

CODEX OF BLOOD:

PARASITES

& PARAGONS



D.M.
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ROLEPLAYING GAME COMPATIBLE

**CITY OF
7 SERAPHS**

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CODEx OF BLOOD:

INTRODUCTION

Across the multiverse many warriors have existed who have pursued martial study in unorthodox ways. Throughout history these masters of combat have blended unusual styles and strange magics to become threats unlike any other. Many of these remote and forgotten styles have been combined in a crimson tome known to many as the Codex of Blood, a chronicle of martial techniques feared by all those who meet them on the battlefield.

Presented in this product is a new class alongside many new archetypes that utilize the martial maneuver system alongside new martial disciplines and options.

**"IF YOU MUST FACE THE
ENEMY AS A SINGLE WARRIOR...
..FACE THEM WITH THE SKILLS OF
A THOUSAND." - KIREEDGE ASTONIER,
INCARNATE ETERNAL**

PATH OF WAR

This book makes heavy use of the Dreamscarred Press supplement Path of War system. While not required to use this product we highly recommend purchasing those products.

USING THE CODEx OF BLOOD IN CITY OF 7 SERAPHS

It is believed that the original version of the Codex of Blood was catalogued in the bibliodungeons of the Bookbinders during the Antiolethes era of Steamwalker-infiltration. The manuscript's exact location was lost during the Xeniths Purge and undoubtedly access to the rarest techniques within. However, an incomplete version transcribe by the a servitor of the House of Heights for his immortal master has subsequently been copied no fewer than six times. Of those copies one is known to be found at the Kiredge School for Martial Mastery in the Colleges District and another in the Dark Shogunate hanging in a set of chained golemspine clasps from the waist of the fallen Valkyr, Onsyrrh. Rumors that the mystics of Wenya Leska and the Parthenarchy of Brionithic Empire possess copies have yet to be confirmed. The Zeian Empire has offered enormous bounties of gold and crystalized essence to anyone who may return a copy to the Capital in Bloom. Much of the lore inside the tome can be found scattered throughout the multiverse in the hands of rare masters and scholars. No small number of these fragmentary masters can be found in the City itself



NEW BASE CLASS: THE PARASITE

Warfare constantly evolves, and so too must those who practice it. The most dangerous soldiers are often the ones who indulge in the constant escalation of battle, altering themselves in body and mind to accommodate the shifting tides of misery so that they may champion it. Thriving off the misery of others, these beings known as parasites immerse themselves in carnage and disarray in order to emerge from the crucible like steel from the forge.

PARASITES & PARAGONS

TABLE H: THE PARASITE

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special	Maneuvers Known	Maneuvers Readied	Stances Known
1	+0	+2	+2	+0	Animus, Renewal, Siphon -1	7	5 (2)	1
2	+1	+3	+3	+0	Mutation, Phage's Resilience	8	5 (2)	2
3	+2	+3	+3	+1	Crippling Siphon	9	6 (3)	2
4	+3	+4	+4	+1	Mutation	10	6 (3)	2
5	+3	+4	+4	+1	Phage's Resilience	11	6 (3)	3
6	+4	+5	+5	+2	Mutation, Phage's Resilience	12	7 (4)	3
7	+5	+5	+5	+2	Crippling Siphon	13	7 (4)	3
8	+6/+1	+6	+6	+2	Mutation, Siphon -2	14	7 (4)	3
9	+6/+1	+6	+6	+3	Phage's Resilience	15	8 (5)	4
10	+7/+2	+7	+7	+3	Mutation	15	8 (5)	4
11	+8/+3	+7	+7	+3	Crippling Siphon, Dual Siphon	16	8 (5)	5
12	+9/+4	+8	+8	+4	Mutation	16	9 (6)	5
13	+9/+4	+8	+8	+4	Phage's Resilience	17	9 (6)	5
14	+10/+5	+9	+9	+4	Mutation	17	9 (6)	5
15	+11/+6/+1	+9	+9	+5	Crippling Siphon	18	10 (7)	6
16	+12/+7/+2	+10	+10	+5	Animus Well, Mutation, Siphon -3	18	10 (7)	6
17	+12/+7/+2	+10	+10	+5	Phage's Resilience	19	10 (7)	6
18	+13/+8/+3	+11	+11	+6	Mutation	19	11 (8)	7
19	+14/+9/+4	+11	+11	+6	Crippling Siphon	20	11 (8)	7
20	+15/+10/+5	+12	+12	+6	Ascendant Abomination, Mutation	21	12 (9)	7

Adventures: The life of an adventurer is violent by nature, and many Parasites aim to take advantage of this by seeking out and understanding powerful opponents. Every parasite's fighting style is distinct, and as beings of conflict each parasite feels that their approach to combat is an integral part of their personality. For that reason, parasites are likely to define themselves by their accomplishments.

Characteristics: Parasites tend to be curious and observant, seeking out new opportunities to grow in strength. Their pursuit of superiority may tend to make them rather self-centered and condescending. Nonetheless, parasites usually have a great respect for excellence, if just because they seek to emulate it.

Alignment: Any. The avaricious and destructive nature of their abilities leads to many Parasites becoming evil, but a mastery over bloodshed does not necessarily require indulgence in it. Many good and neutral parasites exist

who wish to understand suffering in a more academic light, seek to transform their physical states, or who desire to take the work of violence upon themselves as a way to spare others its burden.

Religion: Parasites tend to worship gods of battle, change, growth, and death, as all of these forces play into their central philosophy of achieving enlightenment through a mastery of violence.

