The Sind
The Dungeon Mage

Little Red
Goblin Games

The Sind

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Sind

A Base Class for the Pathfinder Roleplaying Game

Given the number of times that great riches, ancient powers, and world changing events seem to be centered around "dungeons" or "ancient ruins", someone had to put it together sooner or later- dungeons are important (and often magical) places. Those who study, seek, catalogue, delve, and explore such things are referred to as "sind" or "dungeon mages". Well educated in the art of exploration, their unique breed of arcane magic deals with the manifestation of common dungeon trappings and the removal of such hindrances.

Sind are well educated in colleges that are equal part magic academy, archeology program, and architectural fellowship. They study the history, classification, and techniques for exploration of ancient sites and use many secrets recovered from them to create their unique breed of magic. These schools are often taught in ever-changing magical mock-ups of dungeons and there are frequent field trips to local ruins. Higher level classes are taught in other dimension (often to the peril of the students). Their training is dangerous and many fail out or die in the process. Even the dropouts are frequently employed by adventuring parties for a high price.

Hit Dice: D8.

Role:
Sind are immensely useful in dungeons. They are able to help out overcoming almost any skill-based challenge and have many useful tools up their sleeves.

Alignment: Any

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

Class Skills
The sind's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:
The following are the class features of the sind.

Weapon and Armor Proficiency:
The sind is proficient with all simple weapons but with no armor or shields.

Table 1-1: The Sind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Dungeon magic, renovation, spells
2nd	+1	+0	+3	+3	Class credit
3rd	+2	+1	+3	+3	Dungeon master (2)
4th	+3	+1	+4	+4	Dungeon magic
5th	+3	+1	+4	+4	Class credit
6th	+4	+2	+5	+5	Dungeon master (4)
7th	+5	+2	+5	+5	Personal dungeon
8th	+6/+1	+2	+6	+6	Class credit
9th	+6/+1	+3	+6	+6	Dungeon master (6)
10th	+7/+2	+3	+7	+7	Dungeon magic
11th	+8/+3	+3	+7	+7	Class credit
12th	+9/+4	+4	+8	+8	Dungeon master (8)
13th	+9/+4	+4	+8	+8	Personal dungeon
14th	+10/+5	+4	+9	+9	Class credit
15th	+11/+6/+1	+5	+9	+9	Dungeon master (10)
16th	+12/+7/+2	+5	+10	+10	Dungeon magic
17th	+12/+7/+2	+5	+10	+10	Class credit
18th	+13/+8/+3	+6	+11	+11	Dungeon master (12)
19th	+14/+9/+4	+6	+11	+11	Personal dungeon
20th	+15/+10/+5	+6	+12	+12	Class credit

Dungeon Magic (Sp):

By manipulating the arcane energies of a dungeon or ancient ruin, a sind can modify a dungeon. At 1st, 4th level and every 6 levels thereafter a sind gains a new suite of spell-like abilities from the following list. Activating a dungeon magic provokes an attack of opportunity.

ATTRACT MONSTERS

By using ancient arcane energies to manipulate fate and space/time, a sind can cause monsters common to the dungeon they are in to spontaneously appear. While in dungeon a sind can sacrifice a spell slot to use a summon monster or nature's ally spell, of a variety appropriate to the level of the spell slot sacrificed, as a spell-like ability as a move action. The monster summoned via this ability must be appropriate to the environment of the specific dungeon the sind finds himself in (example: If there are lots of undead in the dungeon the sind is in- this can only summon undead).

SHIFT TRAP

By using ancient arcane energies to manipulate fate and space/time, a sind can cause a trap to spontaneously appear or an identified trap to malfunction. While in dungeon a sind can sacrifice a spell slot to place a trap whose CR does not exceed 3 times the spell level sacrificed. There must be an appropriate, unoccupied, place to lay the trap within 30 feet of the sind for them to do this. The trap must be thematically appropriate to the dungeon (a high magic death ray would not be appropriate in a low-magic orc prison).

The second use of this ability is to shift existing traps. A sind may sacrifice a spell slot to move or safely disarm an existing trap whose CR does not exceed twice the spell level sacrificed. This only functions on traps within 30 feet of the sind that have been clearly identified. If moving it, the sind may only move it to a new, appropriate, unoccupied, place to lay the trap within 30 feet of the sind.

Hazards: Hazards: Traps and hazards are similar in many ways and thus taking the shift trap dungeon magic applies to hazards as well.

Shift Haunt (OA)
Haunts are places inhabited by lost and distraught spirits. Once you know which buttons to press, it's really quite easy to use ancient arcane energies to goad a restless spirit out of any ancient location really (at some point someone had to die horribly nearby in a dungeon). Though it's harder, one can also appease, defer, or mitigate them for a short period of time if you've been properly trained.

A sind can sacrifice a spell slot to place a haunt whose CR does not exceed 3 times the spell level sacrificed. There must be an appropriate, unoccupied, place to place the haunt within 30 feet of the sind for them to do this. The haunt must be thematically appropriate to the dungeon and the GM may create the narrative behind the spirit (it is not inherently helpful- in fact most are screaming mad at having been summoned).

The second use of this ability is to suppress existing haunts. A sind may sacrifice a spell slot to temporarily appease the spirit of a haunt whose CR does not exceed twice the spell level sacrificed. This only functions on haunted within 30 feet of the sind that have been clearly identified. It remains suppressed, non-functional, for 1 minute per sind level.

Restoration
Time is a thing of power and dungeons hold ancient powers in spades. By tapping into a little of that, a sind can sacrifice a spell slot to restore time, life, and vigor to those around them. As a standard action a sind can sacrifice a spell slot and restore to all allies within 30 feet 2d6 + his Intelligence modifier points of healing per spell level sacrificed (example: if he sacrifices a 6th level spell, he would heal his allies for 12d6 + his Intelligence modifier).

