons, and a keen intellect. The proud knights who ride battle

horstriches, called “horstrichantry”, thunder across the plains with shield and lance and skillfully leap over any obstacle in their way.

HORSTRICH, RIDING (CR 1)

XP 400

Large Animal

Init +4; **Senses** Low-Light Vision; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 **Dex**)

hp 13 (2d8+4)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 50 ft.

Melee 2 talons -2 (1d4+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 17

Feats Endurance, Run

Skills Acrobatics +9 (+13 to jump)

Racial Modifiers +4 Acrobatics checks made to jump

SQ docile

SPECIAL ABILITIES

Docile (Ex)

Unless specifically trained for combat (see the Handle Animal skill), a horstrich's talons are treated as secondary attacks.

ECOLOGY

Environment: warm deserts or plains

Organization: solitary, mob (5-10), or cavalcade (30-90)

Treasure: none

On an island lost to time and isolated from contact with the outside world a quirky creature developed. It had the temperament of a horse with a body that resembles a large flightless bird. Neither equestrian or avian but rather a marsupial, the creature is nonetheless known as a “horstich”. Horstrichs carry their young in a pouch and their children are called joeys. Their diet is actually omnivorous, though it is weighted heavily in favor of vegetarianism. They are completely flightless and use their plumage largely as a way to attract mates and intimidate would-be predators. They move in large, loose, packs of relatives called “mobs”. Mobs often contain females and young with males living a more solitary life. They are vicious and even today wild horstrich mobs are the bane of

every frontier town. Those who have been tamed make excellent riding animals for experienced riders as they require a firm hand and excellent balance.

HORSTRICH COMPANIONS

STARTING STATISTICS

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 talons* (1d6); **Ability Scores** Str 13, Dex 16, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, +4 bonus on Acrobatic checks made to jump

4TH-LEVEL ADVANCEMENT

Ability Scores Dex +2, Con +2; **Special Qualities** combat trained.

ISLAND TURTLE (CR 20)

XP 307200

N Colossal* Animal (Aquatic, Earth) [*See Text for Size]

Init -4; **Senses** Low-Light Vision, Blindsight 30ft; Perception +7

DEFENSE

AC 0, touch 0, flat-footed 0 (-40 size, -4 **Dex**, +34 natural)

hp 1,661 (27d8+1,539); Regeneration 15

Fort +35, **Ref** +11, **Will** +16

DR 15/Epic **Immunities** Bleed, Curse, Poison, Disease, Flanking, Ability Damage, Mind-Affecting, Death Effect SR 31

OFFENSE

Speed 5 ft, swim 30 ft.

Melee bite +28 (8d6+16)

Space 500 ft.; **Reach** 80 ft.

Special Attacks Swallow Whole (4d6+24, **AC** 26, 63 **hp**), Fast Swallow, capsize

STATISTICS

Str 42, **Dex** 2, **Con** 46, **Int** 2, **Wis** 24, **Cha** 10

Base Atk +20; **CMB** +44; **CMD** 50 (54 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Great Fortitude, Improved Natural Armor, Improved Natural Attack (bite), Improved Overrun, Power Attack, Self-Sufficient, Toughness

Skills Disguise +15 (+55 to appear as an island while not moving), Swim +46; **Racial Modifiers** +40 Disguise (to appear as an island while not moving)

Languages Common

SQ animal traits, does not sleep, does not eat, island camouflage, amphibious, blindsight 30ft

SPECIAL ABILITIES

Island-Sized

An island turtle is the size of a small island, complete with soil and vegetation. It counts as “colossal” sized for most purposes but is far larger than any typical colossal creature. It cannot be missed with an attack under even combat conditions and thus has an AC of zero, though an attack roll must still be rolled. A roll of a natural 1 does not miss an island turtle, though other things (such as misfire from firearms) do still occur. It gains 3 times the normal number of bonus hit points as a result of its size.

Fast Swallow (Ex)

An island turtle can use its Swallow Whole ability at any time it has an opponent grappled as a free action, instead of just at the beginning of its turn.

Island Camouflage (Ex)

An island turtle has a +40 bonus to Disguise checks to appear as a non-living island. This is reduced to a +20 if it is moving slowly (5 feet per round or less) and reduced to only a +10 if it is moving faster than that.

