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WHAT DOES IT MEAN TO BE A LEGEND?

So after the release of our Legendary Levels book, we were having a discussion with someone about how a legendary character impacts a campaign setting and what exactly constitutes a "Legendary' version of a class. These character classes are the zenith of what it means to be a member of a given archetype. While uniquely individualize, each exemplifies the concept behind their character class. So a ninja isn't just a guy in black martial arts gi; he's a legendary assassin whose name is whispered with fear amongst his enemies. The cavalier isn't just a knight in shining armor. He's a knight commander of a battalion of a thousand men, the victor of 10,000 campaigns, and a veteran survivor of more suicidal cavalry charges than any of his peers could hope to see in 10 lifetimes. A legendary antipaladin is a being so twisted and corrupted by the evil taint of fell forces that he is no longer a man. He is hubris incarnate. His cruelty will echo throughout history far after he has passed from memory himself. Characters at this level have transcended simply being heroes and begin to do deeds so great that they are in line to become fixtures in the cultural mythos of the worlds they are in. They are the Hercules of their times and the Achilles of their age. They are Beowulf and Sigurd. They will have all the impact of Arthur and will influence cultural archetypes in the same fashion as Merlin! They are Miyamoto Musashi and Emperor Jimmu. They are as deep and complex as Hua Mulan and Liu Bei with all the skill of Guan Yu and Lu Bu. They are the might and greatness of the Pandavas all rolled into one. They may be possessed of King Solomon's wisdom and Samson's strength. They become every legend that has ever blessed page or lip! It is their story that will paint the complex canvas of history of the world they inhabit. These are a group of heroes who only appear once in a thousand years to rock the world to its foundation and redefine the social norm! They embody everything it means to be heroic (or wicked), to be a legend, and they have the depth and complexity of character that makes them memorable. They have passed through fire and flames to emerge stronger for the experience. They are men and women of great valor and great deeds. They are stronger than armies. They are wiser than kings and prophets. They are what it means to be a legendary character.

LEGENDARY CORE CLASSES

Upon reaching 20th level in a given character class, they can no longer use the charts in the Pathfinder Core Rulebook. Beyond 20th level lays a new challenges and foes far more powerful than the heroes have ever faced before. Deities, hordes of foes so vast they appear to be without number, ancient evils so terrifying a lesser man would melt just looking at it, and horrors beyond description. Upon reaching 20th level in a base class, a character may multiclass into another base class or utilize one of the "legendary" classes presented here. These archetypes represent the most powerful variants of a given class. For example, a bard can play songs but a legendary bard is a musician who comes along once in a hundred years and can bring tears to the eyes of an audience with just the opening cords of a song. A legendary cleric literally has divine powers befitting a lesser deity and a legendary fighter is a combatant able to slay a hundred foes without injury. To enter a legendary class a character must have at least 20 levels in the base class of the same name, or one of its alternates. They may have up to 5 levels of a related prestige class that can count towards their qualifications to enter the legendary class at the GM's option (Example: A character with 15 levels of the rogue base class and 5 levels of assassin prestige class would qualify for the legendary rogue legendary class).

Presented in a later section of this supplement, there are prestige classes who are fitting for 20th level play. These classes are designed to allow multiclassed characters to progress beyond 20th level.

LEGENDARY ALCHEMIST

Alignment: Any Hit Dice: d8

CLASS SKILLS

The legendary alchemist's class skills are *Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).* **Skill Points:** 4 + Int

CLASS FEATURES

All of the following are class features of the legendary alchemist.

Weapon and Armor Proficiency: A legendary alchemist does not gain any additional proficiencies.

Paragon of Science:

Levels of legendary alchemist stack with levels of alchemist for the purposes of class features. This includes the competence bonus from the alchemist's alchemy class feature. For every level of legendary alchemist the character has they gain a +2 competence bonus to Craft (alchemy) checks instead of the normal +1 competence bonus granted by levels of the alchemist base class.

Master of the Thrown (Ex):

The legendary alchemists gain the Master of the Thrown feat as a bonus feat at 2nd level even if he does not meet the prerequisites for it.

Bomb (Ex):

The legendary alchemists' bombs grow in potency as he progresses in level. His alchemist bombs deal an additional 1d6 additional damage at first level. At 3rd level and every odd level thereafter his bombs deal an additional 1d6 damage.

Once per day for every 2 legendary alchemist levels (minimum 1), he can designate one of his bombs as a eureka bomb. A eureka bomb can have multiple discoveries applied to it (example: a eureka bomb could be a fast, explosive, delayed, blinding, freezing, immolation bomb). A eureka bomb can only have 1 discovery that changes the element of the damage of the bomb and one effect that affords the target a save (such as blinding, dispelling, or

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
	Bonus				
1 st	+0	+2	+0	+0	Paragon of science, bomb +1d6
2 nd	+1	+3	+0	+0	Master of the thrown, effective poisons,
					grand discovery
3 rd	+2	+3	+1	+1	Immortal body of the mind, bomb +1d6
4^{th}	+3	+4	+1	+1	Grand discovery, improved instant al-
					chemy
5 th	+4	+4	+1	+1	Effective poisons, bomb +1d6
6 th	+4	+5	+2	+2	Grand discovery
7 th	+5	+5	+2	+2	Bomb +1d6
8 th	+6/+1	+6	+2	+2	Grand discovery, precognitive alchemy
9 th	+6/+1	+6	+3	+3	Bomb +1d6
10 th	+7/+2	+7	+3	+3	Eureka!

TABLE 1-1: THE LEGENDARY ALCHEMIST

poison), and the number of discoveries that can be applied to a given bomb cannot exceed the Intelligence modifier of the legendary alchemist.

Alternately, an alchemist can have a eureka bomb simply deal legendary damage. The save for this legendary damage is equal to $10 + \frac{1}{2}$ alchemist + legendary alchemist levels + Intelligence modifier. If the save is made the target still takes normal bomb damage. A legendary alchemist may apply one discovery to this bomb as per normal. The legendary damage only affects the direct target of the bomb. All adjacent creatures take the normal bomb damage (not minimum). If a creature is immune to the element of the bomb, they automatically pass the legendary damage check.

Effective Poisons (Ex):

As his mastery of the scientific disciplines expands, his mastery of the understandings of biological principles has given him special insight into the creation of potent poisons. At 2nd level the save DC for poisons brewed by a legendary alchemist is increased by the character's level in legendary alchemist. At 5th level the save DC is increased by twice the character's legendary alchemist level and at 8th level it is increased by 20.

Grand Discovery (Su):

Starting at 2nd level and every 2 levels thereafter (up to 10th level) a legendary alchemist makes a discovery that other alchemists would be lucky to make once in a lifetime. A legendary alchemist gains a grand discovery (Alternately they may take an advanced or basic discovery). Below are listed several new grand discoveries. These grand discoveries may not be taken by non-legendary alchemists.

Heart of Ice: The legendary alchemist gain cold immunity. A legendary alchemist must have the frost bomb discovery before picking this discovery. The legendary alchemist also are not affected by mundane hazardous effects brought on by cold environments. The legendary alchemist gain thick white shaggy fur (or another fitting physical change). Acidic Blood: The legendary alchemist gain acid immunity. A legendary alchemist must have the acid bomb discovery before picking this discovery. While bleeding, the legendary alchemist also deals 1d6 points of acid damage for every point of bleed damage he has to any creature that is in a grapple with him (Example: 3 points of bleed means the legendary alchemist deal 3d6 acid damage to any target in a grapple with him). This ability can never do more d6s in damage than the alchemist's character level. The legendary alchemist gain visible green veins (or another physical change).

Sound Dampening Skeleton: The legendary alchemist gains sonic immunity. A legendary alchemist must have the sonic bomb discovery before picking this discovery. The legendary alchemist also receive a +4 alchemical bonus on Stealth checks. The legendary alchemist's skin is covered in fine, short black fur like that of a panther in addition to internal skeletal changes (or another fitting physical change).

Alchemical Abomination: The legendary alchemist gain +5 natural armor, grows one size category larger, and the legendary alchemist's natural weapons are considered to be an additional die size larger (on top of the increase from the size category change). A legendary alchemist must have the feral mutagen discovery before picking this discovery. Their shape changes into some sort of feral grotesque behemoth-like form that resembles the stuff of nightmares. In addition the alchemist receives a +4 bonus on Intimidation checks.

Icarus Ascendant: The legendary alchemist gain immunity to electricity. A legendary alchemist must have the shock bomb and wing discoveries before picking this discovery. The legendary alchemist also gain a set of retractable wings capable of perfect flight (like the alchemist discovery). If the legendary alchemist has wings naturally (that do not have a limitation of the number of round the legendary alchemist can use them) double the legendary alchemist's flight speed, and the legendary alchemist gains perfect maneuverability if he does not have perfect maneuverability already. If the legendary alchemist does not have natural wings, he no longer has a limitation on the number of rounds he can fly for and his flight speed increase by 20 feet. Additionally, the legendary alchemist's maneuverability while flying increases by one step.

Adaptive Evolution: The legendary alchemist's body is so twisted by alchemy that he has begun to mutate and evolve. A legendary alchemist must have the vestigial twin discovery and at least two other grand discoveries before picking this discovery. When the alchemist takes damage from a source their body builds a resistance to that type of damage until they take damage of another type (example: An alchemist takes fire damage so he gains fire resistance 50. Next turn, he is struck by cold damage so his fire resistance goes away but he gains cold resistance 50). An alchemist must take at least 1 damage to trigger the shift in resistances. If the alchemist takes damage of multiple types from a single source (such as being hit by a spell that deals both fire and force damage), he may choose which of the damage types he gains protection against.

Damage Source	Resistance
Fire Damage	Fire 50
Cold Damage	Cold 50
Sonic Damage	Sonic 25
Force Damage	Force 25
Acid Damage	Acid 50
Magic*	SR 35
Primal Damage	All 10

TABLE 1-2: ADAPTIVE EVOLUTION

*Magic describes any spell without an elemental descriptor or damage type.

Midassian Scion: The legendary alchemist gains the ability to turn mundane items into gold. A legendary alchemist must have the philosopher's stone discovery before picking this discovery. Once per week per Intelligence modifier, the legendary alchemist can touch an inanimate object made of a base metal (either iron or lead) and transmute it into silver and gold. A single touch can turn up to 10,000 pounds of iron into silver (worth 50,000 gp), or up to 2,000 pounds of lead into gold (worth 100,000 gp). The process takes approximately 1 minute per 1,000 lbs (though it always takes at least 1 minute).

Touch of the Great Destroyer: The legendary alchemist gain the ability to first rust then disintegrate items. A legendary alchemist must have the philosopher's stone discovery before picking this discovery. A legendary alchemist's touch attacks cause any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition — a second hit destroys the item. Against creatures made of metal, a legendary alchemist's touch deals the same damage as his bombs would (though it does not use a bomb). An attended object, any magic object, or a metal creature can attempt a Reflex save to negate this effect. The save DC is $10 + \frac{1}{2}$ the character's alchemist levels + his legendary alchemist levels + his Intelligence modifier.

Immortal Body of the Mind (Ex):

"I don't need that liver! (I have a second and a third)" "No head? No problem!" "Would you be surprised to know that the thing you stabbed wasn't my REAL heart?"

At 3rd level, legendary alchemist gains the ability to scientifically cheat death. When an alchemist fails a legendary damage check, he instead remains conscious with an amount of HP equal to his Intelligence modifier. A legendary alchemist must be at more than half his total HP (rounded down) when he takes the legendary damage for this ability to work. This ability can trigger a number of times per day equal to his Intelligence modifier.

Improved Instant Alchemy (Ex):

At 4th level, the legendary alchemist can create alchemical items with a speed that baffles the mind. He can create any alchemical item as a move action

6

if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. He can also apply poison to a weapon as a free action once per turn on his turn. At 8th level he can apply poison to his weapons as a free action a number of times per turn equal to his Intelligence modi-

fier.

Precognitive Alchemy (Ex):

Once per day at 8th level, legendary alchemist can retroactively create an alchemical item JUST IN CASE of a certain situation. By expending twice the normal market price of any alchemical item, a legendary alchemist can act as if he's already created that item and has it on hand. Also, by expending twice the normal market price of a poison in funds, a legendary alchemist can also state that his weapon is poisoned after he has struck a creature and rolled damage. He may only do one of these once per day.

Eureka! (Su)

At 10th level a legendary alchemist has an epiphany! He can always choose to use his eureka bombs when utilizing his bombs. In addition he gains a discovery that allows him to deal "primal" damage with his bombs. Primal damage is the basic element of all creation.

TABLE 1-3: LEGENDARY ALCHEMIST'SEXTRACTS PER DAY

Character	1 st	2 nd	3 rd	4^{th}	5 th	6 th
Level						
1 st	6	6	6	6	6	5
2 nd	7	6	6	6	6	5
3rd	8	7	6	6	6	6
4^{th}	8	8	7	6	6	6
5 th	8	8	8	7	6	6
6 th	8	8	8	8	7	6
7 th	9	8	8	8	8	7
8 th	9	9	8	8	8	8
9 th	9	9	- 9	8	8	8
10 th	9	9	9	9	8	8

PRIMAL ENERGY

If one breaks down all energy in the universe, it is all the same. Time, gravity, light, strong and weak forces are in essence the same thing on some level. Creatures cannot be immune to primal damage. However, if a creature has a resistance to any type of energy it is applied against primal damage at a 10th of its total value (Energy resistances with values at 10 or below are reduced to zero). Multiple types of energy resistances stack. (Example: If a creature has fire resistance 50 and acid resistance 50 it has primal resistance 10.)



LEGENDARY ANTIPALADIN

Alignment: Chaotic evil Hit Dice: d10

CLASS SKILLS

The legendary antipaladin's class skills are *Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).*

Skill Points: 2 + Int

CLASS FEATURES

All of the following are class features of the legendary antipaladin.

Weapon and Armor Proficiency:

A legendary antipaladin does not gain any additional proficiencies.

Paragon of Wrath:

Levels of legendary antipaladin stack with levels of antipaladin for the purposes of class features. He gains the reliquaries feature if he chose a weapon for his divine bond, and he gains divine countenance if he chose a mount for his divine bond.