Secret Door
A sind with this dungeon magic can fold over him a protective door or other object that cloaks him (and later his party too). A sind can sacrifice a spell slot of at least 1st level or higher as a move action when adjacent to a wall to be hidden in the wall. This is treated like an invisibility spell but can be detected in the same fashion as a secret door/passage and he may not move. The duration of this spell-like ability is indefinite if in a dungeon or 1 minute/ level (as per the spell) if elsewhere. Should he move from the wall or take any action that would normally break invisibility the effect immediately ends.

A sind can sacrifice a spell slot of 4th level or higher to grant this benefit to not only himself but to any ally within 400 feet that he can see as well, as per mass invisibility. Like the spell this can target any number of creatures, no two of which can be more than 180 ft. apart. The duration of this spell-like ability is indefinite if in a dungeon or 1 minute/ level (as per the spell) if elsewhere. Anyone who moves from the wall or take any action that would normally break invisibility the effect immediately ends, for them.

Alternatively, this can be used offensively. If an enemy within 30 feet of the sind is adjacent to a wall, a sind can cause a newly formed secret door to suddenly activate and knock them prone. This requires the sind to sacrifice a spell of any level as a swift or immediate action. The target must then make a Reflex save (DC 10 + 1/2 sind level + spell level sacrificed) or be knocked prone. If the creature failed the save by 2 or more, they can also be repositioned 5 feet from where the door appeared.

Automatic Conversion

By sacrificing a spell slot a sind can convert an object into 1/2 its value in gold. This process takes 10 full minutes to do, though a sind can do up to their level in individual items. The level of the spell slot sacrificed dictates the maximum amount of gold that can be produced in this fashion.

If the item is a magic item, the sind's caster level must be equal to or higher than the item's or else the attempt against it automatically fails (the spell slot is still consumed). Particularly strong (or important) magic items may require an opposed caster level check or fail. This cannot be done on artifacts.

Table 1-2: Automatic Conversion

Spell Level Sacrificed	GP Value (Max)
1st	1,000 gp
2nd	6,000 gp
3rd	18,000 gp
4th	36,000 gp
5th	60,000 gp
6th	90,000 gp

Renovations (Sp):

At 1st level, a sind can modify the features of a dungeon, adding things to the local architecture. These additions last for 1 minute per sind level and only effect mundane materials with a hardness of 10 or lower (iron or softer), within 30 feet of them. When attempting to use one of these on something that relies on there being an open area nearby, the sind must reasonably know there is an open space on the other side to use it. (Example: He can't attempt to put a door in the wall if he doesn't know there is a chamber on the other side. However- he could put a door next to an existing door or use a reliable map of a dungeon to place a tunnel to an adjacent corridor).

Note: These are example additions with their spell level presented to serve as a guide to be used for pricing further additions. A sind can add simple mundane things to a dungeon, not subtract.

GM Note: Don't want a sind messing with your trap or wall? Make it magical or make the walls out of a material harder than iron!

TABLE 1-3: RENOVATIONS

Addition	Min. Level of Spell Slot	Description
Window	1	Add a simple, translucent, area to a wall no thicker than 2 feet. This simply turns an area of up to 1 foot by 1 foot translucent- it does not change the material.
Lighting	1	Add 3d6 everburning torches to appropriate, unoccupied areas within 30 feet. If mounted on walls, they come with proper mountings. Torches created in this fashion last 24 hours and are clearly magical creations.
Stairs	1	Add a set of basic wooden stairs that reaches a point no more than 10 feet per sind level away. It is wide enough for 1 creature to go up or down at a time and has simple guard rails.
Door	2	A simple wooden door added to a wall no thicker than 2 feet.
Wall	3	Add a simple wall, reaching to the ceiling and adjoining with another wall in at least 1 point. The width of this wall is 6 inches and it's length is up to 15. It is made out of the same material, and in the same fashion as, the wall it adjoins to.
Locked Door	3	A sturdy stone door is added to a wall no thicker than 2 feet thick. This door shares the material it was made from if it is harder than stone and comes with a masterwork lock on it. At the time of its creation, the sind who makes it determines if it is locked initially or not. It is barred and difficult to break down (DC 25 to break or burst).
Tunnel	4	Add a tunnel connecting two passages that are no more than 5 feet per sind level apart with no significant obstructions or other corridors between them.
Invisible Wall	4	This functions as per the wall addition but is invisible to enemies, though visible to allies you define at the time of it's creation.
Subjective Wall	6	This functions as per the wall addition but you and allies treat it as if it were not there.

Sidebar: What Constitutes a Dungeon

A dungeon is defined as, for the purpose of this class, any extensive compound (natural or otherwise) with the intent/purpose of protecting or detaining something or someone. They are often, but not always, old and have something worth protecting/detaining. They are often, but not always, defended or at least set up in such a way as to stymie people looking to explore it. They are quite often claustrophobic or at least self-contained. This could be a well defended mansion, a military compound, a fortified mineshaft, a dragon's keep, a sewer hangout for rebels, a castle's ligeral dungeon, a natural cave system taken over by dwarves, an extra dimensional prison, an ever-shifting labyrinth, or even the realm of a mad god.

Sidebar: Is a Sind Out of a Dungeon is a Fish Out of Water?