Background: Parasites draw much of their inspiration from suffering, and are all in some way familiar with the more violent aspects of the multiverse. Perhaps they have witnessed powerful violence against others or have been the target of extreme violence themselves. Another commonality among parasites is a desire to grow stronger, indicating that most of them have felt weak or ineffectual at some point and wish to remedy this.

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Species: Parasites come from all types of creatures, peoples, and credos; but tend to emerge more frequently among ambitious or violent cultures. Human and Half-orc parasites are the most common, as they are often the most acclimated to violence and opportunism. Goblins, kobolds, and tieflings also frequently become parasites, learning to harness the conflict that is often drawn to them.

Other Classes: Parasites get along well with others who appreciate the catharsis of conflict, especially barbarians. Bards and wizards often get along well with Parasites, bards because of the fascinating pathos behind the parasite's abilities and wizards due to a shared desire for self-improvement. Paladins and warders tend to chafe more with parasites, viewing their fascination with violence as antithetical to the causes of stopping harm.

Role: A Parasite is a potent offensive presence in combat, ruthlessly assaulting their opponents while inhibiting their means of fighting back. Depending on their mutations and maneuvers, parasites may also prove useful in defense, support, reconnaissance, and battlefield control.

Starting Age: Intuitive

Abilities: Charisma is the ability that powers many of the parasite's class features, as a strong sense of self is required to wholly embrace the recesses of conflict and emerge more powerful. Strength or Dexterity is of course required to ensure the parasite's fighting ability, and constitution is important to the parasite's survival.

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

Hit Die: d8

Class Skills

The Parasite's class skills are Acrobatics (Dex), Autohypnosis (Wis), Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magical Device (Cha).

Skill Ranks per Level: $6 + \text{Int modifier}$.

Weapon and Armor Proficiency

A parasite is proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

"SAVOR THE TASTE OF EACH VICTORY FOR THERE IS NO TASTE THAT IS SWEETER." ONSYRITH, VALKYR OF THE DARK SHOGUNATE

Maneuvers

A parasite begins their career with knowledge of seven martial maneuvers. The disciplines available to them are [Elemental Flux](#), [Cursed Razor](#), [Leaden Hyena](#), [Steel Serpent](#), [Shattered Mirror](#), and [Veiled Moon](#). Undead and other parasites healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead.

Once the parasite knows a maneuver, they must ready it before they can use it (see Maneuvers Readied). A maneuver usable by parasites is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A parasite's maneuvers are not affected by spell resistance, and they do not provoke attacks of opportunity when they initiates one.

The parasite learns additional maneuvers at higher levels, as indicated on Table: Parasite. A parasite must meet a maneuver's prerequisite to learn it.

Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the parasite can choose to learn a new maneuver in place of one they already knows. In effect, they lose the old maneuver in exchange for the new one. They can choose a new maneuver of any level they like, as long as they observe the restriction on the highest-level maneuvers they know; the parasite need not replace the old maneuver with a maneuver of the same level. They can swap only a single maneuver at any given level. A parasite's initiation modifier is Charisma.

Maneuvers Readied

A parasite can ready five of their seven maneuvers known at 1st level, and as they advance in level and learns more maneuvers, they is able to ready more, but must still choose which maneuvers to ready. A parasite must always ready their maximum number of maneuvers readied. They ready their maneuvers by meditating for ten minutes. The maneuvers they choose remain readied until they decide to meditate again and change them. The parasite does not need to sleep or rest for any long period of time in order to ready their maneuvers; any time they spend ten minutes in meditation, she can change her readied maneuvers.

PARASITES & PARAGONS

A parasite begins an encounter with all their readied maneuvers unexpended, regardless of how many times they might have already used them since they chose them. When they initiate a maneuver, they expend it for the current encounter, so each of their readied maneuvers can be used once per encounter (unless they recover them, as described below).

Parasites are unique among martial disciples in that they rely on the strange and unstable raw energies of conflict to fuel their martial maneuvers. Because of this, they do not have full control over their readied maneuvers; when a parasite readies their maneuvers, they select two of their readied maneuvers to be immediately granted to them for use at any time (when these two maneuvers are used outside of combat, they recover on their own in the following round), with the rest of their initially randomized maneuvers waiting to be granted in combat. The remainder of their readied maneuvers are withheld and currently inaccessible until combat begins. If they are able to act in a surprise round when combat begins, they are granted their maneuvers then as normal, but if they are caught unaware, they must wait until their initiative before their maneuvers are granted (beyond the initial two). At the end of each of their combat turns, one previously withheld maneuver (randomly determined) is granted to him, and thus becomes accessible for their next turn and subsequent turns. they can freely choose to initiate any maneuver that is currently granted when their turn begins, but they cannot initiate a withheld maneuver. If the parasite chooses not to employ a maneuver in a given round, their currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if they use their maneuvers or not—at the end of each of their turns, one withheld maneuver from their selection of readied maneuvers is granted to him. Over the course of a few rounds, all the parasite's maneuvers will eventually be granted.

A parasite can change the two readied maneuvers they have chosen to be immediately granted for use at any time by spending one minute meditating.

If, at the end of the parasite's turn, they cannot be granted a maneuver because they have no withheld maneuvers remaining, they recover all expended maneuvers, and a new group of readied maneuvers is granted to him, replacing their previously granted maneuvers if any remain unspent. She selects two of their choice (and gains the remainder of granted maneuvers as randomized selections, see below). At the end of their next turn, a withheld maneuver is granted to the parasite, and the process of surging power begins again.