Destroy Good (Su):

When a legendary antipaladin of 1st level makes a melee attack against the target of his smite good ability, he may deal legendary damage with one attack per round against the target of his smite. The save DC for his legendary damage is equal to $10 + \frac{1}{2}$ his antipaladin level + his legendary antipaladin level + his Charisma modifier. A legendary antipaladin automatically passes all legendary damage tests against abilities used by the target of his smite.

Reliquaries (Su):

The symbols of a legendary antipaladin are venerated as infernal artifacts by those of the faith. They achieve a level of infamy that reflects the antipaladin's status in the eyes of his patrons and all those who fear him. Any one weapon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1 st	+1	+2	+0	+0	Paragon of wrath, destroy good, reliquaries or infernal countenance, domain, cruelty	+1
2 nd	+2	+3	+0	+0	Infernal resistance, smite good/ 1 day	+1
3 rd	+3	+3	+1	+1	Infernal form	+1
4 th	+4	+4	+1	+1	Cruelty, smite good/ 2 day, truespeech	+1
5 th	+5	+4	+1	+1	Infernal reflection, aura of desecra- tion	+2
6 th	+6	+5	+2	+2	Smite good/ 3 day	+2
7 th	+7	+5	+2	+2	Cruelty	+2
8 th	+8	+6	+2	+2	Smite good/ 4 day	+2
9 th	+9	+6	+3	+3	Hera <mark>ld of</mark> the end times	+3
10 th	+10	+7	+3	+3	Smite good/ 5 day	+3

TABLE 2-1: THE LEGENDARY ANTIPALADIN

bound to a legendary antipaladin by way of the fiendish class feature counts as an unholy symbol for the purposes of casting a spell. Only one such reliquary may exist at a given time per antipaladin. An antipaladin must dedicate 6 hours to desecrating a relic of a oppositely aligned deity to change what his reliquary is.

Infernal Countenance (Su):

A legendary antipaladin's bound mount has the same divinity score as the antipaladin. This divine spark emanates from the antipaladin and is not a feature of the legendary antipaladin's bonded mount.

Domain:

An antipaladin's patron influences his alignment, what magic he can perform, his values, and how others see him. A legendary antipaladin can choose 1 domain from among those belonging to his deity. A legendary antipaladin can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

This domain grants a number of domain powers and bonus spells. A legendary antipaladin gains one domain spell slot for each level of legendary antipaladin spell he can cast, from 1st on up. Each day, a legendary antipaladin can prepare one of the spells from his domain in that slot. If a domain spell is not on the antipaladin spell list, a legendary antipaladin can prepare it only in his domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a legendary antipaladin gains the listed powers from his domain if he is of a high enough level. Unless otherwise noted, activating a domain power is a standard action. Domains are listed in the cleric's entry in Chapter 3 of the Pathfinder Core Rulebook.

A legendary antipaladin uses his legendary antipaladin level as his effective antipaladin level for the purposes of determining when he gains domain spells and powers (Example: A character with 20 levels of antipaladin and 8 levels of legendary antipaladin would qualify for the "destructive aura" domain power if one of his new domains was destruction. Destructive aura is gained at 8th level). If he serves a non-standard patron their domains are listed below:

Patron	Domains	
Devil	Evil, law, devil (subdomain), trickery	
Daemon	Evil, daemon (subdomain), war, darkness	
Demon	Evil law, daemon (subdomain), war	
Undead	Evil, undead (subdomain), death	

TABLE 2-2: TABLE 2-2: LEGENDARYANTIPALADIN'S SPELLS PER DAY

Character	1 st	2 nd	3 rd	4^{th}
Level			- 12 -	
1 st	5	4	3	3
2 nd	5	4	3	3
3rd	5	4	4	3
4^{th}	5	5	4	4
5 th	6	5	4	4
6 th	6	5	4	4
7 th	6	5	5	4
8 th	6	6	5	5
9 th	7	6	5	5
10 th	7	6	5	5

Unholy Resilience (Su):

A legendary antipaladin of 2nd level is granted a bonus on saving throws against legendary damage equal to his Charisma modifier. As a swift action, he may inflict this bonus as a penalty upon all his enemies within 30 feet. This penalty applies to all saves vs fear and death effects (like legendary damage). This penalty lasts for 1 round per antipaladin level. It costs 2 uses of the antipaladin's touch of corruption ability. This is a fear effect. The save against this ability is a Will save (DC 20 + legendary antipaladin level + Charisma).

Infernal Form (Su):

At 3rd level, a legendary antipala din may grow leathery black bat wings from his back as a standard action, giving him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action.

Truespeech (Su):

A legendary antipaladin of 4th level has had his mind awakened by the growing divine spark within him, and he learns truespeech as a language.

Infernal Reflection (Su):

A legendary antipaladin of 5th level can expend a use of his touch of corruption as an immediate reaction to failing a legendary damage check. The creature that caused the damage must immediately make the same sort of save the antipalading failed at the same DC or also suffer legendary damage as a result of killing the antipaladin.

Aura of Desecration (Su):

A legendary antipaladin of 7th level gains a protective aura not unlike those a devil or demon might have. Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a -4 resistance bonus on saving throws to anyone within 20 feet of the legendary antipaladin (other than himself or his allies). Otherwise, it functions as a magic circle against good effect

and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals the legendary antipaladin's antipala-

din level + legendary antipaladin level). The antipaladin may activate or deactivate this ability as a free action on his turn.

Herald of the End Times (Su):

A legendary antipaladin of 9th level has taken his place amongst the tyrants that rule the legions of hell. He gains the demon, daemon, or devil subtype and the following bonuses:

Devil

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- The ability see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- Telepathy

Daemon

- Immunity to acid, disease, and poison.
- A +10 racial bonus against all death effect.
- Resistance to cold 10, electricity 10, and fire 10.
- Telepathy

Demon

- Immunity to electricity and poison.
- Resistance to cold 10, acid 10, and fire 10.
- Telepathy



Alignment: Any Hit Dice: d10

CLASS SKILLS

The legendary cavalier's class skills are *Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).*

Skill Points: 4 + Int

CLASS FEATURES

All of the following are class features of the legendary cavalier.

Weapon and Armor Proficiency:

A legendary cavalier does not gain any additional proficiencies.

Paragon of Chivalry:

Levels of legendary cavalier stack with levels of cavalier for the purposes of class features.

Lord Caviler (Ex):

A legendary cavalier of 1st level can always deals legendary damage on a charge against the target of his challenge. The save for this legendary damage is equal to $10 + \frac{1}{2}$ cavalier + legendary cavalier levels + Strength modifier.

Field Commander (Ex):

So great is the repute of a legendary cavalier that he adds his legendary cavalier level to his Leadership score at 1st level. He may add twice his legendary cavalier level to his Leadership score for the purposes of attracting followers and cohorts from the military.

Challenge (Ex):

A legendary cavalier gains an additional use of his challenge class feature at 2nd level and every 3 levels thereafter. At 2nd level a legendary cavalier can issue a challenge as free action instead of a swift.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
	Donus				
1 st	+1	+2	+2	+0	Paragon of chivalry, lord cavalier, field com-
					mander
2 nd	+2	+3	+3	+0	Challenge +1/day, order ability
3 rd	+3	+3	+3	+1	Champion's banner
4 th	+4	+4	+4	+1	Master Trainer
5 th	+5	+4	+4	+1	Grand Tactician, challenge +2/day
6 th	+6	+5	+5	+2	Order ability
7 th	+7	+5	+5	+2	Champion's challenge
8 th	+8	+6	+6	+2	Challenge +3/day
9 th	+9	+6	+6	+3	Legendary mount
10 th	+10	+7	+7	+3	Order ability, take on the world

TABLE 3-1: THE LEGENDARY CAVALIER

Order Abilities (Ex):

A legendary cavalier gains an ability that their order can take (listed on the table below) at the indicated levels.

TABLE 3-2: THE LEGENDARY CAVALIER

Ability Name	Orders	Description
Champion's Mount	Dragon, Lion	The cavalier gains the ability to gain the namesake of his order as a mount
		(A Flame Drake or a Dire Lion) as if he possessed the beast rider archetype.
ALC: NOT		The cavalier's effective druid level is 1 higher when riding such mounts.
Sigil of Office	Blue Rose, Shield,	When wielding the namesake of the cavalier's order in one of his hands, the
Distanti in the	Sword, Tome	object counts as a banner for the purposes of the banner class feature.
Favored Terrain	Seal	The cavalier gains the favored terrain ability (as described in the ranger's
		entry) pertaining to the area he is sworn to protect. This order ability is only
TRANK IN	1	available to cavaliers of the Order of the Seal who have sworn to protect a
La alle la		location.
Smite Evil	Star	The cavalier gains the smite evil ability once per day (as described in the
EPEC.		paladin's entry), using his character level as his paladin level.
Bane	Any	The legendary caviler can imbue one of his weapons with the bane weapon
Fill.		special ability as a swift action once per day. The target of the bane is the
		target of his challenge.
Order Prestige	Any	The cavalier gains a +10 morale bonus to any Charisma based checks against
1		cavilers of his order.
Reputation	Any	The cavalier gains a reputation score equal to half his legendary cavalier
100		level (See the noble's divine right class feature in Little Red Goblin Games'
		Legendary Levels).
The Inner World	Blue Rose	The cavalier can use his Inner Peace ability to automatically pass a legend-
		ary damage check.
Way of the Cocka-	Cockatrice	The cavalier gains the Cockatrice Strike combat feat as a bonus feat even if
trice		he does not qualify for it. His attacks with this ability can be made with a
		melee weapon instead of his fists.
Protection of the	Dragon	The cavalier can make aid another attempts as a swift action. He may only
Dragon		make one aid another attempt per round in this fashion.
The Lion's Roar	Lion	The cavalier's Lion's Call now has a range of 120 feet, and the competence
and the second s		bonus vs. fear now applies to legendary damage saves.
Grand Guard	Blue Rose, Lion	The bonus from the shield for the liege or shield of blades class features now
		grants a +4 (shield or circumstance) bonus to AC.
No you move.	Seal	When a legendary cavalier with this ability uses his "I shall not be moved"
		ability, the dodge bonus to his CMD increases by +3 to a total of +5.
Rite of Poverty	Shield	If the cavalier fulfills the requirements put forth by the vow of poverty class
		feature for the monk alternate class he gains a bonus to his AC as if he was a
A 294 11	-	monk of the same level as his character level. Having a weapon with a value
242.0	-	no more than 5,000 GP and a set of armor valued at no more than 10,000 GP
		does not disqualify the cavalier from the vow of poverty class features for
		the purpose of this ability.

Shield Scion	Shield	When using the resolute class feature the cavalier can reduce the damage he would take (after it is reduced by resolute) by half. This ability is usable once per day.
Power of the Faith- ful	Star	The cavalier gains SR 25 + legendary cavalier level against divine spells.
Strength In Honor	Sword	When using his knight's challenge ability, the cavalier can apply his Cha-
		risma to the DC of his legendary damage dealing abilities against the target
		of his challenge.
Empowering	Tome	The legendary cavalier grants spell resistance to those who benefit from his
Knowledge		defensive knowledge ability. The spell resistance is equal to 15 + his legend-
		ary cavalier level.
Split Loyalties	Any	The cavalier may dedicate himself to another order while still remaining
		part of his current order. He gains order abilities from that second order
		only if he takes this ability multiple times. When he takes this ability the first
		time, he gains the change to his challenge and bonus skills. When challeng-
		ing a target, he must declare what order's challenge he is issuing. He must
		adhere to both orders' edicts.



Champion's Banner (Ex):

At 3rd level, the bonus from the legendary cavalier's banner increase by +1. The morale bonus vs. fear now applies as a morale bonus against legendary damage and other death effects as well. At 8th level this bonus improves by +1 again.

Master Trainer (Ex):

At 4th level, a legendary cavalier learns to train mounts with an unequaled degree of grace and skill. Stories and legends will likely echo throughout history long after his passing about the fantastic feats he can accomplish in the field of horse training. The legendary cavalier receives a bonus equal to his cavalier level + his legendary caviler level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 hour per 1 week normally required by increasing the DC by +10. He now suffers no penalty for training more than one mount at once, although each mount after the 10th adds +2 to the DC.

Grand Tactician (Ex):

At 5th level, a legendary cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Whenever the cavalier uses the tactician ability, he may any 3 teamwork feats that he knows. He can select from any of his teamwork feats or any of his allies' teamwork feats.

Champion's Challenge (Ex):

At 7th level, a legendary cavalier automatically passes all legendary damage checks caused by the target of his challenge. Any damage that results is instead counted as if it had rolled the maximum damage possible on all damage dice.

Legendary Mount (Ex):

At 9th level, a legendary cavalier's effective druid level for demining the level of his mount is increased to his cavalier level + his legendary cavalier level + 3.

Take on the World (Ex):

At 10th level, a legendary cavalier can issue multiple challenges at once. As a swift action he may issue as many challenges as he has available to him. Each challenge must be issued against a different target. For each target he issues a challenge to, the penalty to his AC from creatures that are not the target of a challenge increases by 1.

LEGENDARY GUNSLINGER

Alignment: Any Hit Dice: d10

CLASS SKILLS

The legendary Gunslinger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Points: 4 + Int

CLASS FEATURES

All of the following are class features of the legendary gunslinger.

Weapon and Armor Proficiency:

A legendary gunslinger does not gain any additional proficiencies.

Paragon of Style! :

Levels of legendary gunslinger stack with levels of gunslinger for the purposes of class features.

Gun Training:

Starting at 1st level, a legendary gunslinger can select one specific type of firearm (such as pistol or musket). She progresses at the same rate as the non-legendary gunslinger in this ability.

Furthermore, when she misfires with a type of firearm she has training with, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter a gunslinger picks up another type of firearm, gaining these bonuses with those types as well. A legendary gunslinger can pick a type of firearm a second time and she can apply 1.5 times her Dexterity modifier to damage rolls.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Reputation Score
1 st	+1	+2	+2	+0	Paragon of style!, Gun	+0
2 nd	+2	+3	+3	+0	training +1, grit, deeds Nimble +1	+0
3 rd	+2 +3	+3	+3	+0 +1	Deeds	+0
4 th	+4	+3	+4	+1 +1	Bonus feat	+0
5 th	+5	+4	+4	+1	Gun training +2, tall tales	+1
6 th	+6	+5	+5	+2	Nimble +2	+1
7 th	+7	+5	+5	+2	Deeds	+2
8 th	+8	+6	+6	+2	Bonus feat	+2
9 th	+9	+6	+6	+3	Gun training +3	+3
10 th	+10	+7	+7	+3	Nimble +3	+3

TABLE 4-1: THE LEGENDARY GUNSLINGER

Nimble (Ex):

Starting at 2nd level, a legendary gunslinger continues to gain an additional +1 dodge bonus to AC while wearing light or medium armors. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four legendary gunslinger levels beyond 2nd level.