Without a doubt a sind is a character that thrives in a specific environment and is greatly hampered when they are not in there. This, however, is true of rangers outside their favored terrain, archetypes that are associated with a particular area, or characters like paladins who excel at fighting a certain type of enemy. A sind doesn't shine when they are not in a dungeon but that doesn't mean they are helpless. They have a respectable BAB, a healthy complement of transmutation spells, some exceptional skill benefits, and that is often enough.

A GM should carefully consider allowing a player to play a sind when they will not be focusing on exploring dungeons. If they feel the game will not take place in a dungeon, it may behove the GM to disallow a sind or be more liberal with what defines a "dungeon". Maybe allow urban environments to count as dungeons (like a city) or even small buildings.

Spells:

A sind casts arcane spells drawn from the sind spell list. A sind must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the sind must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sind's spell is 10 + the spell level + the sind's Intelligence modifier.

A sind can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-4: Sind Spells per Day. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

A sind's selection of spells is extremely limited. A sind begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new sind level, he gains one or more new spells, as indicated on Table 1-5: Sind Spells Known. (Unlike spells per day, the number of spells a sind knows is not affected by his Intelligence score.)

Upon reaching 4th level, and at every even-numbered sind level after that (6th, 8th, and so on), a sind can choose to learn a new spell in place of one he already knows. In effect, the sind loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sind may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Table 1-4: Sind Spells Per Day

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

Table 1-5: Sind Spells Known

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

A sind must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with a dungeon or ancient object of historical value at least 300 years old. While communing, the the sind decides which spells to prepare.
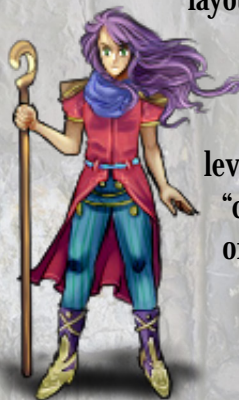
Class Credit (Ex):

Dungeons, largely, have a somewhat predictable layout. There are often traps, locked doors, tight corridors, etc. By categorizing these aspects and training with them, sind learn unique tricks with some of these aspects. At 2nd level and every 3rd level thereafter, a sind gains "class credit" for having studied a particular area of dungeoneering.

Applied Mechanical Engineering

After spending countless hours in Mr. Abramowitz' mechanical engineering class the sind has put together a rather solid understanding of the principles behind mechanical devices. He gains a competence bonus equal to 1/2 his sind level on attempts to disable mechanical traps, on Appraise checks to value mechanical objects, and on Knowledge (engineering) to identify mechanical buildings, gadgets, constructs or unknown mechanical technologies. This excludes things primarily reliant on magic to function. In addition, the sin treats Knowledge (engineering) as a class skill.

Advanced Magical Theory

Magic is a silly, often inconsistent, thing that is perfect for use as a destructive force. As a student, it became very apparently to the sind that learning to defuse it would be exceptionally useful and they took advanced magical theory as an elective. He gains a competence bonus equal to 1/2 his sind level on attempts to identify spells, on saves against spells activated as a trap, on opposed caster level checks, and on checks to disbelieve illusions. In addition, the sind treats Knowledge (arcane) as a class skill.

Gymnastics Elective

Ever program has that annoying, only offered once a year, required elective, that has a physical component. A sind that has taken this class credit elected to ignore the option to take a simply yoga class on Wednesday nights and took the challenging "dungeon gymnastics" course. He gains a competence bonus equal to half his sind level on Reflex saves against traps, Acrobatics checks made to jump (long or high), and checks to Climb while equipped with the appropriate equipment (not without).

Run For Your Life

There is a famous saying, "When escaping a rampaging minotaur you don't have to be the fastest, just faster than one of your friends." Having learned first hand the horrors that are found in a dungeon, a sind with this class credit has worked on their cardio and practiced free-running in dungeon terrain. They gain a 5 foot increase to their base move speed while in a dungeon, treat non-magical difficult terrain in dungeons or urban environments as normal terrain for the purpose of determining how fast he can move, and gains the Run and Endurance feats as a bonus feats.

Speculative Biology

Let's be honest- dungeons are home to some of the weirdest creatures and nobody has a complete bestiary of what is out there. Every time you think you've seen it all you meet a new kind of three-headed dog/fish with paralytic tentacles lurking in the next dungeon you explore. A sind who has taken this class credit has studied speculative biology and mastered all the theories; from Bergmann's Rule to insular dwarfism, and thus gains 1/2 his sind level as a competence bonus on checks to identify monsters.

In addition, a sind who identifies a creature with bizarre anatomy who is rendered immune to precision damage because of said anatomy causes that creature to lose that immunity to members of his party (once he has identified it).

Long Lost History Lessons

They say those who do not study history are doomed to repeat it. A sind recognizes that not many people understand just how much "doom" can come from something very old and forgotten (Have you ever forgot to call your grandmother on her birthday?). Having studied history extensively, particularly the VERY old things, a sind with this class credit can use Knowledge (dungeoneering) to make Knowledge (history) checks and gains a competence bonus equal to 1/2 their sind level on any check to identify or recognize anything (person, place, or thing) who is more than a 300 years old. They are also made immediately aware of the approximate age and era of an object or place when they come in contact with it as a sort of 6th sense (Example: The might walk into an ancient tomb and something might tickle them, making them aware that this place must be at least 1000 years old).

Home Ec

"Home economics" is a little bit of a different course for sind as it doesn't involve baking cakes and stitching trousers but trying to scrape thousand year old moss off rocks to turn into a stew and... stitching trousers. A sind with this class credit is effectively preparing to become the "party parent". They gain a competence bonus equal to 1/2 sind level on any check required to cook, clean, provide long-term care with Heal checks, Survival checks to find food, checks made to find material for a campsite, and they cut the time required to prepare a campsite or food by half. In addition, the sind treats Heal as a class skill.