At 3rd level and again at 6th, 9th, 12th, 18th, and 20th levels, the number of maneuvers granted to the parasite at the beginning of an encounter and when they recover their maneuvers increases by one. Unlike the parasite's initial granted maneuvers, these additional maneuvers are randomly determined (for example, at the beginning of an encounter, a 6th level parasite would choose two maneuvers to have access to, then randomly be granted two more).

Stances Known

A parasite begins their career with knowledge of one stance from any discipline open to him. At 2nd, 5th, 9th, 11th, 15th, and 18th levels, they can select an additional stance to learn. Unlike maneuvers, stances are not expended and the parasite does not have to ready them. All the stances they know are available to them at all times, and they can change the stance they are currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a parasite cannot learn a new stance at higher levels in place of one they already know.

Animus (Su)

A parasite's power shifts and twists with the flow of battle. This power, called animus, waxes and wanes with a parasite's use of their maneuvers in battle. Outside combat, a parasite has no animus to spend, but can spend time outside of combat to replicate animus-based abilities in a process that requires 1 minute per point of animus that would have been spent.

When a parasite enters combat, they gain an animus pool equal to 1 + their parasite initiation modifier (minimum 1) at the start of their first turn, and adds one point of animus to their animus pool at the start of each of their turns thereafter. Their animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. At the end of any round in which the parasite uses siphon on a target, they add an additional point of animus to their pool. Certain abilities, such as some class features, maneuvers, and feats, require the parasite to expend points of animus to use.

The primal power of animus can be used in several ways—the foremost of which is the augmentation of maneuvers. A parasite can spend points of animus to augment their maneuvers in the following ways, depending on their class level. If the parasite has the ability to augment their maneuvers in other ways, such as from another class feature or the maneuver itself, this cannot be combined with the augments granted by their animus class feature; they must

CODEx OF BLOOD:

choose which augmentation type to use when initiating the maneuver.

Starting at 1st level, a parasite can spend a single point of animus to augment a maneuver as part of that maneuver's initiation action to apply one of the following effects to it (if applicable):

- **Enhance Maneuver:** For each point of animus spent, the parasite adds a cumulative +2 insight bonus to all d20 rolls made (including attack rolls, combat maneuver checks, and skill checks) when initiating that maneuver (maximum of three animus may be spent on this augmentation); if the maneuver allows the user to make multiple attacks, then this bonus only applies to the first attack.
- **Increase DC:** For each point of animus spent, the save DC of that maneuver increases by 1. When the parasite reaches 4th level, they can spend up to two points of animus on maneuver augmentation, rather than one, and they gain access to the following additional augmentations:
- **Animus Endurance:** When initiating a counter, the parasite can gain temporary hit points equal to their class level that last for 1 round. This augmentation costs three points of animus.
- **Animus Surge:** The parasite adds 1d4 damage per two class levels to damage rolls made during that maneuver. This augment costs two points of animus, and can only be applied once to a given maneuver.

When the parasite reaches 9th level, they can spend up to three points of animus on maneuver augmentation, and gains access to the following additional augmentation:

- **Life Drain:** The parasite heals damage equal to half the amount of damage dealt with the maneuver. This augment costs three points of animus, and can only be applied once to a given maneuver
- **Purify Form:** The parasite may make a saving throw against any ongoing effect which is currently affecting them that they failed a saving throw against, using the effect's original save DC. On a success, the effect on the parasite immediately ends. This augmentation costs one point of animus, and can be applied multiple times to the same maneuver.

At 13th level, a parasite can spend up to four points of animus on maneuver augmentation, and at 19th level, they can spend up to five points of animus per augmentation.

Renewal (Su)

When a parasite's martial power is beginning to waver or that few options remain available for use, they can

pause to draw upon the new experiences of the conflict, formulating new strategies and adaptations while repairing himself. As a full-round action, a parasite can spend one point of animus to grant himself all their remaining withheld maneuvers, then immediately expend them. As there are no remaining maneuvers to be granted, a new set of maneuvers is granted to the parasite at the end of their turn, as normal. When the parasite does this, the parasite recovers 1d6 hit points for every remaining point of animus in their pool

Siphon (Su)

As their opponents struggle, a parasite grows in power, harvesting energy from their weakness. When a parasite affects a creature with a strike, counter, or boost-affected attack, they gain 1 point of animus and the affected creature takes a -1 penalty on attack rolls for a number of rounds equal to the parasite's initiation modifier (minimum 2). This ability can be used once per round at 1st level, and this penalty does not stack with itself.

At 8th level and every 8 levels thereafter, the penalty increases by 1.

"I AM ALWAYS LEARNING. ESPECIALLY FROM MY PREY." - KASSIARYS, STUDENT AT PON PON ACADEMIE

Mutation

At 2nd level and every 2 levels thereafter, the parasite alters themselves in some way to amplify their abilities. They select one mutation at each of these levels, but cannot select an individual mutation more than once unless the mutation specifies otherwise. Available mutations are as follows:

Alien Form (Ex): Choose a creature type other than your own. A parasite with this mutation is treated as this type rather than their original type whenever it would be beneficial (for example, harmful spells which target only humanoids such as Charm Person or Hold Person will automatically fail on a humanoid parasite who selected aberration with this ability unless they specifically chooses otherwise). A parasite can select this mutation any number of times, each time selecting a new type to be treated as.