Grit (Ex):

A gunslinger adds her legendary gunslinger level to her maximum grit (to a maximum of 10 + her Wisdom modifier at 10th level). A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following new ways. Deal Legendary Damage: Each time the legendary gunslinger successfully deals legendary damage with a firearm attack while in the heat of combat, she regains 1 grit point. Dealing legendary damage to a helpless or unaware creature or on a creature that has fewer Hit Dice than half the legendary gunslinger's character level does not restore grit. Saving Against Legendary Damage: Each time the legendary gunslinger successfully saves against legendary damage while in combat, she regains 1 grit point.

Deeds (Ex):

As a legendary gunslinger gains levels, she learns to use her grit in new ways. Starting at 3rd level, a legendary gunslinger gains the new deeds below at the indicated levels. The following is the list of legendary gunslinger deeds. A legendary gunslinger can only perform deeds of her level or lower.

Russian Roulette:

A legendary gunslinger can load three bullets into a revolver with 6 chambers. If she spins the chamber to randomize if the bullet will be in the firing chamber or not she has two options. The first is that if she puts it against her head and pulls the trigger she can regain grit. The second is she aims it at a creature. In either variation she rolls a d6 and if she rolls a 3, 4, 5, or 6 the gun fires. If not, the gun does not fire. If she has the gun against her own head she immediately takes legendary damage with no saving throw. If she has the gun pointed at an opponent, they immediately make a save against legendary damage (DC 10 + legendary gunslinger levels + gunslinger levels + Dex modifier). If the gun does not fire and the gun is pointing at her head, she regains 4 grit. If the gun does not fire and the gun is pointing at an enemy creature, the attack simply misses.

Spinning the chamber is a swift action. Shooting at a target with this ability costs 3 grit points and is a standard action. If the gunslinger shoots at herself this ability costs 0 grit points and is an attack action (so a gunslinger may make multiple attacks against herself as a full-round attack to gain additional grit points in a single turn... if she feels lucky). A legendary gunslinger can perform this deed at 1st level.

If the setting does not allow for advanced firearms (or if the gunslinger does not have a revolver) this deed is renamed "the wet powder game" and functions the same way with any firearm that uses powder. The legendary gunslinger instead spits on the powder beforehand. Will it fire? Who knows! (Well there is about a 50-50 chance...)

Fastest Fingers in the West:

As an immediate action a legendary gunslinger that has at least 5 grit points who is the subject of a ranged attack (not a spell) can make an ranged disarm check against their attacker (CMB vs. CMD). If they are successful, they shoot the ranged weapon out of their attacker's hand before it's even fired! A legendary gunslinger can perform this deed at 1st level. If a legendary gunslinger spends 3 grit points, this becomes a free action instead of an immediate action.

Flawless Firearms:

A legendary gunslinger with at least 1 grit point cannot have his gun jam on him as a result of a misfire. If he rolls a number that would normally cause the gun to jam and break- the attack simply does not hit. A legendary gunslinger can perform this deed at 1st level.

Staring down the barrel...: If a legendary gunslinger makes a ranged attack against an adjacent target they can expend a grit point to not provoke an attack of opportunity from the target of their attack. A legendary gunslinger can perform this deed at 3rd level.

Ace in the Hole: When a gunslinger with at least 3 grit points confirms a critical hit with a firearm she can deal legendary damage (DC ½ gunslinger level + legendary gunslinger level + Wisdom modifier) against the poor unfortunate soul she hit. A legendary gunslinger can use this deed at 3rd level.

Son-of-a-Gun:

Whenever the gunslinger fails a legendary damage check, she can spend all of her remaining grit points (minimum 1) to instead have passed the check. A legendary gunslinger can use this ability at 3rd level.

Luck of the Draw:

When a gunslinger shoots a target with an undrawn weapon on the first round of combat, she deals legendary damage (DC ½ gunslinger level + legendary gunslinger level + Wisdom modifier). Activating this deed cost 2 grit. A legendary gunslinger gains this deed at 3rd level. Spellslinger-slinger: Attacking a legendary gunslinger that has at least 5 grit points with a spell is a bad idea. As an immediate action the legendary gunslinger can make a ranged attack with her firearm against the spellcaster. This forces the caster to make a Concentration check to properly cast the spell. A legendary gunslinger can perform

the spell. A legendary gunslinger can perform this deed at 7th level. If a legendary gunslinger spends 3 grit points, this becomes a free action instead of an immediate action.

Vulture Shot:

When an enemy within line of sight is forced to make a save against a death effect, a legendary gunslinger can move in for the kill. As an immediate action the gunslinger may pay at least 2 grit points (she may pay more if she wants) and make a ranged attack with her firearm. This attack deals no damage as it's considered part of the attack that dealt the legendary damage. The DC of the legendary save is increased by the amount of grit points spent to pay

for this attack. A legendary gunslinger cannot pay more than her legendary gunslinger level in grit points. The legendary gunslinger must declare the use of this ability after the save is requested, but before the

roll is made. A legendary gunslinger gains this deed at 7th level. If a legendary gunslinger spends 5 grit points, this becomes a free action instead of an immediate action.

Bonus Feats:

At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Tall Tales:

A legendary gunslinger of 5th level has grown beyond merely being a man and has become the stuff of tall tales. Was Paul Bunyan really a giant? Was Davy Crocket really the folk hero that he was claimed to be? Did Johnny Appleseed really sow all those seeds? As a legendary gunslinger performs more and more impressive deeds the tales about her become larger than the legendary gunslinger herself. Everyone has heard of her, and everyone knows her reputation. She gains a "reputation" score. This score functions like a Divinity Score and grows in the same fashion (example: She can gain followers). However it does not count as a Divinity Score for the purposes of spells and feats.

In addition, a reputation score grants a the following:

- A bonus to all Intimidate and Diplomacy checks equal to her reputation score.
- A bonus to anyone trying to make Knowledge checks about the legendary gunslinger equal to her reputation score.

LEGENDARY INQUISITOR

Alignment: A legendary inquisitor's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Chapter 7 of the Pathfinder Core Rulebook)

Hit Dice: d8

CLASS SKILLS

The legendary inquisitor's class skills are *Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (Religion) (Int),* Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points: 6 + Int

CLASS FEATURES

All of the following are class features of the legendary inquisitor.

Weapon and Armor Proficiency:

A legendary inquisitor does not gain any additional proficiencies.

Grand Inquisitor:

Levels of legendary inquisitor stack with levels of inquisitor for the purposes of class features.

Advanced Domains:

An inquisitor gains access to another of their deity's domains. She uses her legendary inquisitor level as her effective inquisitor level for the purposes of determining when she gains domain spells and powers. Alternatively an inquisitor can also choose to take another of their deity's inquisitions instead of a domain. (Example: A character with 20 level of inquisitor and 8 levels of legendary inquisitor would qualify for the "unity" domain power if one of her new domains was community. Unity is gained at 8th level).

Detect Divine Spark (Sp):

At will, a legendary inquisitor of 1st level can use detect divinity.

Teamwork Feat (Sp):

At 1st level, and every three levels thereafter, the legendary inquisitor 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 legendary inquisitor must meet the prerequisites of the selected bonus feat.

As a swift action, the legendary inquisitor can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat she has already learned. In effect, the legendary inquisitor loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat gained. Whenever she gains a new teamwork

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1 st	+0	+2	+0	+2	Grand Inquisitor, advanced domains, teamwork feat, legendary judgments	+1
2 nd	+1	+3	+0	+3	Judgment +1/day, fourth judgment	+1
3 rd	+2	+3	+1	+3	Detect divine spark	+1
4 th	+3	+4	+1	+4	Teamwork feat	+1
5 th	+4	+4	+1	+4	Judgment +2/day,	+2
6 th	+4	+5	+2	+5	Steel trap	+2
7 th	+5	+5	+2	+5	Teamwork feat	+2
8 th	+6/+1	+6	+2	+6	Judgment +3/day	+2
9 th	+6/+1	+6	+3	+6	Sword of the inquisition	+3
10 th	+7/+2	+7	+3	+7	Teamwork feat, fifth judgment, dauntless	+3

TABLE 5-1: THE LEGENDARY INQUISITOR

feat, the previous teamwork feat becomes set and cannot be changed again. A legendary inquisitor can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier.

Legendary Judgments (Su):

Starting at 2nd level, a legendary inquisitor can use this ability to pronounce judgment upon her foes one additional time per day. At 5th and 8th level, the legendary inquisitor can use this ability another additional time per day. In addition, a legendary inquisitor gains access to the following new judgments at 2nd:

Damnation:

The legendary inquisitor's eyes are illuminated by flames burning deep inside them like angry coals. This judgment counts as two different judgments for the purposes of how many judgments the inquisitor has active at a time; the legendary inquisitor can deal legendary damage with her melee or ranged attacked. (DC = $\frac{1}{2}$ inquisitor level + legendary inquisitor level + WIS) Changing this judgment to another one resets the turn counter if you switch back to it.

Heavenly Decree:

"No one dies tonight ... "

The legendary inquisitor irradiates a 30 foot area (centered on herself) area with holy light. The DCs of all death effects are reduced by the legendary inquisitor's Wisdom modifier. This affects the DCs of both ally's saves and enemies' saves.

Additional Judgments (Ex):

At 4th level, whenever an inquisitor uses her judgment ability, she selects up to four different judgments, instead of three. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to another type. At 10th level she may use five.

Steel Trap (Ex):

A legendary inquisitor of 6th level has a mind like a steel trap. She receives the ability to hone her thoughts and reanalyze a situation from a pragmatic standpoint. Once per day per Wisdom modifier a legendary inquisitor can re-roll a single Sense Motive, Intimate, or Knowledge check (to identify the abilities and weaknesses of a creature).

Sword of the Inquisition (Su):

A legendary inquisitor of 8th level can use her bane (and greater bane) class features any number of times per day.

Dauntless (Su):

A legendary inquisitor of 10th level can look death in the face and smile thanks to her mastery of her own mental and physical resiliency. A legendary inquisitor can resist magical and/or physical attacks with great willpower or fortitude. If she makes a successful Will, Fortitude, or Reflex save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), she instead completely negates the effect. In addition, any ally who was subject to the same saving throw at the same time as the legendary inquisitor who has failed the save may roll again and take the better result. An unconscious or sleeping legendary inquisitor does not gain the benefit of dauntless.

TABLE 5-2: LEGENDARY IN-
QUISITOR SPELLS PER DAY

			-			
Character	1^{st}	2 nd	3 rd	4^{th}	5 th	6 th
Level						
1 st	6	6	6	6	6	5
2 nd	7	6	6	6	6	5
3 rd	8	7	6	6	6	6
4 th	8	8	7	6	6	6
5 th	8	8	8	7	6	6
6 th	8	8	8	8	7	6
7 th	9	8	8	8	8	7
8 th	9	9	8	8	8	8
9 th	9	9	9	8	8	8
10 th	9	9	9	9	8	8



LEGENDARY MAGUS

Alignment: Any Hit Dice: d8

CLASS SKILLS

The legendary magus's class skills are *Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).Swim (Str).*

Skill Points: 4 + Int

CLASS FEATURES

All of the following are class features of the legendary magus.

Weapon and Armor Proficiency:

A legendary magus does not gain any additional proficiencies.

Magus Praefectus:

Levels of legendary magus stack with levels of magus for the purposes of class features.

Legendary Arcane Pool (Su):

At 1st level a legendary magus' arcane pool now has a number of points equal to his magus level (and legendary magus level) + his Intelligence modifier.

At 1st level, a legendary magus can now add +6 enhancements to his weapons rather than just +5 enhancements. At 3rd he may add +7 enhancements, and the maximum enhancement bonus goes up by 1 for every odd level thereafter. He adds the following weapon properties to the list of enchantments he can give his weapon: exsanguinating, glacial, lightning, supersonic, void, and volcanic.

Legendary Spell Combat (Ex):

At 3rd level a legendary magus does not need a free hand to cast spells as part of the spell combat ability if the spell does not have a somatic component.

At 7th level the legendary magus can cast spells with a full round casting time as part of a full round attack with spell combat. Alternatively, the magus can activate any spell completion magic item as part of the spell combat ability.

Legendary Spellstrike (Su):

At 5th level if the legendary magus confirms a critical hit on a spellstrike he can chose to do legendary damage. The DC of the save for this is equal to ½ magus level + legendary magus level + Intelligence modifier. If the target saves against the legendary damage the attack deals damage as if it had not critically hit.

Forgotten Arcana:

Lost to time or simply forbidden to those who have not mastered the blending of the art of the spell & the sword as completely as a legendary magus, certain arcana can be learned at the peril of the user. Starting at 2nd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 2nd level. This arcana can be a forgotten arcana or one of the magus' ordinary arcanas. Below are the forgotten arcana only accessible by legendary magus.

Shimmering Spirit (Su):

The magical essence of one's own soul is one of the most potent forms of raw energies that can be channeled. In a

Will Save **Base Attack** Fort Save **Ref Save** Level Special Bonus 1st +0 +2 +0 Magus Praefectus, legendary arcane pool +2 2nd Forgotten arcana +1 +3 +0 +3 3rd +2 +3 +1 +3 Legendary spell combat 4th +3 +4 +1 +4 Shields 5th +4 +4 +1 +4 Legendary spellstrike, Forgotten arcana 6th +4 +5 +2 Arcane martialist +5 7th +2 +5 +5 Legendary spell combat +5 8th +6/+1 +6 +2 +6 Forgotten arcana 9th +6/+1 +6 +3 +6 Spell mimic 10th +7/+2 +7 +3 +7 Spell slayer

TABLE 6-1: THE LEGENDARY MAGUS

similar fashion to the pool strike arcana, the magus can charge his offhand with the raw energy of his spirit by transforming his own vitality into magical energy. He can expend a number of points from his arcane pool up to a maximum of his legendary magus level. For every point he spends in this fashion, the strength of his attack grows larger. For every point he invests, the touch attack deals an additional 1d10 force damage. After this ability is used the magus takes 1 temporary negative level. This negative level goes away at the end of combat.