Language Arts

Many a death in dungeons have been attributed to people not reading clearly marked signs. Much of a sind's profit after exploring a dungeon is made from providing information found in the dungeons. A sind with this class credit is exceptionally skilled at translation, languages, and research. He gains the Scribe Scroll feat as a bonus feat, 1 bonus language for every level of sind he has (or gains), a competence bonus equal to 1/2 his sind level on checks to recall information, and may transcribe information at absurd speeds (about 1,000 words per minute) with near perfect accuracy (you can record a dungeon's layout in near perfect detail). In addition, the sind treats Linguistics as a class skill.

Dragon Keeping

There is a game taught to sind called "dragon keeper" which is a sport which mimics battle with a dragon. Because of this many sind have a leg up over these common dungeon pests and many have a vested interest in studying them (doubly because many graduate level professors are, in fact, dragons). The gain a competence bonus equal to 1/2 their sind level on Knowledge checks to identify dragons, on damage rolls against dragons, on Reflex saves against breath attacks, and they gain dragonic as a bonus language.

Accounting & Legal Studies

Adventurers are, for all their virtues, not exactly the most trustworthy or stable lot. As gold, valuable equipment, or even status is the reward for a dungeon well delved- sind study up on financing, accounting, business management, and legal topics. Never one to be screwed out of a contract a sind who has taken this class credit gains a competence bonus equal to 1/2 their sind level on knowledge checks relating to the law, accounting, finances, and professionalism. They also gain that bonus on Appraise checks to identify objects (magical or otherwise) or count money and are always treated as if they had detect magic active for the purpose of being able to identify magic items.

Paranoid

While not an actual class per se "paranoia" is something sind learn. Spending years in an ever changing dungeon filled with traps and nightmares only to graduate into a profession where such things are par for the course makes someone a bit jumpy. A sind with this this class credit, after many years in the dark, gains darkvision 30 feet or improves their existing darkvision by 30 feet. They also gain a competence bonus on Initiative checks while in dungeons and Perception checks to spot creatures or traps equal to 1/2 their sind level.

Wayfinding

Getting lost is a way of early life for a sind and helping people not get lost in dungeons a lucrative part of their vocation. A sind with this class credit always knows exactly how to retrace their steps and discern the distance from their point of entrance in a dungeon. They are immune to the effects of a maze spell. They can always use their Knowledge (dungeoneering) skill in place of their Knowledge (geography) to discern locations in a dungeon (such as finding north) or locating a dungeon and automatically passes such checks if their DC is 10 or less. They also gain a competence bonus equal to half thing sind level on saves against confusions and stunning effects, as their study into wayfinding makes them particularly resilient to losing their train of thought. In addition, the sind treats Knowledge (geography) as a class skill.

Self Defense Course

Most sind think "Why do I need to learn how to fight? I can just collapse a pillar or turn a guy to mud." but some wise students elect to study martial arts because they know better. There is always some bully who wants to slap your book away and rub your face in toxic ooze or a minotaur who just won't be convinced to lead you out of the dungeon. A sind with this class credit becomes proficient with all martial weapons, light and medium armor, and with shields (excluding tower shields). They also gain the ability to cast arcane spells in light armor without incurring any spell failure chance.

Dungeon Master:

Starting at 3rd level, the sind gains 2 spell slots of the highest level spell they can cast. This bonus spell slot can only be used for your dungeon magic class feature. At 6th level and every 3 levels thereafter the number of bonus spell slots they gain from this class feature improves by 2 to a maximum of 12 at 18th level.

Personal Dungeon (Su):

Much of a sind's life is obsessed with the study of dungeons. They need a place to test their theories, carry out experiments, and so-on. Started at 7th level, a sind has enough understanding of the ancient and terrible magics that are infused in dungeons to be able to create their own private dungeon.

Their dungeon exists as an extradimensional demi-plane (similar to mage's magnificent mansion except that it lasts indefinitely) and is accessible only through a door created by their renovation class feature or a door in a dungeon. Whenever they open a door under those circumstances they may declare that it opens to the treasure hoard of their personal dungeon. This is a one way portal to their personal dungeon and once entered by the sind it ceases to exist. A sind may take 3 + 1/2 her sind level of willing creatures into his dungeon when he opens a door so long as they are touching. Once a sind passes through into their dungeon the door automatically remains open as an entrance for 1d4 additional round before it automatically shuts (even unfriendly creatures can enter at this point).

A sind may exit his personal dungeon by shouting a command word chosen at the time of the creation of their personal dungeon. This dumps him and all allied, willing, creatures out of the dungeon in the same location they entered. Creatures trapped within a personal dungeon can escape by finding a single accessible door within the dungeon (randomly determined by the GM) that leads back to the outside world in the same place as the creature's entered.

A personal dungeon starts out with a central room, which is referred to as the "treasure horde" and mimics the effect of a mage's magnificent mansion spell in design without the food and the servants are restricted to the treasure horde room. Then, for every level in sind, they may add one of the following features to the dungeons. Creatures and items that are not features of the dungeon when it is reshaped do not get shifted out- but instead find themselves in the treasure horde.

Creating a personal dungeon takes a 12 hour ritual and remaking it (an act which changes the features) takes another ritual. A sind is always innately aware of the layout of their dungeon and where they are in it.

Any object or creature from within the sind's the personal dungeon that is the result of a feature, not left there by the sind, ceases to exist outside of the personal dungeon. Benefits gained while in the dungeon do not manifest themselves outside of the dungeon (such as a beneficial spell cast upon you by a creature within the dungeon) but detrimental ones do.