Amplified Inhumanity (Ex): The parasite gains a single heritage feat as a bonus feat. This ability can be selected an additional time starting at 6th level and every 4 levels thereafter.

Aura Sense (Su): At will, a parasite can use *detect chaos*, *detect evil*, *detect good*, and *detect law*. They can only use one of these at any given time.

Claim Identity (Su): For the next 24 hours after using siphon on a creature, a parasite may use

PARASITES & PARAGONS

Face Changer or a similar parasite mutation to take the likeness of the siphoned creature (if the parasite is capable of taking the shape of a creature of that size and type). This allows the parasite to take on the appearance of a specific individual with these abilities.

Cleansing Biology (Ex): Choose one type of saving throw that the parasite has already chosen to improve with Enhanced Biology. If the parasite is conscious and their saving throw of this type is successful against an ability which would have partial effect on a failed save, they are completely unaffected, taking no damage and suffering no ill effects. This ability can be selected up to three times, selecting a new type of saving throw each time. The parasite must be at least 10th level to select this mutation.

Combat Adaptation (Ex): The parasite gains a single combat feat as a bonus feat. This ability can be selected an additional time starting at 6th level and every 4 levels thereafter.

Critical Predator (Ex): If an attack against a creature is successful, the parasite may spend 3 points of animus to make the strike an automatic critical threat against a single target (that must still be confirmed as normal). The parasite may treat their class level as their base attack bonus for the purposes of qualify for critical feats. If the parasite possesses fighter levels, they may add their parasite level to their fighter level to qualify for critical feats. The parasite must be at least 9th level to select this mutation.

Energy Immunity (Ex): Choose one energy type that the parasite has selected the Energy Resistance mutation for already. The parasite gains immunity against that damage type. The parasite must be at least 12th level to select this mutation, and it can be selected multiple times (selecting a new energy type each time).

Energy Resistance (Ex): Choose one energy type. The parasite gains energy resistance against that type of damage equal to their level. This mutation can be selected multiple times, each time selecting a new type of energy to resist.

Enhanced Biology (Ex): The parasite's body and mind are particularly well-adapted to fending off certain dangers. Choose Fortitude, Reflex, or Will saving throws. The parasite adds their initiation modifier to that type of saving throw in addition to whatever ability modifier is normally used to calculate it. This mutation can be selected multiple times, once for each type of saving throw.

Enlarged Size (Ex): The parasite's size category increases by 1, granting them a +2 size bonus to strength and a -2 size penalty to dexterity. A parasite can suppress or reactivate this mutation as a standard action. If a parasite selects this mutation a second time, they may increase their size category by 2 instead, the strength bonus increasing to +4 and the dexterity penalty increasing to -4. If a parasite selects

this mutation a third time, they may increase their size category by 3 instead, the strength bonus increasing to +6 and the dexterity penalty increasing to -6. A parasite must be at least 6th level to select this mutation the first time, 12th level to select it the second, and 18th level to select it the third time. If the parasite has somehow altered their size through another mutation (such as Face Changer), this change in size does not stack with any size changes as part of other mutations.

Eternal Entity (Ex): The parasite no longer ages, and is immune to any aging effect. The parasite must be at least 10th level to select this mutation.

Extended Reach (Ex): The parasite's reach increases by 5 feet. The parasite must be at least 8th level to select this mutation.

Face Changer (Su): The parasite gains the ability to change their appearance at will as per [alter self](#), save that the parasite does not gain any new abilities or changes to ability scores.

Hardened Body (Ex): The parasite gains a natural armor bonus equal to their Charisma modifier. This does not stack with other natural armor bonuses. If a parasite takes this mutation a second time, they add this natural armor bonus to their touch AC.

Heightened Awareness (Ex): The parasite becomes more aware of their surroundings. They gain the [uncanny dodge](#) ability as a rogue of their parasite level. This mutation can be selected a second time starting at 8th level, at which point the parasite gains the improved uncanny dodge ability of a monk of their parasite level.

Memory Feed (Su): When the parasite uses siphon on a creature, they may spend 3 points of animus to affect the creature as per the *Mind Probe* power (DC 10 + $\frac{1}{2}$ the parasite's class level + the parasite's Charisma modifier) for the duration of the siphon effect. The parasite must be at least 10th level to select this mutation.

Memory Mastery (Su): When the parasite uses Memory Feed on a creature and the creature fails its saving throw to resist, they may alter the target's memory as per a [memory modification](#). A parasite must be at least 14th level to select this mutation.

Natural Attacks (Ex): The parasite chooses one of the following natural attacks: 1 claw or slam for every hand they possess, 1 bite, 2 wing buffets, 1 gore, 1 sting, 2 tentacles, or a tail slap. The parasite gains the chosen attack or attacks as natural weaponry which deals damage as appropriate for the parasite's size (1d6 for bite, gore, and tail slap. 1d4 for others). One of these types of natural attacks is considered a primary natural weapon, with all other natural weapons obtained through this ability being secondary. Each time you select this mutation, you may change which weapon is considered primary. The parasite grows any features necessary to use

these natural weapons, although wings, tails, and other features granted this way grant no special abilities. As a free action, the parasite can disguise any of these natural weapons by having them retract into their body. This mutation can be selected multiple times, each time granting a new type of natural attack (exception: tentacles can be selected any number of times) or increasing the damage dice of one type of natural attack by 1 step.