Legendary Familiar (Su):

The legendary magus gains a powerful familiar, using his magus level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature. The selection of familiars a magus can select are located in the feat section from Little Red Goblin Game's Legendary Level Guide (under "Legendary Familiar"). A legendary magus must have the Improved Familiar feat before selecting this arcana.

Dweomer Seeker:

Locating a true dweomer is a daunting task, but mastering it is on a whole other level. Harnessing powers more ruinous than he should trifle with, a legendary magus can master a single true dweomer (once he has found the spell). This bypasses the normal requirement for a feat to learn the dweomer. He may only cast the true dweomer once per week and it takes up multiple spells slots with a total value equal to 20. Note that the expended spell slots become available again the following day after the magus has rested. The legendary magus can learn an 11th level dweomer by taking this arcana once he has a caster level of 23 and a 12th level dweomer by taking this arcana when he as a caster level of 25. This arcana may be taken multiple time. Each time it is selected, the magus gains access to a new true dweomer. The magus may cast each of his true dweomers once per week.

Double Cast (Su):

Once per day, the magus may cast a spell as if it were modified by the Double Cast metamagic feat. This does not increase the casting time or the level of the spell.

Legendary Evocation (Su):

Once per day, the magus may cast a spell as if it were modified by the Legendary Evocation metamagic feat. This does not increase the casting time or the level of the spell.

Overcharge (Su):

Once per day, the magus may cast a spell as if it were modified by the Overcharge Spell metamagic feat. This does not increase the casting time or the level of the spell.

Deathward (Su):

The magus can expend a point from his arcane pool as an immediate action to grant himself an insight bonus vs. death effects equal to his Intelligence bonus until the end of his next turn.

Cleansing Sweep (Su):

The magus can expend a point from his arcane pool as an immediate action after reducing an opponent to 0 hit points in order to cause the body to be disintegrated.

Soul Reaver (Su):

The magus can expend a number of points to deal legendary damage as a full round action. The DC of the save for this is equal to ½ magus level + legendary magus level + the number or arcane points invested in this attack. The magus may not invest a number of points in this attack greater than his legendary magus level.

Arcana Favoritism:

The magus may select a magus arcana (not a forgotten arcana) and treat it as if it cost 0 arcane points.

Shields (Ex):

At 4th level a legendary magus can cast magus spells while wielding a shield (including tower shields) without incurring the normal arcane spell failure chance.

Arcane Martialist (Ex):

Starting at 6th level, a magus counts his total magus level as his fighter level for the purpose of qualifying for feats. In addition he counts ½ of his total legendary magus level as his legendary fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Mimic Spell (Ex):

If a legendary magus of 9th level sees a spell that is on his spell list (even if he has cast it) cast during combat, he can re-memorize that spell if it's already expended. As a free action he can swap out a spell he currently has memorized of equal or higher level for the spell he just saw.

Spell Slayer (Ex):

At 10th level a legendary magus can rend the very ability to cast magic from an arcane spellcaster. As part of a spellstrike the legendary magus makes a dispel attempt against the arcane spellcaster using his caster level + his Intelligence modifier vs. the caster level of his target + 11. If he wins the opposed check the arcane spellcaster cannot cast arcane spells for rounds equal to the legendary magus' Intelligence modifier.

TABLE 6-2: LEGENDARY MAGUS'SSpells per Day

Character	1 st	2 nd	3 rd	4^{th}	5^{th}	6 th
Level		- 7.1				
1 st	6	6	6	6	6	5
2 nd	7	6	6	6	6	5
3rd	8	7	6	6	6	6
4 th	8	8	7	6	6	6
5 th	8	8	8	7	6	6
6 th	8	8	8	8	7	6
7 th	9	8	8	8	8	7
8 th	9	9	8	8	8	8
9 th	9	9	9	8	8	8
10 th	9	9	9	9	8	8

LEGENDARY NINJA

Alignment: Any Hit Dice: d10

CLASS SKILLS

The legendary ninja's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int),

21-

Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points: 8 + Int

CLASS FEATURES

All of the following are class features of the legendary ninja.

Weapon and Armor Proficiency:

A legendary ninja does not gain any additional proficiencies.

Paragon of Shadows:

Levels of legendary ninja stack with levels of ninja for the purposes of class features. In addition, a creature who is dealt a killing blow or is coup de graced by a legendary ninja is treated as if they had died by a death effect.

Legendary Ki Pool (Su):

At 1st level, a legendary ninja's ki pool now has a number of points equal to her ninja level (and legendary ninja level) + her Charisma modifier.

At 1st level a legendary ninja can add +6 enchantments and higher enchantments to his weapons. At 3rd he may add +7 enhancements, and the maximum enhancement bonus goes up by 1 for every odd level thereafter. She adds the following weapon properties to the list of enchantments she can give her weapon the: exsanguinating, crushing, extending, impaling, lacerating, caustic, and void properties. This lasts for a number of rounds equal to her Charisma modifier.

Legendary Sneak Attack (Ex):

When a legendary ninja of 1st level makes a sneak attack, she may forego the normal sneak attack damage and deal legendary damage instead. The save DC for this Fortitude based legendary damage is equal to 10 + ½ ninja level + legendary ninja level + Charisma modifier. If the target saves against the legendary damage, the attack deals only normal weapon damage. A legendary ninja must spend 1 ki point to deal legendary damage with this ability.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1 st	+0	+0	+2	+0	Paragon of shadows, legendary <i>ki</i> pool, sneak attack +1d6	
2 nd	+1	+0	+3	+0	Ninja trick,	
3 rd	+2	+1	+3	+1	Sneak attack +1d6, lost to history	
4 th	+3	+1	+4	+1	Ninja trick	
5 th	+4	+1	+4	+1	Sneak attack +1d6, replacement	
6 th	+4	+2	+5	+2	Ninja trick <mark>, shado</mark> w step	
7 th	+5	+2	+5	+2	Sneak attack +1d6	
8 th	+6/+1	+2	+6	+2	Ninja trick	
9 th	+6/+1	+3	+6	+3	Sneak attack +1d6	
10 th	+7/+2	+3	+7	+3	Death's shadow	

TABLE 7-1: THE LEGENDARY NINJA

Legendary Ninja Tricks:

A legendary ninja is the kind of creature nightmares might conjure. Still, the legendary ninja's skill will wane if not continuously honed to a razor's edge. As they reach the pinnacle of their mastery over the art of ninjitsu. Starting at 2nd level, a legendary ninja gains a new basic or master ninja trick every even level. Every time she gains a new basic ninja trick she may also select one older ninja trick. That ninja trick is considered "mastered" and costs 1 less ki to use (to a minimum of 0). A trick that costs 0 ki to use cannot be used more than once per round in combat. If the legendary ninja wishes to use a mastered trick with a ki cost of 0 more than once per round they must pay the unmastered cost.

Lost to History (Ex):

"Hey Peter! I heard the legendary ninja Akiko of the Ruby Clan killed the Lord of Eastfall!"
"Don't be dense Larry. Akiko is just one of those stories moms tell their daughters to make them behave, it was Nagaharu of the Path of Water who killed the Lord of

Eastfall." "You sure Peter?" "Positive Larry."

A good ninja can become famous while a legendary ninja has never been heard of. At 4th level, a legendary ninja is able to brush away her marks on history by way of subtlety and misinformation. Those who have heard of her might begin to believe the ninja they know was actually nom de plume used by several ninja or perhaps a clever ruse. Maybe the legendary ninja simply claims to be someone else each time she kills. Whatever the reason, as the misinformation starts to outweigh fact it becomes harder and harder to make out where the lies end and the truths starts. Anyone trying to make Knowledge checks about the legendary ninja suffers a penalty equal to the legendary ninja's character level + her Charisma modifier.

Replacement (Ex):

At 5th level a legendary ninja has mastered making others take the fall for her in combat. If a good defense is a good offence then the perfect defense is a perfect offense. A legendary ninja can make a combat maneuver check against an adjacent creature when she is struck by legendary damage as an immediate reaction. If the combat maneuver check is successful, the legendary ninja swaps places with the creature, and that creature must make the legendary damage check in place of the legendary ninja. This ability costs 5 ki points per use. If the legendary ninja fails the combat maneuver the ki points are still expended.

Shadow Step (Su):

At 6th level, a legendary ninja gains the ability to travel between shadows as if by means of a dimension door spell (in a similar fashion to a shadowdancer). The limitation is that the magical transportation must begin and end in an area with at least some dim light. A legendary ninja can jump up to a total of 10 feet per ki point expended. The distance she moves in a single shadow step may never exceed 50 ft per legendary ninja & ninja level and the legendary ninja must be able to draw line of sight to the location she wishes to shadow step to.

Death's Shadow (Su):

At 10th level, a legendary ninja gains the ability to assume an ethereal state as though using the spell etherealness (using the legendary ninja's ninja level + legendary ninja as the caster level). Using this ability is a free action that consumes 5 points from her ki pool. This ability only affects the legendary ninja and cannot be used to make other creatures ethereal. The legendary ninja cannot use this ability if she is under the effects of greater invisibility granted by the "hidden master" class feature.



LEGENDARY ORACLE

While many oracles transcend to the path of the Avatar, some still feel that they have not plumed the depths of the mysteries of their powers far enough. Those who remain on this path tend to push farther out and explore new mysteries to better understand the nature of their existing one or find a way to exploit their connection to their patron.

> Alignment: Any Hit Dice: d8

CLASS FEATURES

All of the following are class features of the legendary oracle.

WEAPON AND ARMOR PROFICIENCY:

A legendary oracle does not gain any additional proficiencies.

Paragon of Mystery:

Levels of legendary oracle stack with levels of oracle for the purposes of class features.

Legendary Level Oracle Spells:

A legendary oracle's connection to her deity solidifies granting her access to 10th, 11th, and 12th spell slots as indicated on table 8-2.

Advanced Mysteries:

A legendary oracle gains access to a new set of mysteries. She uses her legendary oracle level + her oracle level as her effective oracle level for the purposes of determining what powers/spells she can take from this new mystery.

Revelations (Su):

When a legendary oracle gains a new revelation, she may choose a new revelation from any mystery she knows.

TABLE 8-1: THE LEGENDARY ORACLE	
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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1 st	+0	+0	+0	+2	Advanced mysteries	+1
2 nd	+1	+0	+0	+3	Mystery spell, favored soul	+1
3 rd	+2	+1	+1	+3	Revelation	+2
4 th	+3	+1	+1	+4	Mystery spell	+2
5 th	+4	+1	+1	+4	Mystery spell	+3
6 th	+4	+2	+2	+5	Revelation	+3
7 th	+5	+2	+2	+5	Mystery spell	+4
8 th	+6/+1	+2	+2	+6	Mystery spell	+4
9 th	+6/+1	+3	+3	+6	Revelation	+5
10 th	+7/+2	+3	+3	+7	Final revelation	+5

Favored Soul (Su):

At 2nd level when a legendary oracle fails a legendary damage check she can, as an immediate action, expend a spell slot to gain a bonus against that failed save after the fact. The bonus she gains is equal to the spell level of the spell slot she expends. If the bonus would put her roll over the DC of the legendary damage check she passes the check.

Final Revelation:

At 10th level, the legendary oracle gains the final revelation of the mystery she gained through her advanced mysteries class feature.

TABLE 8-2: THE LEGENDARYORACLE SPELLS PER DAY

Character Level	10 th	11 th	12 th
1 st	1	-	-
2 nd	2	-	-
3 rd	2	1	-
4^{th}	3	2	-
5 th	3	2	1
6 th	3	3	2
7 th	4	3	2
8 th	4	3	3
9 th	4	4	3
10 th	- 4	4	4

*A legendary oracle does not gain any new additional spells below 10th level.



LEGENDARY SAMURAI

Alignment: Any Hit Dice: d10

CLASS SKILLS

The legendary samurai's class skills are *Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).*

Skill Points: 4 + Int CLASS FEATURES

All of the following are class features of the legendary samurai.

Paragon of Loyalty:

Levels of legendary samurai stack with levels of samurai for the purposes of class features.

Call to Duel (Ex):

As a swift action by using one of his daily challenges, the samurai can inspire his enemy to participate in a one on one duel. The enemy must make a will save = 10 + 1/2 samurai levels, + legendary samurai levels + charisma modifier. If the enemy fails this save they may only attack the legendary samurai until attacked by one of his allies, or for a number of rounds equal to his legendary samurai levels.

Challenge (Ex):

A legendary samurai gains an additional use of his challenge class feature at 2nd level and every 3 levels thereafter.

Resolve:

A legendary samurai can use his resolve pool in new ways. Death before Dishonor: Whenever the legendary samurai is required to make a save against legendary damage, he can spend one use of his resolve as an immediate action to roll twice and take the better result on the save. He must decide to use this ability before he rolls the saving throw.

Legendary Paths (Ex):

"The numbers of roles we will in our lifetime are infinite. We are fathers. We are sons. We are lovers. We are killers. We are intellectuals and we are fools. The ones we choose to identify ourselves with are the ones that speak more about who we are and who we want to be than all that you could ever say."

At 2nd level a legendary samurai must pledge himself to a specific path in life after having reached the peak of his prowess amongst the peers of his order (Some might equate these "paths" as "legendary orders" or "prestige orders"). These orders are not available to non-legendary samurai.

PATH OF THE DAIMYO

Edicts: A daimyo must serve his sovereign with distinction and loyalty while conducting himself in a manner befitting his position. He must judge those who serve below him with fairness and kindness, though he must also know when decisive action has to be taken.

Divinity Score: A daimyo gains a divinity score as indicated on table 9-1 "The Legendary Samurai".

Order Abilities: A legendary samurai who belongs to the path of the daimyo gains the following abilities as he increases in level.

Heavenly Mandate (Ex): At 2nd level, a daimyo can grant his allies part of his bonus to his challenge. Allies who attack the target of the daimyo's challenge deal damage equal to his legendary samurai level.

A daimyo can also expend two uses of his challenge ability to grant the ability to challenge foes in the same fashion he can to all allies within 10 feet. Allies challenging foes through the use of this ability use the daimyo's class levels for the purposes of increasing damage. Allies must use this challenge ability by the start of the daimyo's next turn, and the bonuses last for 1 minute. Using this ability is a free action. Ronin gain no benefit from this ability. Allies benefitting from this ability may not challenge creatures who are already the subject of another challenge.