The treasure horde of the sind is a safe place for them- no enemies from the personal dungeon can enter- treating it as if it did not exist.

TABLE 1-6: PERSONAL DUNGEON FEATURES

Feature	Level Cost*	Description	Min Sind Level
Hallways	1	You gain 1 hallway per sind level at the time of creation that is no more than 100 feet in length, is made of stone or weaker material, 30 feet high, 10 feet wide, and is unlit. It is not worked stone but a natural passage, as if it were carved out of a cave. Hallways may be bent, sloped, or otherwise shaped in any way the sind wishes. Each hallway comes with up to 2, normal, unlocked, doors per hallways.	7th
Room	1	You gain 1 room per sind level at the time creation that is no more than 100 square feet- shapeable in whatever dimensions the sind wishes (so long as it has a minimum of 10 feet on each axis). The room is barren and carved from stone or other natural material. Each hallway comes with up to 2, normal, unlocked, doors per hallways. Each hallway must be connected to another room or hallway.	7th
Weak Enemies	1	Your personal dungeon becomes inhabited by unfriendly creatures whose average CR is 5 lower than your sind level. They number approximately 1 of the smallest group sizes in the creature's entry per hallway or room and must inhabit a hallway or room. They are in no way loyal to you and pose a very real threat if confronted. The monsters are not all of the same type but must be thematically linked. A sind could, for example populate their dungeons with "drow" or "undead" or "aberrant horrors from beyond the stars". This can not be taken multiple times (but can be upgraded with other features).	7th
Boss	1	A single, particularly strong, creature inhabits the dungeon in a single room (see the natural room feature) and is designed by the GM rather than the player. It is adorned, never a natural room. The creature's CR is equal to the sind's level +3 and its disposition is unknown to the sind when they create it. If enemies of any sort are present, it is thematically linked to them. If not, it is a threatening creature chosen by the GM.	7th
Adorned	+1	If this feature is taken, all hallways and rooms are crafted finely from worked stone, lit (if you wish), and the doors are lockable (a decision made by the sind when created) as well as being made of iron.	7th
Secret Doors	+1	You can designate any number of doors as being hidden by mundane means. The DC to find them is DC 10 + 1/2 sind level + his Intelligence modifier.	7th
Traps or Hazards	2	You populate your dungeon with 1 trap or hazard per sind level. The CR of these traps must be your sind level -3 or lower.	7th

Haunts	2	You populate your dungeon with 1 haunt per 2 sind levels. The CR of these traps must be your sind level -3 or lower.	7th
Strong Enemies	+2	This improves any enemies within your personal dungeon to be of a CR equal to the sind's level rather than -3.	7th
Loyalty	+2	All enemies or a single boss (per time purchased) within your dungeon are friendly to you and hostile to any enemies who enter the dungeon.	13th
Non-Euclidean Architecture	+2	If this feature is taken, you may disregard physical law when determining the layout of your personal dungeon; stairways may lead down to a higher floor, straight halls lead back into the same room, and 'down' becomes subjective to the door you enter from.	13th
Lavish	+3	The composition of the dungeon is made of some special material (up to and including diamond or adamantine) and/or is excessively lavish (fine rugs, ample lighting, elaborate carvings on the wall, fine painting, etc).	13th
Gluttonous Door	+3	When you open a door to your personal dungeon, if it has this feature it sucks in any unwilling creatures within a 30 foot cone of the door. Creature may attempt a Reflex save (DC 10 + 1/2 sind level + Intelligence modifier) to avoid this effect or be sucked in. Also, if this has been taken up to 10 + sind level people can be pulled in at a time.	13th
Vicious Enemies	+4	This improves any enemies within your personal dungeon to be equal to the sind's level +3 rather than -3.	13th
Megaboss	+5	This improves one boss in your dungeon to having a CR equal to your level +8, rather than +3.	19th
Insane Enemies	+6	This improves any enemies within your personal dungeon to be equal to the sind's level +6 rather than -3.	19th
Planar Architecture	8	Your entire dungeon has the planar traits associated with one of the planes of existence.	19th
Subjective Dungeon	10	The demiplane of the dungeon is under the sind's control as if he had made it via create demiplane. He may change any of the planar traits of the dungeon as a move action. He may do this in a local area (in a given hallway or room), selectively (in any given number of rooms or hallways), or across the entire dungeon.	20th

*When creating a dungeon a sind has up to their level in features. This is the cost (or increase in price on an existing feature) out of that total.

Sidebar: Personal Dungeons Gone Wild!

A personal dungeon is a very powerful thing if used right. However, they are not all powerful and they can make great plot hooks for games. What happens if the ancient powers the sind tapped into cause it to, occasionally, manifest behind random doors (trapping a witless stable boy or maybe a princess inside)? Maybe you, as a GM, decide that it DOES have a physical location too or maybe planar thieves break in!

A sind and his party can adventure in his personal dungeon- think of it more like training in the danger room from X-Men than a propper adventure but it is still training. A GM may elect to lower the experience gained from this as the sind does have a good deal more control over the situation and thus it is not as challenging. However, a GM can always get creative. Maybe a boss is too smart for his own good and finds ways to subvert the sind's control and the party has to go clear him out. How about a "monster's union" that forms in the dungeon, looking for better working conditions from the sind?