Necrotic Physiology (Ex): The parasite is healed by negative energy as if they were undead. If they take this mutation a second time, the parasite becomes immune to death effects and energy drain. Upon selecting this mutation they may trade access to one martial discipline for [Unquiet Grave](#) instead. The parasite must be at least 8th level before selecting this mutation a second time.

Parasitic Recovery (Su): When the parasite uses their Life Drain ability, they may spend an additional point of animus to recover from one of the following conditions they are affected by: fatigued, shaken, sickened, or staggered. A parasite must be at least 10th level to select this mutation.

Phase Form (Su): The parasite can become incorporeal as a move action. Each day the parasite can remain incorporeal for up to their initiator level in rounds. However, unlike other incorporeal creatures, a parasite does not gain a deflection bonus to Armor Class from their Charisma modifier. During this time, the parasite's body fades into an immaterial form that retains the character's basic likeness. While incorporeal, the parasite gains a fly speed equal to their land speed (perfect maneuverability). A parasite can become corporeal again as a move action and they are free to divide their available rounds per day in any way they choose. When they enter an incorporeal state, a parasite may subsume any equipment they are carrying or wearing into their incorporeal form, rendering it nonfunctional but enabling them to continue carrying it. If you select this mutation a second time, there is no limit to the duration that the parasite can remain incorporeal. The parasite must be at least 10th level to select this mutation the first time and 18th level to select it the second.

Plague Amplifier (Su): When the parasite spends animus to transfer disease, the onset of the disease becomes immediate and the save DC increases to 10 + ½ the parasite's level + the parasite's Charisma modifier. The parasite must be at least 6th level and possess the plague vector mutation to select this mutation.

Plague Vector (Su): Even though the parasite is immune to the effects of diseases, they can still contract diseases and spread them to others, but they are otherwise immune to their effects. By spending a point of animus, the parasite may afflict a creature they touch or hit with a strike with one disease they

have (the target is allowed a saving throw as normal against the disease).

Rapid Recovery (Ex): The parasite gains fast healing 1. This fast healing improves by 1 at 8th level and every 4 levels thereafter, to a maximum of fast healing 5 at 20th level. A parasite must be at least 4th level to select this mutation.

Reanimation (Su): By expending 3 points of animus, a parasite may touch a creature and reanimate them as per *Animate Dead* with a caster level equal to their parasite level. The parasite must be at least 10th level to select this mutation.

Reduced Size (Ex): The parasite's size category decreases by 1, granting them a +2 size bonus to dexterity and a -2 size penalty to strength. They can suppress or reactivate this mutation as a standard action. If a parasite selects this mutation a second time, their size category can instead decrease by 2, increasing the dexterity bonus to +4 and the strength penalty increasing to -4. If a parasite selects this mutation a third time, their size category can instead decrease by 3, the dexterity bonus increasing to +6 and the strength penalty increasing to -6. A parasite must be at least 4th level to select this mutation the first time, 8th level to select it a second, and 12th level to select it a third. If the parasite has somehow altered their size through another mutation (such as Face Changer), this change in size does not stack with any size changes as part of other mutations.

Redundant Physiology (Ex): The parasite gains additional organs which insulate their physiology against vicious injury. When a critical hit or sneak attack is scored on the parasite, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with the fortification ability or similar effects. This ability can be selected a second time starting at 8th level and a third time starting at 14th level, each time increasing the negation chance by 25% (to a maximum of 75%).

Sapience Sense (Su): The parasite gains the ability to use *Detect Thoughts* as an at-will spell-like ability.

Scent Tracker (Ex): The parasite gains the scent universal monster ability and a +4 insight bonus to survival checks made to track.

Seadweller (Su): The parasite gains the aquatic subtype and the amphibious universal monster ability, allowing them to operate effectively in water as well as on land. In addition, they gain a swim speed equal to their base land speed.

Superior Senses (Ex): The parasite gains low-light vision and darkvision out to 60 feet. If they already possesses darkvision, they gain blindsense out to 30 feet. If they already possesses darkvision and blindsense, the blindsense becomes blindsight. This mutation can be selected a second time starting at 6th level and a third starting at 12th level.

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Swift Alteration (Ex): When the parasite changes shape using Face Changer or a similar mutation, they may spend two points of animus to do so as a swift action rather than a standard action. The parasite must be at least 8th level to select this mutation.

Tunneler (Ex): The parasite gains a burrow speed equal to their base land speed and tremorsense out to 10 feet. The parasite may select this mutation a second time to change the burrow speed to an equal earth glide speed and increase the range of their tremorsense to 40 feet. The parasite must be at least 6th level to select this mutation the first time and 10th level to select it the second time.

Voidwalker (Su): The parasite no longer needs to breathe, and is may ignore the effects of high gravity, low gravity, or the vacuum of space. The parasite must be at least 8th level to select this mutation.

Wall Crawler (Ex): The parasite gains a climb speed equal to their base land speed and may use it to traverse both horizontal and vertical surfaces without having to make climb checks. The parasite retains their Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against him.

Winged Flight (Ex): The parasite's wings become adapted for flight, granting them a fly speed equal to their base land speed with poor maneuverability. If you take this mutation a second time, this fly speed doubles and your maneuverability improves to good. You must be at least 10th level and possess the natural attacks (wings) mutation to select this mutation.