In addition a daimyo gains an additional teamwork feat at 2nd level.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity or Reputa- tion Score
1 st	+1	+2	+2	+0	Paragon of loyalty, field commander	+1
2 nd	+2	+3	+3	+0	Challenge +1/day, legendary path, path ability	+1
3 rd	+3	+3	+3	+1	Weapon saint	+1
4 th	+4	+4	+4	+1	Yabusame	+1
5 th	+5	+4	+4	+1	Grand Tactician, challenge +2/day	+2
6 th	+6	+5	+5	+2	Path ability	+2
7 th	+7	+5	+5	+2	Champion's challenge	+2
8 th	+8	+6	+6	+2	Challenge +3/day	+2
9 th	+9	+6	+6	+3	Legendary mount	+3
10 th	+10	+7	+7	+3	Path ability	+3

TABLE 9-1: THE LEGENDARY SAMURAI

TABLE 9-2: LEGENDARY SAMURAI PATHS

Order Name	Description	Restriction
The Path of the	Focused on command and tactics, the path of Daimyo (or "Path of the War-	Not open to the order of
Daimyo	lord") is designed to grant honor-bound samurai the ability to influence	the ronin.
	the battlefield as a whole better.	
The Path of the	You cannot obtain perfection by waiting for perfection to find you. An as-	Lawful characters only.
Ascetic	cetic dedicates his life to improving his skill though discipline and practice.	
The Path of the	Honor above all things. A practitioner of Bushido is concerned first and	Non-evil characters
Bushi	foremost with honor.	only.
The Path of the	The distinction between a warrior and a murderer is sometimes hard to	Non-good characters
Hitokiri	identify. A hitokiri does not deny himself the thrill of combat and the ex-	only.
	hilaration of the kill. He embraces the beast inside him and lets it roar!	

Shogun's Banner (Ex):

At 6th level, the bonus from a legendary samurai's banner increase by +1. The morale bonus vs. fear now applies as a morale bonus against legendary damage and other death effects as well. At 8th level, this bonus improves by +1 again.

In addition a daimyo gains an additional teamwork feat at 6th level.

Divine Dignity (Ex): "You dare try to slay a Daimyo?" At 10th level, any foe wishing to use an ability that would require the daimyo to make a save against a death effect such as legendary damage must first make a Will save or end their turn. The DC of the Will save is equal to $10 + \frac{1}{2}$ samurai + legendary samurai levels + Strength modifier + Divinity Score. In addition a daimyo gains an additional teamwork feat at 10th level.

PATH OF THE ASCETIC

Edicts: An ascetic samurai must always pursue self-enlightenment and live a humble lifestyle. He may never own more than he absolutely needs (i.e no luxury items). He must not be attached to his worldly possessions or develop deep and lasting reliance on society/groups. The mandatory extent of the samurai's poverty is up to the GM and player to determine, but this ability is intended to primarily serve as a flavorful limitation rather than something that severely restricts the samurai's ability to possess magical items or other gear. **Order Abilities:** A legendary samurai who belongs to the path of the ascetic gains the following abilities as he increases in level.

Ascetic Discipline (Ex): At 2nd level, an ascetic samurai can use his resolve class feature in new ways: Dance the Blade:

When an opponent rolls a critical hit against him, an ascetic samurai can expend one use of his resolve to make the attack count as if it had been a normal attack. He must state that he is using this after the critical hit has been rolled but before the confirmation roll is made. Abilities that would trigger as a result of critical hits do not trigger.

Graceful Wound:

When an opponent has hit him, an ascetic samurai can expend one use of his resolve to make the attack automatically roll minimum damage. He must state that he is using this after the attack has hit but before the damage is rolled. This only works on attacks where damage is rolled.

Peerless Grace:

When an opponent successfully performs a combat maneuver against an ascetic samurai, he can expend one use of his resolve to force his opponent to reroll his dice. If the new roll would not have been successful, the combat maneuver fails.

In addition an ascetic samurai gains the ability to use his resolve class feature one additional time per day (increasing the maximum by 1).

Swallow Cut (Ex):

At 6th level an ascetic samurai gains mastery over the swallow cut technique. This well sought after technique can only be made in place of an attack of opportunity once per day. If the attack hits, the target is dealt legendary damage. The save for this legendary damage is equal to $10 + \frac{1}{2}$ samurai + legendary samurai levels + Strength modifier.

In addition an ascetic samurai gains the ability to use his resolve class feature one additional time per day (increasing the maximum by 1).

Way of the Ascetic Blade (Ex): At 10th level an ascetic samurai can utilize his resolve in new ways. By spending 1 point from his resolve, an ascetic samurai can make one additional attack at his highest attack bonus when making a full attack action. He can expend multiple resolve in this fashion. The maximum number of attacks that can be done in this fashion per round is equal to half his legendary samurai level.

In addition an ascetic samurai gains the ability to use his resolve class feature one additional time per day (increasing the maximum by 1).

PATH OF THE BUSHI

Edicts: A bushi must adhere to the tenants of bushido and always conduct himself with honor above all else. Reputation Score: A bushi gains a reputation score as indicated on table 9-1 "The Legendary Samurai".

Order Abilities: A legendary samurai who belongs to the path of the bushi gains the following abilities as he increases in level.

Bushido (Ex): At 2nd level a bushi does not suffer a penalty to his AC as part of his challenge class feature. However, a bushi cannot lethally attack* a creature he has not challenged. He can issue challenges as part of attack actions. He cannot be flanking while doing this. If he willingly attacks a creature he has not challenged he loses access to abilities granted by the path of the bushi until he atones for his transgression. He can either do this via the atonement spell or by meditating on his actions for 12 hours (and doing nothing else during this time).

When a bushi confirms a critical hit on a target of his challenge he deals legendary damage. The DC for the legendary damage is equal to $10 + \frac{1}{2}$ samurai + legendary samurai levels + Strength modifier.

In addition a bushi gains additional uses of his challenge class feature at 2nd level.

*Non-lethal attacks can be made against targets that are not the subject of his challenge.

Cleaving Challenge (Ex): At 6th level, a bushi can challenge multiple targets that he attacks with a feat that allows

him to attack multiple targets such as Great Cleave or Whirlwind Attack. The challenge lasts only until the start of the bushi's next turn and only applies to creatures who were actually targeted by the attack. Using this ability expends 1 use of the challenge class feature.

In addition a bushi gains add additional use of his challenge class feature at 6th level.

True Bushido (Ex):

At 10th level, a bushi can issue multiple challenges at once. As a swift action he may issue as many challenges as he has available to him. Each challenge must be issued against a different target.

In addition a bushi gains add additional use of his challenge class feature at 10th level.

PATH OF THE HITOKIRI

Edicts: Kill or be killed. You can only survive to prosper so long as you still draw breath- let no man take that from you.

Reputation Score: A hitokiri gains a reputation score as indicated on table 9-1 "The Legendary Samurai".

Order Abilities: A legendary samurai who belongs to the path of the hitokiri gains the following abilities as he increases in level.

Death Strike (Ex): At 2nd level a hitokiri has turned the crime of manslaughter into an art. At 2nd level, a hitokiri can deal legendary damage with an attack. This ability may be used with an attack action made as a standard action. If the attack hits, the target is dealt legendary damage. The save for this legendary damage is equal to $10 + \frac{1}{2}$ samurai + legendary samurai levels + Strength modifier. A death strike may only be delivered using a weapon that the hitokiri has taken the weapon focus feat in.

At 2nd level a hitokiri can use death strike once per day. He gains an additional use of it at every even level after 2nd (4th, 6th, 8th, 10th) In addition a creature who is dealt a killing blow ((or is coup de graced) by a hitokiri is treated as if they had died by a death effect.

Assassin's Challenge (Ex): At 6th level when a hitokiri challenges a target they gain a sense of their own impending death. Attacking a hitokiri provokes an attack of opportunity if the attacker is the target of his challenge.

All or Nothing Manslaughter (Ex): At 10th level, a hitokiri may drop his AC by an amount up to his legendary samurai level in order to up the DC of his death strike by an equal amount as part of an attack action. The DC of the hitokiri's death strike is increased. The penalty to the hitokiri's AC lasts for 5 rounds. The penalties of multiple uses of this ability do not stack with each other.



Weapon Saint (Ex):

A samurai gains an intimate spiritual connection with the kami of his weapons of his chosen type. He can always tell the condition of weapons of that type while they are on his person and the nature of the enchantments on them (as if he had correctly identified those properties with an identify spell).

Yabusame (Ex):

At 4th level, a legendary samurai has developed unerring accuracy with bows while mounted. He does not take any penalty to attack rolls while his mount takes a double move. He still has a -2 while his mount is running.

Challenge Death (Ex):

At 7th level, a legendary samurai automatically passes all legendary damage checks caused by the target of his challenge. Any damage that results is instead counted as if it had rolled the maximum damage possible on all dice.

Legendary Mount (Ex):

At 9th level, a legendary samurai's effective druid level for determining the level of his mount is increase to his samurai level + his legendary samurai level + 3.



LEGENDARY SUMMONER

Alignment: Any Hit Dice: d8

CLASS SKILLS

The legendary summoner's class skills are *Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Lin-guistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).*

Skill Points: 2 + Int

CLASS FEATURES

All of the following are class features of the legendary summoner.

Weapon and Armor Proficiency:

A legendary summoner does not gain any additional proficiencies.



Grand Summoner:

Levels of legendary summoner stack with levels of summoner for the purposes of class features.

Legendary Life Link (Su):

At 1st level, each hit point sacrificed via life link prevents 2 points of damage done to the eidolon instead of 1.

Improved Bonded Senses (Su):

At 2nd level, a legendary summoner can use his bonded senses class feature at-will.

Summon Augmentation (Su):

At 3rd level a legendary summoner can augment creatures he summons with 1-point evolutions. At the beginning of each day, when he prepares his spells, he may select a single 1-point evolution that his eidolon could qualify for. Creatures he summons via his summon monster class feature (or the spell of the same name) receive the benefit of the selected evolution. At every odd level after 3rd the value of the evolution points he can stack on his summons increases by 1. These evolution points can be spent to buy multiple lower cost evolutions or a single high cost evolution. The set of evolutions chosen but always remain the same across all creatures for that day however.

Legendary Shielded Ally (Su):

At 4th level, whenever an ally is within an eidolon's reach, the ally receives a +4 shield bonus to its Armor Class and a +4 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +6. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Improved Maker's Call (Su):

At 6th level, a legendary summoner can use his maker's call class feature as a swift action.

Legendary Aspect (Su):

At 8th level, the summoner can divert a significant amount of his eidolon's evolutions to himself. This ability functions as the aspect ability, but up to 10 evolution points can be taken. Unlike the aspect ability, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the summoner.

TABLE 10-1: LEGENDARY SUMMONER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
La vanta Su	Bonus				
1 st	+0	+0	+0	+2	Grand summoning, legendary life link
2 nd	+1	+0	+0	+3	Improved bond senses
3 rd	+2	+1	+1	+3	Summon augmentation 1
4 th	+3	+1	+1	+4	Legendary shielded ally
5 th	+4	+1	+1	+4	Summon augmentation 2
6 th	+4	+2	+2	+5	Improved maker's call
7 th	+5	+2	+2	+5	Summon augmentation 3
8 th	+6/+1	+2	+2	+6	Legendary aspect
9 th	+6/+1	+3	+3	+6	Summon augmentation 4
10 th	+7/+2	+3	+3	+7	Endless bond

Endless Bond (Su):

At 8th level, the summoner can use his twin eidolon class feature an unlimited number of times per day.

LEGENDARY EVOLUTIONS:

The following evolutions can be used by a legendary summoner:

1-Point Evolutions:

Legendary Attacks (Su): The eidolon's natural weapons count as legendary weapons for the purposes of overcoming damage reduction. The eidolon must possess the magic attacks evolution to select this evolution.

2- Point Evoltions:

Damage Reduction, Improved (Su): The eidolon's damage reduction evolution may be increased to DR 15 by spending 2 additional evoloution points. At 27th level, this protection may be increased to DR 20 by spending 2 additonal evolution points. The eidolon must possess DR 10 from the damage reduction evolution to select this evolution.

Extra Rend (Ex):

The eidolon learns to tear more furiously into its foes. The eidolon may use the rend ability one additional time each round. The eidolon must possess at least two of the claws evolution in order to select this evolution.

Oversized Grab (Ex): The eidolon's grab ability works against creatures of any size category. The eidolon must possess the grab evolution to select this evolution.

TABLE 10-2: LEGENDARY SUMMONER Spells per Day

Character	1 st	2 nd	3^{rd}	4^{th}	5 th	6 th
Level						
1 st	6	6	6	6	6	5
2 nd	7	6	- 6	6	6	5
3 rd	8	7	6	6	6	6
4^{th}	8	8	7	6	6	6
5 th	8	8	8	7	6	6
6 th	8	8	8	8	7	6
7 th	9	8	8	8	8	7
8 th	9	9	8	8	8	8
9 th	9	9	9	8	8	8
10^{th}	9	9	9	9	8	8

3-Point Evolutions:

Fast Burrowing:

The eidolon gains a burrow speed equal to its base speed. This evolution otherwise follows the same restictions as the burrow evolution. The eidolon must have the burrow evolution in order to select this evolution.

4-Point Evolutions:

Recover (Su):

The eidolon's body heals instead of being harmed when bombarded with a certain element. Select one element for which the eidolon has the immunity evolution. The eidolon regains 1 hit point for every 3 points of damage it would have sustained. The eidolon must have the immunity evolution to select this evolution. This evolution may be selected more than once. Each time applies to a different energy type to which it has the immunity evolution.

Regeneration (Su):

The eidolon's body quickly regrows when injured. The eidolon must have the fast healing evolution to select this evolution. It gains the regeneration ability at the same value as it had the fast healing evolution. If an eidolon with the regeneration ability is reduced to below negative

its Constitution score, it does not return to its home plane unless its regeneration stops functioning. Choose one type of energy damage to which the eidolon is not immune. That type of energy damage stops the eidolon's regeneration and allows it to die normally. The eidolon must have the fast healing evolution to select this evolution.