Amphibious (Ex)

An island turtle has the aquatic subtype but they can survive indefinitely on land.

Capsize (Ex)

A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check. For this purpose an island turtle counts as a colossal creature.

ECOLOGY

Environment: Open Ocean

Organization: Solo, bale (2-4) or archipelago (6-12)

Treasure: 1d2 chests of buried treasure (3d1,000 gp in assorted treasures each)

At first the pirates believed they had somehow gained the gods' favor; the island they chose to hide their spoils was completely empty, far away from any city or government, and so overgrown with trees and brush that none would ever find the riches beneath the

soil. But when the first shovel was taken to the virgin earth, a rumbling groan came from beneath the waves, and the island shook so violently it nearly threw them off the surface. It was only when the beast's head came rising out of the water and half the crew were snapped into its cruel beak that the captain realized that this "island" was not a blessing, but divine punishment seeking him out at last.

The island turtle appears to travelers as an uncharted, uninhabited island, overgrown with trees and grass. This is only the creature's shell; like an iceberg, the most important part is beneath the ocean's surface, invisible to outsiders until its shell is disturbed.

An island turtle has a long-necked head that it normally keeps retracted and under the water. When driven to anger (or at least self defense) its massive snapping turtle-like head rises from the briny depths and picks off annoying adventurers from its back. While not carnivorous, it has no problem digesting small thing like humanoids.

MINIATURE GHOST MACHINE ARMY (CR 8)

XP 4800

NE Fine Construct (Swarm)

Init -2; **Senses** Low-Light Vision, Darkvision 60ft;

Perception +0

DEFENSE

AC 21, touch 16, flat-footed 21 (+8 size, -2 **Dex**, +5 natural)

hp 101 (11d10+40)

Fort +3, **Ref** +1, **Will** +3

Defensive Abilities Swarming Mass

DR 5/- **Immunities** Critical Hit, Flanking, Weapon Damage **SR** 23

OFFENSE

Speed 50 ft.

Melee Swarm (3d6)

Space 15 ft.; Reach 0 ft.

Special Attacks Distraction (DC 15), Hinder Spellcasting

STATISTICS

Str 26, **Dex** 6, **Con** 0, **Int** 0, **Wis** 10, **Cha** 1

Base Atk +11; **CMB** +11; **CMD** 19

SQ Construct Traits

SPECIAL ABILITIES

Destroyers of Beauty (Ex)

A miniature ghost machine army ignores the hardness of objects with its swarm attack.

Swarm Attack (Ex)

A miniature ghost machine army deals 3d6 automatic damage to any creature whose space it occupies at the end of its move, with no attack roll needed.

Swarm attacks are not subject to a miss chance from concealment or cover.

Distraction (Ex)

Whenever a miniature ghost machine army damages a creature with a natural attack, it must make a DC 15 Fortitude save or become nauseated for 1 round.

Hinder Spellcasting (Ex)

Whenever a creature attempts to cast a spell in a miniature ghost machine army's space or an area it threatens, the caster must make a concentration check of DC 20 + spell level. Using skills that involve patience and concentration requires a DC 20 Will save.

Swarming Mass (Ex)

A miniature ghost machine army's body is composed of a swarming mass of smaller creatures, which means it has no front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of miniature creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist damage. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered

unconscious my means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarms do not threaten foes and do not make attacks of opportunity. A swarm has oft reach, like its component creatures. When a swarm moves into a creature's space to attack, it provokes an attack of opportunity as normal.

Immunity to Weapon Damage (Ex)

A miniature ghost machine army is immune to damage from physical weapons, including natural weapons.

Construct Traits

A construct is an animated object or artificially created creature.

- No Constitution score. Any DCs or other Statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Lowlight vision.
- Darkvision 60 feet.
- Immunity to all mindaffecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.
- Constructs do not breathe, eat, or sleep.

ECOLOGY

Environment: Any

Organization: Single Swarms or an Army (2d6 swarms)

Treasure: None

When a true master tinker fails to create a mechanical masterpiece, gives up on one, or a true wonder of the world is reduced to scrap it sometimes gathers and comes back for revenge!