Crippling Siphon (Su)

At 3rd level, the parasite's siphon ability becomes more tenacious, afflicting the target with an additional negative effect for the duration of the siphon. The parasite chooses one effect at 3rd level and every 4 levels thereafter. Whenever they affect a creature with siphon, they may apply one crippling siphon effect they know to the target as well. Any penalty a crippling siphon inflicts is equal in value to the attack penalty imposed by siphon. These penalties do not stack with themselves, but a target can be affected by any number of crippling siphons. If the crippling siphon was triggered as part of an attack, the effects of the crippling siphon are not applied to any damage or saving throws that are part of the triggering attack.

- **Agitated:** The target takes a penalty to all dexterity-based skill checks
- **Befuddled:** The target takes a penalty to all Charisma- and intelligence-based skill checks
- **Blindsided:** The target takes a penalty to initiative, perception, and sense motive checks
- **Blunted:** The target takes a penalty to damage rolls.
- **Drained:** The target loses a number of aniums

points equal to the value of the siphon penalty

- **Hampered:** The target takes a penalty to movement speed equal to 5 times the value of the siphon penalty

The parasite can select from the following crippling siphons starting at 7th level

- **Exposed:** The target takes a penalty to fortitude saving throws.
- **Faltering:** The target takes a penalty to reflex saving throws.
- **Open:** The target takes a penalty to AC
- **Uncertain:** The target takes a penalty to will saving throws.

The parasite can select from the following crippling siphons starting at 11th level

- **Bound:** Any siphon penalties the target is currently suffering have their duration extended by 1 round.
- **Disoriented:** The target takes a penalty to caster and manifester level checks.
- **Unsteady:** The target takes a penalty to CMB and CMD.
- **Vulnerable:** The target takes a penalty to any hardness or DR they possess.

Phage's Resilience (Ex)

As a parasite matures, their physiology adapts to better defend against various hazards. At 5th level and every 4 levels thereafter, a parasite gains a new method of defending against oncoming attacks.

- At 5th level, a parasite becomes immune to disease.
- At 9th level, a parasite becomes immune to paralysis and sleep effects.
- At 13th level, a parasite becomes immune to poison, fatigue, and exhaustion
- At 17th level, a parasite becomes immune to ability damage and ability drain

Dual Siphon (Ex)

At 11th level, the parasite's siphon ability grows more potent, afflicting the foe in numerous ways. When the parasite use siphon on a creature, the parasite may apply two crippling siphons on the target rather than 1.

Ascendant Abomination (Ex)

At 20th level, the parasite transforms into a potent and nigh-invulnerable entity capable of adapting to most any circumstance. Whenever the parasite meditates to change their readied maneuvers, they may exchange one of their mutations for another which they meet the prerequisites for. In addition, if the parasite is slain, they are automatically restored to life after 24 hours as per *true resurrection* unless a *wish*, *miracle*, or similar effect is used on their corpse to terminate their existence.

USING PARASITES IN CITY OF 7 SERAPHS

In the City of 7 Seraphs, Parasites are found swelling both the ranks of the Sanguine Sovereignty and Temple of Coin. Of particular note to the Sovereignty are an elite squadron of the warriors serving Jaeleria the Pure and the cadre serving under the fallen Valkyrie Onsyrrh of the Dark Shogunate (See *Akashic Realms Vol. 1*). Onsyrrh has begun training a large force of parasite followers including many of the oni-blooded of the Realm. Over generations, many of the dhampir and their mortal-blooded descendants have shown natural tendencies toward the abilities of the parasite.

A more benign manifestation of the skill set seems to be gaining popularity among the Chrysalis Covenant who call their order the Children of the Chimera. These members of the Covenant believe in appropriative evolution and guided adaptation. Their tendency to hunt sources of exotic mutations and other opportunities to evolve constantly draw them into adventure.

PARASITE FAVORED CLASS BONUSES:

- **Amoxa Veryx**^{CO75}: Add +1% of a mutation.
- **Ceptu**^{O7}: Add +1/4 of a maneuver known from the Elemental Flux or Cursed Razor disciplines
- **Creeper**^{AR2}: Add +1/2 points of damage to attacks benefiting from the species slasher trait.
- **Dhampir**^{ARG}: Add +1% of a mutation.
- **Gnome**: Add +1/4 of a maneuver known from the Shattered Mirror or Veiled Moon disciplines.
- **Human**: Add +1/4 of a maneuver known the discipline you currently know the least maneuvers in.
- **Judow**^{CO75}: Add +1/4 of a maneuver known from the Cursed Razor or Veiled Moon disciplines.
- **Mirrorkin**^{CO75}: Add +1/4 of a maneuver witnessed used by another initiator, the mirrorkin must meet prerequisites.
- **Morphbear**^{AR2}: Add +1/4 of a maneuver known from the Elemental Flux and +1/4 points of damage to maneuvers matching your current elemental affinity.
- **Rhyzala**^{CO75}: Switch out access to Steel Serpent for Riven Hourglass. Add +1/4 of a maneuver known from the Riven Hourglass discipline.
- **Semoxa Veryx**^{CO75}: Switch out access to Steel Serpent for Sleeping Goddess. Add +1/4 of a maneuver known from the Sleeping Goddess discipline.
- **Shadow Fey**^{ARC}: Add +1/4 of a maneuver known from the Shattered Mirror or Cursed Razor disciplines.
- **Wolger**^{AR2}: Add +1/2 points of electricity damage to strikes with your racial bite and claw attacks.
- **Wyrmkinn**^{AR2}: Add +1/4 of a maneuver known from the Elemental Flux or Leaden Hyena disciplines.
- **Xodai**^{CO75}: Add +1/2 of a point of damage dealt by their hellcore blast and effects matching its energy type.