Compression (Ex):

The eidolon's form becomes so malleable that it can move through even small spaces. The eidolon can move through an area as small as one-quarter its space without squeezing, or through an area as small as one-eighth its space while squeezing.

Two-Weapon Mastery (Ex):

The eidolon's penalties for fighting with two weapons are reduced by 2. The eidolon must have the weapon training evolution to select this evolution. The eidolon gains the ability to fire rays of energy from its eyes. Select one energy type: acid, cold, electricity or fire. The rays deal 1d6 damage for every 2 HD the eidolon possesses of the energy type chosen. Each attack is resolved as a ranged touch attack with a range of 60 ft. The eidolon can fire one ray as a swift action that does not provoke attacks of opportunity, or fire two rays per head as a standard action that provokes attacks of opportunity.

6-Point Evolutions:

Gargantuan (Ex):

The eidolon grows to gargantuan size. The eidolon gains a +24 bonus to Strength, a +12 bonus to Constitution, and a +8 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -4 size penalty to its AC and attack rolls, a +4 bonus to its CMB and CMD, 15-foot reach, a -8 penalty on Fly skill checks, and a -16 penalty on Stealth skill checks. If the eidolon has the biped base form, its reach increases to 20 feet. Any reach evolutions the eidolon possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Huge. The eidolon must possess both the large and huge evolutions to select this evolution. The legendary summoner must be at least 23rd level before selecting this evolution.

The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Gargantuan eidolon

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Class	HD	BAB	Good	Bad	Skills	Feats	Armor	Str/Dex	Evolution	Max. Attacks	Special
Level			Save	Save			Bonus	Bonus	Pool		
21 st	16	+16	+10	+5	17	8	+16	+8	27	8	Ability Score
	-		-						1		Increase
22 nd	17	+17	+10	+6	18	9	+16	+8	28	8	
23 rd	18	+18	+11	+6	18	9	+18	+9	29	9	
24 th	18	+18	+11	+6	19	9	+18	+9	31	9	
25 th	19	+19	+11	+6	20	10	+18	+9	32	9	
26 th	20	+20	+12	+7	21	10	+20	+10	33	10	Ability score
		-			-	-		1.000			increase
27 th	21	+21	+12	+7	21	11	+20	+10	34	10	1000
28 th	21	+21	+12	+7	22	11	+20	+10	35	10	
29 th	22	+22	+13	+7	23	11	+22	+11	37	11	
30 th	23	+23	+13	+8	24	12	+22	+11	38	11	

TABLE 10-3: EIDOLON BASE STATISTICS BEYOND 20TH LEVEL

Legendary Damage:

The eidolon gains the ability to deal legendary damage. Once per day, plus one additional time per day for every 3 levels of legendary summoner the legendary summoner possesses after 23rd, the eidolon may make a single attack as a standard action. If it hits, the target must make a Fortitude save against Legendary Damage (DC 10 + $\frac{1}{2}$ eidolon's HD + Strength or Dexterity modifier). The legendary summoner must be at least 23rd level before selecting this evolution.



Many witches who worship deities end up as the avatars of their patrons, but some remain subject to their control (or prefer it) and remain as a witch.

> Alignment: Any Hit Dice: d6

CLASS SKILLS

The legendary witch's class skills are *Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). In addition, witchs receive additional class skills depending upon their witch mystery.*

Skill Points: 2 + Int

CLASS FEATURES

Weapon and Armor Proficiency:

A legendary witch does not gain any additional proficiencies.

Paragon of Mystery:

Levels of legendary witch stack with levels of witch for the purposes of class features.

Legendary Level Witch Spells:

While a legendary witch's connection with her patron solidifies, few spells require the power granted by 10th, 11th, and 12th spell slots. Few spells draw on the power granted by 10th, 11th, and 12th spell slots. These spell slots are normally used to cast spells of lower levels, or to augment already high level spells with metamagic feats. Spells of 10th level or higher are called true dweomers not learned by progressing in level. They may only be learned through the normal process for learning spells or by taking a feat that allows your character to discover the spell.

Legendary Familiar (Ex):

At 1st level, a legendary witch's familiar grows in strength as does the witch. The familiar itself gains one of the following templates: celestial, half-dragon, half-fiend, advanced, fiendish, giant, and vampire. In addition, the legendary witch's effective wizard level for the purposes of her familiar is increased by 3 (24 at first level if the legendary witch is a Witch 20/Legendary Witch 1).

TABLE 11-1: LEGENDARY WITCH

Level	Base Attack Bonus	FortSave	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Paragon of mystery, legendary familiar
2 nd	+1	+0	+0	+3	Grand hex
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	Grand hex
5 th	+2	+1	+1	+4	
6 th	+3	+2	+2	+5	Grand hex
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Grand hex
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Grand hex

Grand Hex:

Starting at 2nd level, and every two levels thereafter, a legendary witch can choose a grand or major hex whenever she could select a new hex.

TABLE 11-2: THE LEGENDARY WITCH Spells Per Day

Character Level	10 th	11 th	12 th	
1 st	1	-	-	
2 nd	2	-	-	
3 rd	2	1	-	
4 th	3	2	-	
5 th	3	2	1	
6 th	3	3	2	
7 th	4	3	2	
8 th	4	3	3	
9 th	4	4	3	
10 th	4	4	4	

*A legendary witch does not gain any new additional spells below 10th level.

LEGENDARY PSYCHIC

The psychic base class can be found in the "Tome of Bizarre" by Little Red Goblin Games.

> Alignment: Any Hit Dice: d6

CLASS SKILLS

The legendary psychic's class skills (and the key ability for each skill) are *Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).*

Skill Points: 2 + Int

CLASS FEATURES

All of the following are class features of the legendary psychic.

Weapon and Armor Proficiency:

A legendary psychic does not gain any additional proficiencies.

Legendary Psychic Spell

A legendary psychic casts arcane spells drawn from the psychic spell list presented in the Tome of Bizarre by Little Red Goblin Games. Spell beyond 9th level are drawn from the wizard/sorcerer spell list (so long as that spell is illusion, enchantment, or divination as these are the only spells a psychic may cast).

Astral Paragon

Levels of legendary psychic stack with levels of psychic for the purposes of class features.

Legendary Metal Casting

A legendary psychic of 1st level can cast any spell with a material component costing 50gp or less without needing that component when mentally casting.

Thoughtform Spell

At 1st level a legendary psychic may select one of the following schools of magic: abjuration, conjuration, evocation, necromancy, or transmutation. The legendary psychic gains access to spells up to 6th level of that school. The stabilization roll is equal to 15 + double spell level (instead of 10 + double spell level) for spells of these schools.

Transcendent Spell

A legendary psychic of 2nd level gains the ability to deconstruct spells to their base elemental components, revealing their true potential. Once per day a legendary psychic can cast any spell he can normally cast with an elemental descriptor and cause it to deal primal damage (see the section on primal damage in the legendary alchemist's entry of this book.) in place of their normal element. The stabilization DC for any spell cast in this fashion is increased by 10 (DC

TABLE 12-1: THE LEGENDARY PSYCHIC

= 20 + double spell level). At 5th and 8th level a legendary psychic gains the ability to use this ability one additional time per day.

Emotional Discipline

A legendary psychic of 5th level can use her raw emotions class feature an unlimited number of times per day.

Master of Thoughtforms

A legendary psychic of 10th level has access to all spells of the school she selected as part of her thoughtform spell class feature at 1st level (though the DC of the spells is still increased).

Psychic True Dweomers

A psychic "spell", at its core, is not unlike a special kind of wish. Unlike traditional spell casters who employ arcane energies to achieve a very specific fashion a psychic is often at the mercy of his own mind. A wizard employs a method to achieve a result. A psychic merely invisions an end and the method is selected for him. A wizard could throw a fireball so they can light something on fire. A psychic could imagine something lighting on fire so they manifest a fireball (though they would have to be a member of the firebug prestige class). That being said, True Dweomers work much the same way for them. A psychic cannot manifest a True Dweomer without significant risk to himself or others. A legendary psychic may attempt to cast as many True Dweomers per day as they wish. However, once they successfully cast a True Dweomer- they may not attempt to

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Max Spell Level
	Bonus					Known
1 st	+0	+1	+0	+1	Astral paragon, legendary mental casting, thoughtform spells	9
2 nd	+1	+1	+1	+1	Spell transcendence 1/day	9
3 rd	+1	+2	+1	+2		10
4 th	+2	+2	+1	+2		10
5 th	+2	+3	+2	+3	Emotional discipline, spell transcen- dence 2/day	10
6 th	+3	+3	+2	+3	Master of self-discipline	11
7 th	+3	+4	+2	+4		11
8 th	+4	+4	+3	+4	Spell transcendence 3/day	11
9 th	+4	+5	+3	+5		12
10 th	+5	+5	+3	+5	Master of Thoughtforms	12

cast one for another 24 hours. A psychic always has a 20% chance to miscast a True Dweomer. This amount cannot be reduced.

Bending the laws of reality is difficult. Bending them through sheer thought is even harder. It is QUITE a bad thing to miscast a True Dweomer. It is a much worse to miscast a reality-bending spell in the confines on your own mind. Any time you miscast spell you must pass a legendary damage check or be reduced to zero HP. In addition, if a legendary psychic miscasts a spell they must roll on the following chart.

TABLE 12-2: TRUE DWEOMER MISCAST CHART

Result	Result				
1	Your own soul is consumed and <i>unlimited wish</i> is cast to mischievous/malicious ends. (GM's dis-	Yes			
1.1.1.12	cretion) This is generally something REALLY BAD (like two planes partially merging with each				
	other or the sun burning out).				
2-4	Gravity decides to stop working for 1d4 minutes on your plane (as if by <i>reverse gravity</i>).	Yes			
5-7	All creatures within 20 feet of you swap places with one another (randomly determined by your	No			
	GM). You stay stationary.	- 1			
8-10	You are automatically reduced to 0 HP (no legendary damage check).	No			
11-13	You take 1d10 points of Intelligence damage.	No			
14-16	The chance of miscasting on all future casting of True Dweomers is increased by 2%.	No			
17-19	You gain a vision of the future. It's always something damning or tragic to the caster. (His	No			
1.50	mother sleeping with his supposedly dead brother, his home burning down, etc) This vision is	1.1.1			
	inevitable. It wouldn't have occurred prior to the miscasting of the spell.				
20	Tell you GM. They should roll for 2 results on this chart (rerolling any results of 20) and select-	Yes			
No.	ing the 1 result they decide is most poetic and fitting. GM should roll a bunch of dice and con-				
STATE -	sult several books to make the player really nervous with this result but tell the player, "No	1.00			
1. 4 To 1	nothing happened."	and the second			


LEGENDARY PRESTIGE CLASSES



ARTIFICER

Magic and technology are inexorably pulled towards each other- one is constrained by logic and reason while the other takes flight on wings of fantasy. Ancient technologies dot the world, and only a keen mind can reanimate them. The understanding of this principle allows the mage to tap into a universal power known as the spark of life. Part archeologist and part magic user an artificer is a soul marching into the future on a road built in the past.

REQUIREMENTS

Special: You must have a character level of at least 20. **Skills:** Knowledge (Arcane) 15 ranks, Knowledge (Engineering) 15 ranks

> Alignment: Any Hit Dice: d6

CLASS SKILLS

The artificer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (all Knowledge Skills taken individually), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Int).

Skill Points: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the artificer.

Weapon and Armor Proficiency:

An artificer does not gain any additional proficiencies.

The Spark of Life (Su):

In the universe there are a great many sources of wonder. Perhaps the most wondrous and curious is the spark of life that resides in us all. Even a cursory understanding of this power allows one to tap into it with training. At 1st level an artificer has as pool of spark points equal to their caster level + their Intelligence modifier. Using a spark point is a move action (unless otherwise indicated). An artificer recovers his pool of spark points when he would regain the use of his spells for the day. There are many uses for spark points, though they are difficult to master and can be even more trying on the artificer. These discoveries and the subsequent mastery over them are listed below as "Spark Discoveries".

Ex-artificers

Ex-artificers often continue to use their spark of life for many endeavors, though they do not dedicate nearly as much research into it, no longer applying their Intelligence modifier to their pool of spark points. An artificer of 5th level gains the ability to retain his Intelligence modifier to their spark pool even if they are no longer members of the artificer class.

Spark Discoveries

At every even level, an artificer can discover and master a new way to utilize their spark of life. Often times these abilities deal with the manipulation of the energies in magical items and constructs.

Animate Construct (Sp):

Like one torch lighting another, an artificer can touch a depowered artifact construct with their spark of life to rekindle that of the construct. In terms of game mechanics this can restore life and functionality to a destroyed construct (normally unable to be done) as if by restore life (without a time limit). Using this ability is a full round action. Restoring life like this temporarily dims the spark of life in the artificer. This results in the artificer losing 1 temporary negative level for every 2 HD the construct has. An artificer cannot restore life to a construct that would bring them below character level 3 in this fashion. The temporary negative levels go away at a rate of 1 per day. Constructs restored in this fashion treat the artificer as if they were the one who created them.

Recharge Wand (Sp):

An artificer can recharge a wand or stave that contains a spell he knows. As a full round action an artificer can expend a spark point to recharge a wand with that spell he knows. An artificer with a wand of fireball (who knew how to cast fireball) could expend 1 spark point to recharge one charge of it. Any requirements for casting the spell must still be met (like spell components).

In addition an artificer can expend a spark points to recharge a stave. To recharge 1 use of the stave they must expend spark points equal to the spell level of the spell in the stave. The artificer must know the spell.

Kindle Spark (Su):

An artificer can use their spark of life to restore the brilliance of another man's life-force. An artificer can expend spark points to temporarily negate a negative level (permanent or temporary). The negative levels are negated for 1 day. This is a touch attack that can only be used on a willing creature. An artificer cannot kindle his own spark.

Arcane Conduit (Su):

In just a few minutes, an artificer can absorb the magic energy from a magic item and store it for later use. He make a dispel check against the item's caster level (DC = 11 + the item's

caster level). If he succeeds, all the item's magical properties are taken from it. He gains a number of temporary spark points equal to the caster level of the dispelled item. These temporary spark points can bring him over his maximum normal allotment of spark points. The spark points are not "lost" when he rests and last until used. It takes 1 minute per caster level of the item he wishes to make the dispel attempt. An artificer can make a dispel attempt once per day per artificer level.