Animated by the rage the spirit of the machine at its wasted potential, it conjures into being army of fine-sized anthropomorphized scrap beings that will stop at nothing to destroy other works of beauty. Ghost machine armies rampage for days, weeks, or years at a time before their contempt for finished machines finally runs out. Rebuilding the machine that they were based on will sometimes appease them.

SKIN SUIT (CR 2)

A raggedy bulk of aged, animated, skin in the form of a humanoid slithers and moves on two feet in a stilted gait.

XP 600

N Medium Undead

Init +1; **Senses** Darkvision 60ft; **Perception** +8

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 **Dex**, +3 natural)

hp 14 (3d8+0)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee 2 slams +3 (1d4+1 plus grab)

Special Attacks Grab (slam), Wear

STATISTICS

Str 12, **Dex** 12, **Con** 0, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +3 (+7 grapple); **CMD** 14

Feats Alertness, Stealthy

Skills Escape Artist +3, Intimidate +6, Knowledge (local) +3, **Perception** +8, Stealth +9

Languages Common (cannot speak)

SQ Undead Traits, Intelligent Undead

SPECIAL ABILITIES

Intelligent Undead

A skin suit retains its mind, though to a lesser degree than it had in life. It has no memories and it works mostly out of a predatory hunger for a host. A skin

suit has no sense of morality; it simply wants to wear a meat-form.

Wear (Ex)

A skin suit that pins a creature automatically is “worn” by that creature (henceforth referred to as their “meat-form”). This means it wraps itself around them and takes control, stitching itself up the back instantly once it has a meat-form within its fleshy confines. The skin suit gains all the benefits of the meat-form that wears it but takes a -4 on all d20 rolls made with it. Any damage suffered by the skin suit is also suffered by its meat-form but spells that target a single creature can target either the skin suit or the meat-form that is wearing it. A meat-form cannot breathe while being worn and begins to suffocate. A skin suit can only wear a meat-form that is within one size category of itself.

A meat-form cannot speak or take any actions other than internal thought, Escape Artist attempts, and Strength checks to oppose it. A DC 20 Escape Artist check to break free, pushing the freed meat-form away from the skin suit into an adjacent square, and cause 1d10 damage to the second skin. The meat-form can attempt an opposed Strength check on their turn as a full round action to resist the skin suit. If successful, the skin suit is stunned, takes 1d4 damage, and can take no actions on their turn other than fight back and struggle against the meat-form it is wearing. A meat-form is automatically freed with a skin suit dies.

While wearing a meat-form the second skin can use mind probe once per round as a spell like ability as a free action spell. In addition, the skin suit temporarily gains 1 language from their meat-form while being worn. While wearing a meat-form they gain a +10 on Disguise checks to appear as that creature.

ECOLOGY

Environment: Graveyards, Urban, Dungeons

Organization: Solitary

Treasure: Standard

Sometimes, when a necromancer creates a skeleton the skin becomes haunted by the previous creature’s will and it will maraud around looking for its lost “meat”. This animated skin isn’t too bright, though it is quite angry, so it will take any physical form it can possibly grab. It stumbles about in the darkness looking for a creature of approximately the same size and shape as its original body. It will eventually suffocate anyone it encases in its fleshy confines and

eventually the corpse within them will no longer suit their needs and they must hunt for another body. They often prey on undead for their purposes and have a special affinity for skeletons. Skin suits can’t always find a perfect fit so they will often look stretched thin and torn if their meat-form is too big for them or have great rolls of skin bunched up if their meat-form is too small. In such cases the creature’s features may not quite line up with the skin suit. The only way to lay a skin suit to rest without destroying it is to wrap it around its old body (or as much of it remains).

A skin suit that is wearing an undead simply counts as that undead, though if that undead is destroyed before they are (generally if the skin suit has more HP than them) it will leave the skinsuit behind.

SWORD DOG (CR 1)

This short, stocky, dog has a sword-like horn where its nose should be and ridges running along its body. It bristles and growls you off before it lets out a sharp bark.