ARCHETYPE MANEUVER PROGRESSION

Table 1-2: Archetype Maneuver Progression

Level	Known	Readied	Stances	Max Level
1	3	3	1	1
2	4	3	1	1
3	5	3	1	1
4	5	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	2	3
8	7	4	2	3
9	8	4	2	4
10	8	5	3	4
11	9	5	3	5
12	9	5	3	5
13	10	5	3	6
14	10	5	3	6
15	11	6	4	6
16	11	6	4	6
17	12	6	4	6
18	12	6	4	6
19	13	6	4	6
20	13	7	4	6

ANIMUS ARCHETYPE MANEUVER PROGRESSION

Table 1-3: Animus Archetype Maneuver Progression

Level	Known	Readied	Stances	Max Level
1	5	3(1)	1	1
2	6	3(1)	1	1
3	6	3(1)	1	1
4	7	4(2)	2	2
5	8	4(2)	2	2
6	9	4(2)	2	2
7	9	5(2)	2	3
8	10	5(3)	2	3
9	11	5(3)	2	4
10	12	6(3)	3	4
11	12	6(3)	3	5
12	13	6(4)	3	5
13	14	7(4)	3	6
14	14	7(4)	3	6
15	15	7(4)	4	6
16	15	8(5)	4	6
17	16	8(5)	4	6
18	16	8(5)	4	6
19	17	9(5)	4	6
20	17	9(6)	4	6

ARCHETYPES

I AM A VESSEL OF THE DEVOURER. YOU CAN NOT STAND AGAINST THE ETERNAL THONTIL. BLOODMAVEN OF APHOS

BLOODMAVEN (ANTIPALADIN ARCHETYPE)

War has always been the greatest icon of mankind's inhumanity. Soldiers betray their brothers for the sake of their own survival, knights force themselves upon civilians under threat of death, and warlords offer up entire cities as holocausts to the gods of war. In the midst of this desolation, there exists a special caste of men and women at-arms who embrace this madness at the most primal level, drawing in the horrific might of the violence around them and becoming living icons of war's destructive potential. Every commander fears what these bloodmavens can do to their ranks, corrupting their allegedly perfect soldiers with doubt and murderous desire. The presence of one of these nightmarish soldiers upon the battlefield is enough to bring an entire legion to ruin, breaking these men who are supposed to be the paragon of their nation but are instead no more than sniveling whelps.

Class Skills: A bloodmaven gains 2 additional skill ranks each level.

OPTIONAL RULES VARIANT: SKILL-BASED MANEUVERS

Generally speaking GMs running permissive campaigns should have less issues with skill-based maneuver resolution. However, some GMs may have less experience or more conservative options managing Skill modifier increases than in a more open rules environment. Clever players may find interactions that accelerate skill bonuses beyond the intentions of designers regarding game balance. For GMs finding themselves in this situation, they may wish to consider adopting the following rule:

Skill Rank Based Maneuver Resolution: No maneuver substituting a Skill Check for an attack roll may resolve at a total Skill Modifier of total Ranks plus Skill Focus (if any) plus the Skill's relevant Ability Modifier.

Maneuvers: A bloodmaven begins his career with knowledge of three martial maneuvers. The disciplines available to him are [Black Seraph](#), [Cursed Razor](#), and [Leaden Hyena](#). Undead and other bloodmavens healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead. Once the bloodmaven knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by bloodmavens is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A bloodmaven's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The bloodmaven learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through bloodmaven levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A Bloodmaven must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the bloodmaven can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the bloodmaven need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A bloodmaven's initiation modifier is Charisma, and each bloodmaven level is counted as a full initiator level.

Maneuvers Readied: A bloodmaven can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A bloodmaven must always ready his maximum number of maneuvers readied. He readies his maneuvers by performing weapon drills or praying to his deity for ten minutes. The maneuvers he chooses remain readied until he decides to meditate again and change them. The bloodmaven does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes in prayer and practice, he can change his readied maneuvers. A bloodmaven begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his

readied maneuvers can be used once per encounter (unless he recovers them, as described below). In order for the bloodmaven to recover maneuvers, he must draw on the despair of his enemies by activating her Maven's claim class feature; the bloodmaven recovers a single expended maneuver whenever he Claims a creature, and he recovers a number of expended maneuvers equal to his initiation modifier (minimum 2) whenever a creature he has Claimed is reduced to 0 or less hit points. Alternately, the bloodmaven may focus inward and recover a single maneuver as a standard action.

Stances Known: A bloodmaven begins play with knowledge of one stance from any discipline open to bloodmavens. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through bloodmaven levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the bloodmaven does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description. Unlike with maneuvers, a bloodmaven cannot learn a new stance at higher levels in place of one he already knows. This ability replaces spells.