Artificer Armor Proficiency (Su):

You become proficient in the use of super heavy artificer armors. These ancient suits of mechanized armor share some common traits with construct armor, though a different process seems to have made them. Utilizing them without being proficient in them won't allow them to be used as the process for controlling them is complex.

Energize (Su):

As a free action you can expend a spark point to use your own caster level instead of an item's caster level when using a magic item.

Empower Artificer Armor (Su):

As a free action, an artificer can spend 1 spark point to reduce the arcane spell failure chance due to the armor he is wearing to only 10% for any spells he casts in a round. This only functions for the purposes of reducing the hefty spell failure chances that artificer armor imposes. The armor feeds off his spark of life to function (as described in the section on artificer armor below).

• If an artificer is wearing citadel plate they can expend a 2nd spark point to gain partial cover until the start of their next turn by activating small plates to rise from within the citadel plate.

• If an artificer is wearing persecutor plate they can expend a 2nd spark point to generate

an antimagic field centered on the artificer until the start of the artificer's next turn.

• If an artificer is wearing an environment suit they can expend a 2nd spark point to create food and water (as if

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
	Bonus					
1 st	+0	+0	+0	+1	Spark of life	+1 level of existing class
2 nd	+1	+1	+1	+1	Spark discovery	+1 level of existing class
3 rd	+1	+1	+1	+2	Bonus feat	+1 level of existing class
4 th	+2	+1	+1	+2	Spark discovery	+1 level of existing class
5 th	+2	+2	+2	+3	Bonus feat	+1 level of existing class
6 th	+3	+2	+2	+3	Spark discovery	+1 level of existing class
7 th	+3	+2	+2	+4	Bonus feat	+1 level of existing class
8 th	+4	+3	+3	+4	Spark discovery	+1 level of existing class
9 th	+4	+3	+3	+5	Bonus feat	+1 level of existing class
10 th	+5	+3	+3	+5	Spark discovery	+1 level of existing class

TABLE 13-1: THE ARTIFICER

by create food and water) enough the sustain one creature. The food is odd fungal bread that seems to be created from the moisture in the air and nutrients in the soil.

• If an artificer is wearing any artificer armor they can expend spark points to lower the DC of the save of any death effect he is targeted by (though the DC is only lowered for him; allies making a save against the same effect are unaffected). He can expend up to his artificer level in spark points to reduce the DC of the death effect, including legendary damage, by an equivalent amount.

Stunned Construct (Su):

As a standard action the artificer can make a ranged touch attack against any construct within 60ft. The construct must make a Fortitude save (DC = 10 + caster level + Int mod) or be stunned until the start of its next turn.

Artifact Proficiency(Su):

Cut to cost and time of enchanting an item in half by expending a number of spark points equal to the caster level required to make the item.

Bonus Feat:

At 3rd level, and at every odd level thereafter, an artificer gains a bonus feat in addition to those gained from normal advancement (meaning that the artificer gains a feat at every level). These bonus feats must be selected from those listed as Metamagic or Item Creation Feats*.

*Item Creation Feats: Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft rod, Craft Staff, Craft Wand, Forge Ring, Scribe Scroll

SUPER HEAVY ARMORS

Also called "artificer armor", it stands almost 7 ½ feet tall and with an inch and a half of double-plated steel forged by the ancients. Artificer armor is a literal fortress to those who can utilize it. A normal creature simply could not use a super heavy armor like this. The joints are articulated by tiny eldritch machines that allow the colossal armor to move. Similar in form and function to a construct, armor like this is only able to function by sucking the life energy



of the user. If the user does not spend spark points (via the "empower artificer armor" spark discovery) every round during combat, the armor will either shut down or the wearer will take 1 temporary negative level at the beginning of its turn. The negative levels are removed when the target leaves the armor. It takes 10 minutes to get fully integrated into this mechanized behemoth. It takes only 1 minute to get out however. All artificer armor is considered to be masterwork.

CITADEL PLATE

Whitewashed and made of an ancient bone-like material, the so called "citadel plate" designs that have been unearthed provides for the most cover of any of the ancient super heavy armors yet unearthed. The wearer is entirely encapsulated inside the armor that seems to be constructed out of some form of adamantine like bones. This provides DR 6/- to the wearer.

PERSECUTOR PLATE

The black and green artificer armor known as "persecutor plate" is the weapon of choice for those engaging in combat with powerful spell casters. This almost organic suit of super heavy armor grants the wearer greater spell immunity when active. The spell immunity comes prepared with a no spell cast into it. An artificer can spend a spark point as an

		And the second second	States and		1999 - Carlos Maria	AND REAL PROPERTY.	State of the	
and a state of the	A Contraction of the second	Armor	Max	Armor	Arcane	Speed	Speed	Weight
		Bonus	Dex	Check	Spell	(30 Ft)	(20 Ft)	Contraction of the
Armor	Price		Bonus	Penalty	Failure			
Artificer Armor	18,000 gp	+12	-1	-10	75%	15 ft.	10 ft.	225 lbs
Artificer Citadel Plate	52,000 gp	+14	-2	-12	75%	15 ft.	10 ft.	332 lbs
Artificer Persecution	98,000 gp	+12	-1	-10	75%	15 ft.	10 ft.	214 lbs
Plate			400					
Artificer Environment	38,000 gp	+9	-2	-7	75%	15 ft.	10 ft.	212 lbs
Suit						1		A LAND HE WANT
Mixed Mechanized	+3,000 gp to	See Entry	See	See	See	See	See	See Entry
Armor	base price		Entry	Entry	Entry	Entry	Entry	

TABLE 13-2: SUPER HEAVY ARMOR

immediate reaction to a spell being cast at them to switch the spell they are immune to. They must know the spell they wish to make the persecutor plate immune to. (Note: Both the persecutor plate itself and the player are immune to the spell) Removing the suit releases the spell that is currently stored in the armor's spell immunity.

ENVIRONMENT SUIT

A bloated white and red suit of artificer armor known as the "environment suit" allows the wearer to exist comfortably in almost any environment. It is treated as if it had endure elements continuously active on it (though this is a mundane effect.). In addition, the suit can float, can be used to filter water, is highly effective at keeping one's core temperature down, recycles lost water into drinkable water, and can be converted in 1d10 + 5 minutes to a shelter for up to 2 creatures. An environment suit also has elemental resistance (acid, cold, electricity, fire, sonic) 15.

MIXED MECHANIZED ARMOR

While certain elements of this armor are mechanized, recovered and restored from far corners of the world, other elements are simply mundane armor. This may be the result of on a partial suit of artificer armor being found, or it may be the intended design of the ancients ones who built the armor. As a result, the armor bonus the armor provides increases by 2, the max Dex bonus decreases by 1 and the arcane spell failure chance goes up by 25%.



Dragon Lord

"Dragon lord" is a title given to those who have managed to attain the companionship or service of a dragon. Dragon lords and their dragon companions are renowned for their unique tactics and deadliness on the battlefield. While most dragons would balk at the idea of being used as a mount, a dragon that fights alongside a dragon lord soon learns to enjoy the benefits of having someone to watch his back. While not in conflict, dragon lords and their draconic companions enjoy the best of both their worlds, the dragon having a representative for dealing in more subtle matters, and the dragon lord having an ally who can provide an inside look at monstrous tendencies.

REQUIREMENTS

Special: Character level 21st **Skills:** Knowledge (Arcana) 15 ranks **Special:** Effective druid level for animal companion class feature 15th

> Alignment: Any Hit Dice: d10

CLASS SKILLS

The dragon lord's class skills (and the key ability for each skill) are *Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (arcana), Knowledge (geography), Knowledge (nature), Perception, Profession, Ride, Sense Motive, Spellcraft, Survival, Swim, and Use Magic Device.*

Skill Points: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the dragon lord.

Weapon and Armor Proficiency: An dragon lord does not gain any additional proficiencies.

Dragon Companion (Ex):

The dragon lord gains a draconic companion in place of his normal animal companion. His levels in dragon lord stack with levels in any class that grants him an animal companion for the purposes of determining his effective level for his dragon companion. A dragon companion uses the chart for advancing an animal companion, with the following changes:

- A dragon companion gains d12 HD instead of d8.
- A dragon companion's BAB is equal to its HD.

• A dragon companion has all good saving throws (its Will saving throw is equal to its Fortitude or Reflex saving throw).

•A dragon companion does not gain tricks.

• A dragon companion does not benefit from feats or abilities that only benefit animal companions.

• A dragon companion gains 6 + its Intelligence modifier skill ranks per HD. It selects its skills from the following list: Appraise (Cha), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

• A dragon companion does not gain the following abilities: devotion, improved devotion, link.

Characters with multiple animal companions may only have one dragon companion.

BASE DRAGON FORMS

STRONG

Starting Statistics: Size large; Speed 40 ft, fly 200 ft (poor); AC +10 natural armor; Attack bite (2d6), 2 claws (1d8), tail slap (1d8) 2 wings (1d6); Ability Scores Str 25 Dex 13 Con 19 Int 10 Wis 11 Cha 18; Special Attacks breath weapon Special Qualities Immunity to one elemental subtype, paralysis, sleep, dragon senses Starting Statistics: Size large; Speed 40 ft, fly 200 ft (poor); AC +10 natural armor; Attack bite (2d6), 2 claws (1d8), tail slap (1d8) 2 wings (1d6); Ability Scores Str 21 Dex 13 Con 23 Int 10 Wis 11 Cha 18; Special Attacks breath weapon Special Qualities Immunity to one elemental subtype, paralysis, sleep, dragon senses

QUICK

Starting Statistics: Size large; Speed 60 ft, fly 200 ft (average); AC +10 natural armor; Attack bite (2d6), 2 claws (1d8), tail slap (1d8) 2 wings (1d6); Ability Scores Str 21 Dex 17 Con 19 Int 10 Wis 11 Cha 18; Special Attacks breath weapon Special Qualities Immunity to one elemental subtype, paralysis, sleep, dragon senses

Breath Weapon (Ex):

A dragon companion's breath weapon deals 1d6 points of damage per the dragon lord's character level. After being used, the breath weapon recharges after 1d4 rounds. Dragon companions have either a 60-ft cone or a 120-ft line breath weapon. The dragon companion's breath weapon usually deals the same kind of damage as its immunity.

Dragon Lord Bond (Su):

The dragon lord and his dragon companion share an innate mental connection that allows them some modicum of communication, no matter the distance. This mental connection can be used to convey simple emotions or feelings, such as envy, fear, joy, pain, or even hot or cold, over any distance (even cross-planar). This mental communication is instantaneous while the dragon lord and his dragon companion are within 1,000 feet of one another. At further distances, the bond communicates the last emotion conveyed until a new one is received. Depending on the distance between the dragon lord and his dragon companion, receiving a new emotion from the other with the bond can take anywhere from a minute to hours, at the GM's discretion. A creature must be conscious to transmit emotions or feelings.

Draconic Tactic (Ex):

There are many tactics that can be utilized by a dragon and its companion. It takes a good deal of training and rehearsed coordination to pull off such feats, but the results can be fantastic.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+0	+0	Dragon companion, dragon lord bond
2 nd	+1	+1	+1	+1	Draconic tactic
3 rd	+1	+2	+1	+1	Fight as one
4 th	+2	+2	+1	+1	Draconic tactic
5 th	+2	+3	+2	+2	Frightful presence
6 th	+3	+3	+2	+2	Draconic tactic
7 th	+3	+4	+2	+2	Back to back
8 th	+4	+4	+3	+3	Draconic tactic
9 th	+4	+5	+3	+3	Twin spirits
10 th	+5	+5	+3	+3	Draconic tactic

TABLE 14-1: THE DRAGON LORD

Combination Dive:

When riding his dragon companion, the dragon lord and his dragon companion may charge at an enemy below them while flying. The dragon lord and his dragon companion must cover at least 20 feet of horizontal distance when charging in this way and cannot end their charge at a higher elevation than they began. Both the dragon lord and his dragon companion must spend a full-round action in order to execute this attack. At the end of the charge, both the dragon lord and his dragon companion may make one melee attack against the target of their charge. These attacks deal double damage, or one additional multiple (x2,x3,x4) when used with other abilities that increase damage dealt on a charge.

Dodge Roll:

If the dragon lord has the Mounted Combat feat, his dragon companion may choose to use the benefit of the feat on the dragon lord instead when the dragon lord would be the target of an attack. The dragon companion must make a Fly check in place of the normal Ride check to determine his effective AC against the attack. If the dragon companion does so, the dragon lord loses one use of Mounted Combat for that turn.

Evasive Maneuver:

While the dragon lord and his dragon companion are adjacent to one another and both are the target of the same effect that allows a saving throw; one may take the other's result on the saving throw made against the effect.

Hold Down:

The dragon lord's dragon companion may make a single attack as a standard action against a creature of its size or larger. If the attack hits, the dragon companion coils its body on top of its target and attempts to keep it from moving. The dragon companion is immobilized, but its target is entangled, and takes the dragon companion (and rider, if riding) with it when it moves. The creature may attempt to throw the dragon companion off with a successful CMB check against the dragon companion's CMD as a move action. The dragon companion may choose to release its target as a free action. While a creature is entangled by this effect, the dragon lord's movement does not provoke attacks of opportunity from the entangled creature. The dragon companion may continue to attack normally while holding down the target.

Rider Jump:

If the dragon lord is riding his dragon companion and each take a full-round action, the dragon may move up to his fly speed and hurl his rider in a direction at any point along that movement. The rider flies up to the dragon's fly speed in a straight line in that direction before falling, and uses the dragon's Fly skill in place of his own when making fly checks during this movement. The rider makes a charge attack, which still counts him as being mounted. If the attack hits, it deals triple damage, or two extra multiples of damage when paired with other effects that multiply damage, such as Spirited Charge. If the attack hits, the dragon lord bounces a number of feet away from his target in a direction of his choosing (including vertically) equal to the distance he traveled after being flung from his dragon / 5. If this movement would put the dragon lord in mid-air, he remains there until the end of his turn. After the attack is made, the dragon companion may move up to its fly speed a second time. If the dragon companion moves into the dragon lord's square during this movement, he may re-mount his companion as a free action.