XP 400

N Small Animal

Init +1; **Senses** Low-Light Vision, Scent; **Perception** +6

DEFENSE

AC 16, touch 12, flat-footed 13 (+1 size, +1 **Dex**, +4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee gore +3 (1d4+1)

STATISTICS

Str 13, **Dex** 12, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 12 (16 vs. trip)

Feats Toughness

Skills Perception +6

ECOLOGY

Environment: cold or temperate forests

Organization: solitary, pair, or pack (3–12)

Treasure: none

Sword dogs (canis gladio) are a relative of both wolves and man’s best friend that developed a distinctive sharp faceplate where their nose normally is and a number of small, sharp, ridges that run across their body that helps them ward off predators. These

protrusions are made of keratin, similar to what a rhino's horn but far sharper. It continuously grows, like beaver teeth, so they have to grind it to keep their horn and ridge from getting too large. This leaves many distinctive cuts and slashes on trees and stone that warns adventurers away from their territory. Though there are many species they are smaller than wolves and a bit stockier than a household dog. Different species have different fur and ridge configuration. Sword dogs have a diminished sense of smell when compared to other members of their species but still miles better than humans. Their nose is hidden by two small closable flaps under their horn. Males of the species are noted to be particularly aggressive but even they can be trained by a master with a particularly firm hand. They are normally pack animals so they make great house pets, though they will rub all over just about every hard surface in one's house to grind down their horns and ridges. This can be avoided by carefully filing down your sword dog with a whetstone or file every day.

SWORD DOG ANIMAL COMPANION

STARTING STATISTICS

Size Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** gore (1d4); **Ability Scores** Str 13, Dex 15, Con 17, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4TH-LEVEL ADVANCEMENT

Size Medium; **Attack** gore (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

SWORD DRAGON (CR 14)

"My armor is like tenfold swords, my teeth are swords, my claws swords, the tip of my tail a sword, my wings a hurricane of swords, and my breath a torrent of swords!"

-Silversteel, Sword Dragon

XP 38400

NE Huge Construct

Init +5; **Senses** Low-Light Vision, Darkvision 60ft;

Perception +22

Auras Fear Aura (100ft., DC 22)

DEFENSE

AC 30, touch 9, flat-footed 29 (-2 size, +1 **Dex**, +21 natural)

hp 164 (19d10+59)

Fort +6, **Ref** +7, **Will** +9

DR 5/Magic, **SR** 22

Immunities Paralysis, Sleep, Swords

OFFENSE

Speed 50 ft., climb 50 ft., fly 100 ft.

Melee bite +29 (3d6+12), 2 wings +27 (1d6+12), tail lash +27 (2d6+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks Breath Weapon (50ft. cone, 14d6 acid damage, Reflex DC 21 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 17th, concentration +20)

At will- *detect magic*, *pyrotechnics* (DC 15), *suggestion* (DC 16)

Spells Known (CL 7th, concentration +10)

- 3rd (5/day)- *dispel magic*, *haste*
- 2nd (7/day)- *invisibility*, *resist energy*, *see invisibility*
- 1st (7/day)- *alarm*, *grease* (DC 14), *magic missile*, *shield*, *true strike*
- 0 (at will)- *arcane mark*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 34, **Dex** 12, **Con** 0, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +19; **CMB** +33; **CMD** 44 (can't be tripped)

Feats Ability Focus (breath weapon), Cleave, Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Power Attack, Toughness, Vital Strike

Skills Bluff +22, Fly +20, Intimidate +22, **Perception** +22, Sense Motive +22

Languages Common, Draconic, Dwarven, Orc

SQ Construct Traits, Intelligent Construct

SPECIAL ABILITIES

Breath Weapon (Su)

A sword dragon can exhale a 50ft. cone of swords as a breath weapon. It vomits up a torrent of literal swords that it has swallowed over the course of its life. These bladed weapons gain the broken condition after being fired, leaving 3d6 broken longswords (or similar swords) that could be salvaged on the ground after it uses its breath weapon. This attack causes

14d6 slashing damage and allows a DC 21 Reflex save for half damage. A sword dragon can use its breath weapon once every 1d6 rounds.

Intelligent Construct

A sword dragon is an intelligent construct and thus has most of the construct immunities. Unlike normal constructs, it is not immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Fear Aura (Su)

A sword dragon radiates a 50ft. aura that will affect everyone entering or standing within as the fear spell. This is a mind-affecting fear effect that allows a DC 22 will save to negate. The save DC is Charisma-based.