Sind Spell List

0th-Level Spells (Cantrips)
Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Read Magic

1st-Level Spells
Alter Winds, Animate Rope, Ant Haul, Arcane Mark, Body Capacitance, Bouncy Body, Break, Crafter's Curse, Crafter's Fortune, Damp Powder, Dancing Lantern, Detect Secret Doors, Endothermic Touch, Enlarge Person, Erase, Expeditious Excavation, Expeditious Retreat, Fabricate Bullets, Feather Fall, Forced Quiet, Gravity Bow, Hold Portal, Jump, Jury-Rig, Keen Senses, Liberating Command, Long Arm, Longshot, Magic Weapon, Marid's Mastery, Mirror Polish, Mirror Strike, Monkey Fish, Polypurpose Panacea, Prestidigitation, Recharge Innate Magic, Reduce Person, Refine Improvised Weapon, Reinforce Armaments, Snapdragon Fireworks, Stone Fist, Strong Wings, Sundering Shards, Theft Ward, Touch of Gracelessness, Touch of the Sea, Unerring Weapon, Urban Grace, Vocal Alteration, Weaken Powder, Windy Escape, Youthful Appearance

2nd-Level Spells
Aboleth's Lung, Accelerate Poison, Acute Senses, Adhesive Blood, Air Step, Alchemical Allocation, Alter Self, Amplify Stench, Animal Aspect, Ant Haul (Communal), Arcane Lock, Badger's Ferocity, Barkskin, Bear's Endurance, Blood Armor, Blood Blaze, Boiling Blood, Bull's Strength, Buoyancy, Cat's Grace, Certain Grip, Darkvision, Destabilize Powder, Eagle's Splendor, Extreme Flexibility, Fleshy Facade, Fox's Cunning, Glide, Kinetic Reverberation, Knock, Levitate, Magic Siege Engine, Make Whole, Masterwork Transformation, Mirror Hideaway, Owl's Wisdom, Perceive Cues, Pyrotechnics, Recoil Fire, Reinforce Armaments (Communal), Rope Trick, Scale Spikes, Sculpt Simulacrum, Silk to Steel, Spider Climb, Squeeze, Stabilize Powder, Steal Breath, Telekinetic Assembly, Thunder Fire, Time Shudder, Transmute Potion to Poison, Twisted Space, Whispering Wind

3rd-Level Spells

Air Breathing, Ancestral Regression, Anchored Step, Anthropomorphic Animal, Beast Shape I, Blink, Blood Scent, Blood Sentinel, Burrow, Control Vermin, Countless Eyes, Darkvision (Communal), Devolution, Disable Construct, Dispel Magic, Enter Image, Eruptive Pustules, Excruciating Deformation, Fins to Feet, Fire Trail, Flame Arrow, Flash Fire, Fly, Gaseous Form, Haste, Heart of the Metal, Hostile Levitation, Improve Trap, Keen Edge, Magic Weapon (Greater), Monstrous Physique I, Paragon Surge, Polymorph Familiar, Prehensile Pilfer, Pup Shape, Raging Rubble, Resinous Skin, Restore Mythic Power, Scale Spikes (Greater), Secret Page, Share Glory, Shifting Sand, Shrink Item, Slow, Spider Climb (Communal), Strangling Hair, Touch Injection, Undead Anatomy I, Versatile Weapon, Water Breathing

4th-Level Spells

Absorbing Inhalation, Adjustable Polymorph, Age Resistance (Lesser), Animal Aspect (Greater), Beast Shape II, Calcific Touch, Cloud Shape, Curse of Burning Sleep, Darkvision, Greater, Earth Glide, Elemental Body I, Enlarge Person (Mass), Eyes of the Void, Firefall, Hellmouth Lash, Magic Siege Engine (Greater), Make Whole (Greater), Malfunction, Miasmatic Form, Mirror Transport, Mnemonic Enhancer, Monstrous Physique II, Obsidian Flow, Reduce Person (Mass), Resilient Reservoir, Ride the Waves, Scorching Ash Form, Shadowy Haven, Stone Shape, Symbol of Slowing, Telekinetic Maneuver, Vermin Shape I

5th-Level Spells

Animal Growth, Baleful Polymorph, Beast Shape III, Condensed Ether, Dispel Magic (Greater), Echolocation, Elemental Body II, Energy Siege Shot, Fabricate, Fickle Winds, Gift of the Deep, Half-blood Extraction, Hungry Earth, Lend Path, Monstrous Physique III, Overland Flight, Parchment Swarm, Passwall, Planar Adaptation, Plant Shape I, Polymorph, Rapid Repair, Telekinesis, Transmute Mud to Rock, Transmute Rock to Mud, Treasure Stitching, Undead Anatomy II, Vermin Shape II, Wind Blades

6th-Level Spells

Age Resistance, Bear's Endurance (Mass), Beast Shape IV, Bull's Strength (Mass), Cat's Grace (Mass), Control Water, Destroy Robot, Disintegrate, Eagle's Splendor (Mass), Elemental Body III, Enemy Hammer, Energy Siege Shot (Greater), Flesh to Stone, Fleshy Facade, Fluid Form, Form of the Dragon I, Fox's Cunning (Mass), Kinetic Reverberation, Levitate, Mage's Lucubration, Monstrous Physique IV, Move Earth, Owl's Wisdom (Mass), Plant Shape II, Sonic Form, Spider Climb, Stone to Flesh, Tar Pool, Transformation, Undead Anatomy III

Spell List Design: The sind's spell is is primarily composed of transmutation spells from the sorcerer/wizard and alchemist spell list. Several abjuration spells (such as *arcane lock, dispel magic,* and *hold portal*) that deal with the opening and shutting of things are added to this list as well.