Sentinel's Forfeit:

While adjacent to one another, the dragon lord or his dragon companion may choose to intercept one attack that hits the other before damage or a saving throw is rolled. If either does, that attack automatically hits them (and breaks their AC). Doing so is a free action that either may take once per round.

Strafing Breath:

As a full-round action, the dragon lord's dragon companion may move up to its fly speed, making its breath attack at any point during its movement. If the dragon has a line breath attack, it may shape that line along any adjacent squares it travels over within the breath's range, for a distance equal to the length of its breath weapon.

Two-Pronged As-

sault: When either the dragon lord or his dragon companion makes a full-attack action or uses a breath weapon attack, he may spend a swift action to cause his target to become flatfooted to the first attack made by his partner (the dragon lord or dragon companion) in the same round.

Wing Deflection:

The dragon lord's dragon companion may deflect one attack from a ranged weapon targeting it each round. The dragon companion may deflect an attack against his dragon lord instead if his dragon lord is within reach. This is subject to the same restrictions as the Deflect Arrows feat, save that only the dragon's wings need to be free. If the dragon companion does not have wings, it can take this class feature to gain the ability to deflect missiles as the Deflect Arrows feat.

Wing Under:

this ability.

When making a charge attack against a flying creature atop his dragon companion, the dragon lord may spend a swift action to issue a special command to his dragon companion. The dragon companion makes a Fly check (DC 25) to roll underneath the target of the charge. The dragon lord and his companion continue moving through the target's space, and may move their full remaining charge distance in a straight line past the target of the charge. This movement does not provoke attacks of opportunity from the target of the charge.

Fight as One (Ex): At 3rd level, a dragon lord and his dragon companion learn to co-ordinate their attacks. If the dragon companion has not yet acted in the initiative order and the dragon lord's turn starts, he may choose to have his dragon companion's initiative become equal to his own. While their initiative is the same, both take their actions on that initiative in any order (even if one would normally interrupt the other's turn). Neither may take their actions simultaneously with the other or interrupt the other's action while using

Frightful Presence (Ex):

At 5th level, both the dragon lord and his dragon companion gain the frightful presence special ability. The save DC is equal to $10 + \frac{1}{2}$ the dragon lord's character level + Charisma modifier for both creatures. While the dragon lord is within 30 feet, the dragon companion may use the dragon lord's Charisma in place of its own for the purposes of determining the DC of its frightful presence.

Back to Back (Ex):

At 7th level, when the dragon lord and his dragon companion are adjacent to one another, they gain a +2 circumstance bonus to AC. In addition, when one of the pair makes a successful attack of opportunity against a creature, that creature takes a -2 penalty on attack rolls against the other member of the pair until the end of its turn.

Twin Spirits (Su):

At 9th level, the dragon lord and his dragon companion may communicate telepathically with one another over any distance, even across planes. This ability ceases to function if either of the pair is unconscious. In addition, the dragon lord and his dragon companion may see through one another's eyes when within 100 feet of one another. While they do, unless both are flanked then neither is.

NEW LEGENDARY FEATS

BLITZKRIEG

Prerequisite: 21st level, 60 ft. movement speed, Spring Attack

Benefit: You may move your full movement speed and still execute a full attack action.

BREAK THE LINE

Prerequisite: 23rd level, Spirited Charge, Ride 20 ranks **Benefit:** When you make an attack as part of a charge while mounted you can make an additional attack at your highest BAB against an adjacent creature to your target. The creature must still be within your normal attack range (You couldn't strike a creature 10 feet away if you didn't have a reach weapon for example, but you could attack a horse and its rider).

CHAMPION OF THE JOUST

Prerequisite: Str 18, Ride 20 ranks, Improved Mounted Combat, Unseat

Benefit: When charging an opponent while mounted and wielding a lance or other weapon in the spear weapon group, resolve the attack as if it were a critical hit (trigging all abilities that target on a critical). If it hits, you may immediately make a free bull rush attempt in addition to the damage. If successful, the target is knocked off his horse and lands prone in a space up to 10 feet away from his mount that is directly away from you. In addition you gain a +4 bonus on Performance combat rolls.

COSMIC SPELL [META MAGIC]

Prerequisite: Caster Level 22, Elemental Spell **Benefit:** You may replace a spell's normal damage with primal damage. Level increase: +3

FRUGAL SPELL [METAMAGIC]

Prerequisite: 25th level, Eschew Materials **Benefit:** Spells modified by this metamagic feat do not require material components. Level increase: +4

IMPACT CRATER

Prerequisite: 23rd level, Weapon Focus (any two-handed blunt weapon), Strength 20 **Benefit:** As a full round action you can slam your two-

handed blunt weapon into the ground, causing an impact crater. Roll damage for the attack and multiply the damage by your critical multiplier (this does not count as a critical hit). If the attack would break 5 inches of the materials you are standing on, all squares in a 20 foot radius are shattered and become difficult terrain. Any creature on the ground within the 20 feet must pass a DC 30 Acrobatics check or be knocked prone.

IMPROVED MOUNTED ARCHERY

Prerequisite: 23rd level, Improved Mounted Combat, Mounted Archery

Benefit: The penalty you take when using a ranged weapon while mounted is eliminated if your mounted normally. If your mount is taking a double move you have a -2 penalty or a -4 instead if your mount is running.

LEGENDARY MOUNTED COMBAT

Prerequisite: 25th level, Improved Mounted Combat, Ride 25 ranks

Benefit: Once per round when your mount is targeted by an ability that allows for a Reflex save, you may make a Ride check in place of your mount's Reflex save in order to negate the attack.

IMPROVED TRICK RIDING

Prerequisite: 23rd level, Trick Riding, Improved Mounted Combat

Benefit: You may benefit from the trick riding feat while wearing any type of armor. In addition you do not need to make Ride skill checks for any task listed in the Ride skill with a DC of 25 or lower.

INGENIOUS SPELL

Prerequisite: 25th level, Spellcraft 25 ranks **Benefit:** A spell modified by this metamagic feat ignores spell resistance. Level increase: +4

LEGENDARY CHARGE

Prerequisite: 21st level, Spirited Charge **Benefit:** When you make a spirited charge, your attack automatically bypasses the target's DR. In addition when you deal Legendary damage with a spear group weapon the DC for the save is increased by 2. If the weapon is a lance the DC is instead increased by 4.

LEGENDARY MOUNTED COMBAT

Prerequisite: 25th level, Improved Mounted Combat, Ride 25 ranks

Benefit: Once per round when your mount is targeted by an ability that allows for a Reflex save, you may make a Ride check in place of your mount's Reflex save in order to negate the attack.

LEGENDARY TRAMPLE

Prerequisite: Ride 20 ranks, Improved Mounted Combat, Trample

Benefit: When you attempt to overrun an opponent while mounted, you make attempt to overrun an adjacent target to the creature you are trying to trample. Neither target may not choose to avoid you. In addition you gain a +4 bonus on attempts to overrun opponents while mounted.

METEOR PLUMMET

Prerequisite: 23rd level, Sky Dancer

Benefit: When you deliberately fall any distance, even as a result of a missed jump, you can make an Acrobatics check to transfer falling damage to another creature you hit with this attack. The DC is equal to 30 + 1 for every 10 feet fallen. You must end your fall on top of another creature of a size category equal to or larger than your own if you wish to transfer the damage from falling to them.

You must make a combat maneuver check to transfer the damage to the creature. If you successfully make the combat maneuver against the creature you deliver the fall damage (up to 20d6) damage against the target and you deliver a single melee attack at your highest BAB. If you hit a creature and transfer the damage to them, you are not knocked prone. This is triggered as an immediate reaction to entering an opponent's square on the final turn of a fall.

Design Note: A creature generally falls 500ft. on their turn. See the Pathfinder Core Rulebook's section on environmental hazards and falling for more details.

ORDER PRESTIGE

Prerequisite: 25th level, legendary caviler **Benefit:** You gain an additional order ability available to your order.

PRESSURE CUT

Prerequisite: 21st level, Greater Weapon Focus **Benefit:** A character with the Pressure Cut feat can make a melee attack against a creature within 30 feet in place of a normal melee attack. The attack deals sonic damage equal to the character's weapon damage die plus his Strength modifier. (Note: This counts as a melee attack rather than a ranged attack)

Pressure Wave

Prerequisite: 23rd level, Greater Weapon Focus, Pressure Cut

Benefit: A character with the pressure wave feat can make a melee attack against all creatures within a 30 ft cone as a standard action. The attack deals sonic damage equal to the character's weapon damage die plus his Strength modi-

fier. This attack is resolved using an attack roll against each target. This attack does not distinguish friend from foe.

SKY DANCER

Prerequisite: 21st level, Acrobatics 21 ranks

Benefit: You double your jump height when making Acrobatics check to make vertical jumps. While in the air, you also glide (you seem to "walk" in the sky). You gain a glide speed. A glide speed functions like a flyspeed with the following adjustments:

•You cannot move upwards (only downwards).

• You descend downward 5 feet per round at the end of your turn every turn you are in the air.

SPARE THE HORSE

Prerequisite: 23rd level, Trick Riding, Mounted Shield **Benefit:** As a swift action (or an immediate action) you can grant your mount your armor bonus until the start of your next turn. Your own AC (for attacks directed at you) is lowered by 4 while you are shielding your mount with your body. This overlaps (does not stack) with the armor bonus from your mount.

Spare the Soul

Prerequisite: BAB +25

Special: This ability employs the "called shot" alternate rules presented in Ultimate Combat.

Benefit: When you make a called shot to a location that would result in legendary damage with a melee attack, you may instead chose to remove a limb. A removed limb is more grievous than a debilitating blow to that location. It causes 1d10 points of bleed damage per round (DC 25 Heal to staunch the prolific bleeding) and the following effects in addition the penalties for a debilitating blow to that location:

• **Arm:** The creature is assumed to have automatically failed the Fortitude save described in the debilitating blow entry. The creature cannot perform actions with or hold objects in that limb.

• Chest/Vitals/Head: Dealing legendary damage to the chest of a creature does not trigger this feat. This results in death. (Note: This also applies to the ear, eye, neck, and heart)

• **Leg:** The creature is assumed to have automatically failed the Fortitude save described in the debilitating blow entry.

THANATOPIC SOUL MAGIC

Prerequisite: 20th level, Thanatopic spell [metamagic feat], non-undead, must have a soul

Benefit: You can consume part of your soul in the process of casting necromancy spells. At the time a player takes this feat they gain 100 soul points (representing 100% of their soul). Each time they cast a spell they may pay the level increase from metamagic feats with soul points on a 1:1 ration (2 soul points to offset a +2 level increase). This can only pay for one metamagic feat per round and cannot effect spells above 9th level.

Soul points do not restore naturally. Once consumed, they cannot be gained back by normal magical means (such as restoration, true resurrection, etc). Certain spells can restore a certain number of them. If a player casts wish and sacrifices the contained soul of an outsider with no less than 5 HD than the player they can restore 10 points. This can only be done during an eclipse (or equally rare event at the GMs dissection). True dweomers are not as limited as normal spells. They are limited to restoring no more than 100 soul points per year (unlimited wish has no restrictions at all, but be wary what you wish for).

Even amongst high level necromancers, there is generally an unsavory or even perverse stigma about using your own soul as part of a regent for casting a spell. For every 10 soul points below 100 a necromancer uses he gets a -1 penalty to their divinity score. If a character has 0 soul points it is killed and can only be revived via unlimited wish.

Design Note: A character can have a negative divinity score though for the purposes of mechanical calculations it effectively has no divinity score until it has a divinity score of 0.

TRIGGERED BOMBS

Prerequisite: 20th level, Delayed Bombs discovery **Benefit:** You can preclude the explosion of your delayed bombs by a number of days after ceasing contact with the bomb. This delay can be any number of days equal to the character's alchemist level (rather than one minute per level). A delayed bomb can be triggered by thought as a free action by the alchemist so long as they are on the same plane as the bomb.

SCION FEATS

Feats listed in this section that give a limited version of the primary class feature of a legendary class to any character with at least 10 levels in that class. These are called "Scion Feats". This is so multiclassed characters can utilize the legendary damage mechanics and are not left in the dust! If you have a multiclassed character you should talk with your GM about using these feats.

The following feats are Scion Feats that are found in the book "Legendary Levels" by Little Red Goblin Games: *Apollo's Scion, Artemis' Scion, Battle Brother of Ares, Demeter's Dark Side, Dolus' Shadow, Light of Helios, Sword of Hephaestus*

SCION OF PROMETHEUS

Prerequisite: 10th Level Alchemist, 21st level character **Benefit:** You can utilize the legendary alchemist's eureka bomb class feature three times a day when using your bomb class feature.

CHAMPION OF HADES

Prerequisite: 10th Level Antipaladin, 21st level character **Benefit:** You can utilize the legendary antipaladin's destroy good class feature 3 times per day when you use your smite good class feature.

WHITE KNIGHT ASCENDANT

Prerequisite: 10th Level caviler, 21st level character **Benefit:** You can utilize the legendary caviler's lord caviler class feature 3 times per day when making a charge against the target of your challenge.

LEGEND OF THE WEST

Prerequisite: 10th Level gunslinger, 23rd level character Benefit: You learn to use one deed accessible only to the legendary gunslinger of 3rd level or below. This feat may only be taken once.

TORQUEMADA PRECURSOR

Prerequisite: 10th Level Inquisitor, 22nd level character Benefit: You learn to use one judgment accessible only to the legendary inquisitor of 2nd level or below. This feat may only be taken once.



HECATE'S DEFENDER

Prerequisite: 10th Level Magus, 22nd level character Benefit: Three times per day you can now utilize the legendary magus' legendary spellstrike class feature.

IZANAMI'S SHADOW

Prerequisite: 10th Level Ninja, 21st level character Benefit: You can utilize the legendary ninja's legendary sneak attack class feature 3 times per day when you use your sneak attack.

METIS'S MIND

Prerequisite: 10th Level Psychic, 21st level character **Benefit:** You learn the legendary psychic's "Emotional Discipline" class feature.

Pandora's Watcher

Prerequisite: 10th Level Summoner, 22nd level character **Benefit:** You learn the legendary summoner's "Improved Bonded Senses" and "Legendary Life Link".

BUSHI OF SUSANOO

Prerequisite: 10th Level Samurai, 21st level character, resolve class feature Benefit: You learn the legendary samurai's "death before dishonor" resolve ability.

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VERSION 1.0A

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