Living Sword Forge (Sp)

A sword dragon can swallow any sword or sword-like weapon and, after 1 week, it will emerge from its mouth repaired. This can repair weapons ground to dust, cursed, or destroyed by tremendous powers like demigods. This functions as per a wish spell, though it can only be used to repair sword or sword-like weapons.

Serpentine

A sword dragon is a serpentine creature and thus cannot be tripped.

Immunity to Sword Damage

A sword dragon is immune to damage from swords and sword-like weapons.

ECOLOGY

Environment: dungeons, scrap heaps

Organization: solitary

Treasure: tripple

A sword dragons is a large, intelligent, serpentine, chrome-steel dragon that is constructed entirely from swords and sword accoutrements. Originally created as an animate forge designed to eternally forge swords for a long lost army, sword dragons developed an obsession with swords due to a flaw in their creation and began to consume everything and turn it into a sword. Since it was created with the spirit of a dragon it eventually created a form not unlike one and began to horde swords. Eventually the original sword dragon crafted more of itself as a vanity project and the race of sword dragons were born.

Since their inception they have become quite the pest, raiding armories for their bladed weapons and hoarding them in great scrap-nests right in the armory or deep in the heart of a dungeon. They are

easily lured with a sword of exceptional quality (a +4 or higher), but once provoked they will stop at nothing to claim the bait as their own. Sword dragons can swallow any sword and repair it, even blades that are beyond the repair of mortal smiths. Getting it back once it has been repaired is another story...

TRICARRIOTE (CR 9)

Always in groups of three, these upsetting creatures are a grotesque parody of a mother goddess trinity. All bedecked in bawdy attire they are: a toothless child with blood-stained lips and overly large eyes, an oafish middle-aged woman with curling nails, and leather-skinned corpse bedecked with makeup and fineries.

XP 6400

CE Huge Fey

Init +3; **Senses** Low-Light Vision; **Perception** +17

DEFENSE

AC 22, touch 12, flat-footed 18 (-2 size, +3 **Dex**, +1 dodge, +10 natural)

hp 78 (12d6+36)

Fort +7, **Ref** +11, **Will** +10

DR 5/Cold Iron **Immunities** Aging, Corrupted Trinity

OFFENSE

Speed 50 ft.

Melee shortspear +11/+6 (2d6+6)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 22, **Dex** 16, **Con** 16, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +6; **CMB** +14; **CMD** 27

Feats Dodge, Endurance, Mobility, Spring Attack, Weapon Focus (shortspear), Weapon Specialization

Skills Bluff +18, Diplomacy +18, Disguise +15, Heal +14, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Sylvan

SQ Fey Traits, Corrupted Trinity

SPECIAL ABILITIES

Corrupted Trinity

There are always 3 tricariote: one adopting the role of the "maiden", one of the "mother", and one of the "crone". Weakening the lifeforce of one of them, heals their opposite twice the amount. Strengthening the lifeforce of their opposite damages them in an equal the amount.

- Harming the maiden, heals the mother twice as much. Healing to maiden, harms the crone.
- Harming the mother, heals the crone twice as much. Healing to mother, harms the maiden.
- Harming the crone, heals the maiden twice as much. Healing to crone, harms the mother.

Wealthy Baubles (Sp)

A tricarriote can use *beguiling gift* as a spell-like ability at will as part of the standard action of offering an item to a creature. They will most commonly use this to offer useless baubles that, if accepted, give a *bestow curse* effect that only lasts for 24 hours but makes the creature believe they are immensely good looking. Each tricarriote has 3 such baubles that they can bestow. They baubles look to be extremely expensive gifts but a DC 15 Appraise check indicates that they are cheap knockoffs worth only a copper or two.

ECOLOGY

Environment: Any (often urban)

Organization: Always in 3s

Treasure: Standard plus 33 gp each

The maiden, the mother, the crone; in all their worst attributes. They are twisted fey who mock and pervert groups of wealthy women by luring them with fineries. They set up “wealth cults” that attracts powerful patrons that they make pump before allowing them to “ascend”; consuming them whole. A common tactic a tricarriote will use is to hit their sister tricariote to deal a little damage to them and heal themselves for twice that.

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