Table 1-7: Sind Alternate Favored Class Bonuses

Race	Bonus	Source
Human	+1/5th a new dungeon master spell slot.	CRB
Dwarf	+1.5 on Perception checks where stonecunning applies while in dungeons.	CRB
Elf	+1/5th of a new class credit.	CRB
Gnome	Reduce arcane spell failure chance for casting sind spells when wearing medium armor by +1%. Once the total reaches 10%, the sind also receives Medium Armor Proficiency, if he does not already possess it.	CRB
Arma	While in your weapon form you may treat yourself as 1 mundane tool (ice pick, skeleton key, shovel, thieves tools) worth 200 gp or less for the purpose of use/bonuses while in the hands of an ally for every 2 favored class levels of sind.	RG4
Glick	+2.5 feet land speed while in dungeons.	RG4
Gaoth	+1.5 on Appraise checks to identify the value of an object.	RG4
Hutling	+1 effective sind level for the purpose of creating a personal dungeon	Sind

Dungeonmancer

An Archetype for Sind in the Pathfinder Roleplaying Game

Some sind focus more heavily on the magics inherent in dungeons and other places of power- masters of place rather than simple dungeoneering students working for hire. They are often more academic in their mindset and understand a great deal more about the arcane mysteries that can be found there. They are akin to scientists working on the bleeding edge of a field- no time for mundane affairs of the commercial use of their services, they answer to a higher calling. They don't like testing their affairs in personal dungeons or other simulations, they want to be on the front lines of progress to uncover the next great discovery!

Magical Education

At every even level a sind can select a spell from the sorcerer/wizard or alchemist spell list and add it to their list of spells known. The spell chosen must be of a level the sind is able to cast.

Discovery (Ex):

At 7th level and every 6 levels thereafter a dungeonmancer gains an arcane discovery or an alchemist discovery. They use their sind level as their effective wizard and alchemist level for the purpose of qualifying for these discoveries. This ability replaces the personal dungeon class feature of the sind.

Plot Hook: Living Dungeons

The following is a bit of lore you can use to start your game off or maybe insert somewhere for a little spice!

Dungeons are literal living things. They physically grow hallways as they grow older. At the center of each lies a trapped spirit surrounded by all the physical wealth of those who have died within its walls. "Monsters" are antibodies created by the dungeon to keep out adventurers. They act like an immune system, becoming stronger against things they kill more frequently (if they kill a bunch of clerics they might become strong against divine magic). Undead, when they are there, are the reanimated remains of adventurers who have (somewhat recently) been killed. Dragons are parasites drawn to the spirit's chamber of the dungeons by the amount of treasure. They live in the treasure room, compelled to stay by the treasure there.

Legend has it that dungeons were first made by the dwarves of old who would plant dungeon seeds deep and let them expand so they could later harvest any gold or precious stones that were underground, as they were neatly gathered at its core. There were "instant mines" that simply took time to grow. The monsters were a deterrent to the unlawful who would pillage another dwarves dungeon and lay claim to his treasure.

These dungeons got out of hand however as the dwarves long ago were lost to the great mist. They have grown wild and unkempt, infested with dragonic parasites, and their seeds are spreading far and wide without purpose or direction.

Dungeon mages, known as "sind" in the old tongue, are able to tame these souls and bring them back under control. Many of these mysterious mages travel the world looking for dungeons in pain and extinguish their soul. They can turn back monsters, enter secret passages, and calm the raging spirits of dragons. Their work done, they bring the dungeon above ground to serve as living space for all creatures.

Hutlings

A New Race for the Pathfinder Roleplaying Game

Intro

Shambling and rumbling along, hutlings were once a common form of conveyance for travelers. They were small, human sized, magically animated, growing, houses, that acted as both shelter and servant. Inside each of these expensive magical creature lay a hidden domicile in extradimensional space. However, when they were designed they were given a tragic flaw by their creator- a soul. Hutlings became attached to their owners, like faithful dogs, and many returned their feelings. Blessed by this love hutlings became self aware and free upon their master's passing or when they were given free leave to do so. Now hutlings are a thriving race of living houses that can be found in most major cities acting as travel guides, members of caravans, or as local taxi services. Being sentient and possessive of a soul, hutlings are private citizens who ply their trade joyfully.

Physical

Hutlings appear as some sort of structure (a hut, house, mansion, castle, tower, barn, tavern, etc) in miniature. They have organic limbs (arms and legs) as well as a face worked into their architecture. These limbs are often avian or humanoid in appearance. Their mouths, which are unnaturally large (as large as 2 feet in diameter and may be further stretched and additional 50%) serve as doors to their insides which are actually extradimensional spaces. They are primarily biological, though they have non-organic components to their biology (such as the structure) and more than a fair bit of magic helps them function.

Inside they are decorated in a style befitting their exterior and are no bigger than 600 square feet. Hutlings have as much control over their interior as they do over their exterior, able to shift furniture and other accommodations with ease. Hutlings must swallow whatever they wish to be within them. This often requires them to swallow something in parts and use their internal dexterity to assemble the object. Hutlings take great pride in their interior and more than one have been turned into famous restaurants by prominent chefs or historically notable speakeasies. Hutlings are aware of all the goings on inside them- with the ability to see, feel, and hear every part of their room. Hutlings consider it a luxury to hire maids to clean their insides.

Surprisingly, hutlings can breed. As they have no gender (other than what they take upon themselves) one passes a part of their spirit to another and the two mingle to form a uniquely new soul. Hutlings are born in eggs after a short gestation of a few weeks and eventually grow into full fledged walking houses.

Hutlings eat and breath, though they tend to eat wood, metal, and stone. This is placed in their interior and absorbed into their form via a small hole (like a garbage shoot). As a result hutlings are what they eat- one who eats more wood will grow to become a wooden structure, one of stone may end up resembling a castle, etc. Hutlings typically blend in with the architecture of the area where they grow up, though they will always show some resemblance to both of their parents.

Likewise, hutlings age and eventually die. They are not notably long lived but many remain physically strong enough for manual labor up until the day they die. While somewhat more resistant to their due to their magical constitution, they can also grow ill, catch diseases, and even be poisoned.

Mental

Hutlings are typically very quiet, amiable, and animated in their personality. They are people-pleasers and don't have a problem blending into the background when their friends are in the spotlight. They have somewhat maternal/paternal personalities and develop deep bonds to their friends. They are sacrificial, often willing to inconvenience themselves to help their friends. Not all are so beneficial however. More violent hutlings are sadists, often having been taken advantage of in the past and have a raw nerve. There are few inherently evil hutlings, most were abused or neglected and are out for revenge against a cruel world.

Cultural

Hutlings are always excited to help others and live amongst other races. By their nature, they love having people live in them. It's their function and they feel they are fulfilling a purpose so many go out of their way to find places to live where they can be used in that capacity. A frequent business arrangement is that the occupant pays rent to the hutling for living space. On rare occasions hutlings will form their own community, often appearing as an abandoned town if they wish to be left alone or an odd menagerie of races and people living in a town full of sentient houses (the collective noun to describe a group of hutlings is a "town").

Hutlings are not religious- most generally adopting the view that they are below the notice of gods. Some find callings and become mobile chapels or churches. They tend to worship deities that profess love and community as their tenants. They do have a racial deity however, a sentient plane of existence known as "The Mahogany Mansion" whose interior resembles a well-furnished upscale mansion sized for a colossal creature. They believe that when they die their component parts will be joined into the awe-inspiring furnishings of the Mahogany Mansion.

New Deity:

THE MAHOGANY MANSION

Alignment: NG
Domains: Community, Good, Protection, and Repose
Favored Weapon: Greataxe

The Mahogany Mansion is a sentient plane concerned with the protection and comfort of all living things. It is a very gentle and compassionate deity, though it never really speaks. It represents a house's protection of its owner, the comfort and familiarity one has in it, and the steadfastness of its walls. It almost exclusively deals with hutlings, though other races sometimes invoke it to protect a home on to bless a newly finished building. It is a silent deity, never directly communicating with the faithful, though it communicates through signs.

Adventures

Hutlings are frequently drawn to live lives of adventure and peril. They are frequently the companions of traveling parties, raiders, and heroes due to the comforts they provide. Many will often get drawn into an adventure by a friend they feel strongly about or to save something they care for.

Racial Traits

- **Ability Score Racial Traits (0):** Hutlings are sturdy, genial, but have all the grace you'd expect from a walking house. They gain +2 Constitution, +2 Charisma, and -2 Dexterity.
- **Size (0):** Hutlings are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type (0):** Hutlings are humanoids with the hutling subtype.
- **Base Speed (-1):** Hutlings have a base speed of 20 feet but their speed is never modified by armor or encumbrance.
- **Languages (1):** Hutlings begin play speaking Common. Hutlings with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Construct-Like (4):** Hutlings are, at least partially, animated houses and thus partially constructs. They gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. Furthermore, hutlings may be healed as if they were constructs and as if they were standard characters.
- **Sturdy Walls (2):** Hutlings gain a +1 natural armor bonus to their armor class.
- **Extradimensional Mansion (5):** Within the mouth of a hutling is an extradimensional space not unlike that of a permanent mage's magnificent mansion spell. Unlike the spell the layout must be simple, once the layout is set (decided upon character creation) it cannot be changed, no food is provided, and the space inside is always 600 square feet, and the only objects in there are what the hutling has swallowed. Upon character creation a hutling is assumed to have swallowed up to 25 gp of mundane trappings appropriate for a living space (beds, blankets, table, silverware, stoves, etc) per character level. The mouth of the hutling serves as an entrance to this extradimensional space.
- **Antimagic Vulnerability (-2):** Due to their magical nature hutlings are staggered in areas of antimagic (such as antimagic field) and are staggered for 1d4 rounds if successfully dispelled (as per dispel magic). A hutling has a spell caster level equal to 2 + their character level for the purpose of being dispelled.

Racial Points: 8

Alternate Racial Traits

Castle (+2): Some hutlings are born of a larger bloodline. They are a large sized race. They gains a +2 size bonus to Strength and a -2 size penalty to Dexterity. They take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Random Hutling Starting Ages

Adulthood: 18
Intuitive: +1d4
Self Taught: +1d6
Trained: +2d6

Random Hutling Height and Weight

Male & Female
Base Height: 7'2
Height Modifier: +2d6
Height Range: 7'4-8'2
Base Weight*: 250
Weight Modifier*: +4d10
Weight Range*: 254-290 lbs.

*These weight calculations do not include the weight of things inside the hutlings extradimensional space as this does not impact them.

Table 2-1: Hutling Alternate Favored Class Bonuses

Class	Bonus	Source
Architect	+1/5th a new tower (as per the tower schematic class feature).	G2
Battle Butler	+1/4th of a new trick of the trade	G2
Battle Chef	+1/3rd of a point of damage on bite attacks.	Battle Chef
Guardian	+1/4th bonus to the base shield AC provided by tower shields.	AP: Martial
Lantern	+1 foot lantern radius. (Remember: Pathfinder only recognizes 5 foot increases)	AP: Divine
Paladin	+1/4th bonus to the base shield AC provided by tower shields.	CRB
Templar	+1/5th of a duty.	AP: Divine
Ungermaw	+20 sq feet of internal extradimensional space per level.	G2
Wizard	+1/5th caster level for abjuration spells.	CRB
Sind	+1 effective sind level for the purpose of creating a personal dungeon	Sind

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