Maven's Claim (Su): Starting at 1st level, a bloodmaven may concentrate the malevolence that spurs his actions into a manifestation that wracks opponents with doubt and incapacity. As a swift action, the bloodmaven may Claim an opponent that he can see (including with special senses such as blindsense or tremorsense) within close range (25 feet + 5 feet per 2 bloodmaven levels) for a number of rounds equal to $\frac{1}{2}$ his class level (minimum 1 round). A bloodmaven can have a maximum number of creatures Claimed equal to his bloodmaven initiation modifier (minimum 1), and may not Claim a creature he has already Claimed until or unless the Claim expires. Claimed creatures take a -1 penalty on damage rolls and to the save DCs of any abilities they may possess. The penalty increases to -2 at 10th level and -3 at 20th level. In addition, the bloodmaven automatically knows the position of creatures he has Claimed. Any opponent the bloodmaven cannot see still has total concealment (50% miss chance) against him, and the bloodmaven still suffers the normal miss chance when attacking creatures that have concealment. The bloodmaven is still denied his Dexterity bonus to him AC against attacks from Claimed creatures he cannot see. This counts as the Dark Claim class feature for the purpose of meeting prerequisites. This ability replaces Smite Good

Destructive Insight: At 1st level, the bloodmaven is able to channel pseudo-divine power from the destruction that inspires him, enabling him to purge this world of the falsehoods that many claim justify war. He selects one of the following abilities to learn at 1st level, and gains another ability at 4th level and every three levels thereafter. Available destructive insights are:

Detect Alignment (Su): The bloodmaven gains the ability to use *detect chaos*, *detect evil*, and *detect law* as spell-like abilities at-will, with caster levels equal to his class level.

Detect Spellcasters (Su): The bloodmaven gains the ability to use *detect magic* as a spell-like ability, and upon observing a creature with this ability automatically knows if it is capable of casting spells as well as what type of spells it is capable of casting (arcane, divine, psychic, or psionic)

Inescapable Demise (Su): Once per encounter, as a swift action, the bloodmaven may move his speed to a square adjacent to a creature he has claimed. This movement does not provoke attack of opportunity.

Angelbane (Su): The bloodmaven can expend one use of his malicious claim ability as a swift action to enchant his weapon with unholy power that banishes Good outsiders. The next time the bloodmaven hits with that weapon, if the target is an outsider with the good and extraplanar subtypes, that creature must succeed at a Will save (DC 10 + $\frac{1}{2}$ the bloodmaven's class level + the bloodmaven's initiation modifier) or be banished back to its home plane. A bloodmaven can keep a weapon charged with this ability indefinitely, although he may only have one such weapon charged at any one time.

Spiritfoe (Su): The bloodmaven's weapons and armor gain the effects of the *ghost touch* weapon special ability in addition to their other properties for as long as he wields or wears them. These properties vanish one round after they leave the bloodmaven's possession

Know Thine Enemy (Ex): The bloodmaven can make untrained Knowledge checks to identify creatures with no limit to the DC, and gains a bonus on Knowledge checks to identify lawful and/or good creatures equal to $\frac{1}{2}$ his class level.

Faithrender (Su): When the bloodmaven strikes a creature with a melee attack, he may expend one use of his malicious claim ability to affect the target as if by [dispel magic](#), with a caster level equal to his class level.

Contagious Misery (Su): Any time a creature strikes a bloodmaven with a melee attack, the bloodmaven may claim the creature as a free action.

Inhibiting Claim (Su): Creatures Claimed by the bloodmaven have the chance of spell failure increased by 15% + the bloodmaven's class level. This ability replaces fiendish boon.

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Malicious Claim (Su): At 1st level, a bloodmaven gains the ability to amplify the power of his Maven's Claim ability, crippling the creature to a greater magnitude. As a free action, he may double the penalties granted by the bloodmaven's claim ability on one claimed creature. he may use this ability a number of times per day equal to $1 + \frac{1}{2}$ his class level + his initiation modifier. This ability counts as the touch of corruption class feature for the purposes of the Extra Lay on Hands feat.

This ability replaces Touch of Corruption

Spell Familiarity (Ex): Starting at 1st level, a bloodmaven can use spell completion and spell trigger items (such as scrolls and wands) as if he possessed the ability to cast antipaladin spells, using his initiator level as his effective caster level.

Cruel Claim (Su): Starting at 3rd level, the overwhelming hatred of the bloodmaven's malicious claim begins to assume new effects. The bloodmaven gains cruelties as a normal antipaladin, but rather than channeling them through touch instead manifests them through his maven's claim ability. When a creature is Claimed, they must make a fortitude save or suffer from one cruelty that the bloodmaven claiming them possesses, using the normal method for determining the save DC of a cruelty.

Ruin Feed (Su): At 4th level, a bloodmaven feeds off of the misery and frustration of his foes, whenever a creature within 10 feet of the bloodmaven misses with an attack, the bloodmaven gains a number of temporary hit points equal to his initiation modifier, to a maximum of half his max hit points in temporary hit points.

This ability replaces Channel Negative Energy

Aura of Absolution (Su): At 11th level, the bloodmaven radiates an overwhelming aura of agony and destruction that spurs others to join in the oblivion of conflict. When he initiates a boost that affects himself, he may have it also affect all allies within 10 feet. Likewise, if he initiates a boost that affects an enemy, that boost affects all enemies within 10 feet of the initial target.

This ability replaces Aura of Vengeance

Armageddon of Steel (Su): At 20th level, the bloodmaven becomes a twisted god of the battlefield, sowing ruin wherever he treads and reducing all opposition to ash. He gains DR 10/good. In addition, any creatures claimed by the bloodmaven must make a will save at the beginning of their turn (DC 10 + the

bloodmaven's class level + the bloodmaven's Charisma modifier). Failure indicates that they must attack a creature within range this turn (which may be an ally) to the best of their ability.

USING BLOODMAVENS IN CITY OF 7 SERAPHS

Bloodmavens are most commonly found among the Blackblades and the Church of the Faith Devoured. Bloodmavens of the Blackblades are often lacerated with fragments of failed Eternals of Entropy and then healed with these shards of pseudo-divinity deep beneath the flesh. Such beings become ceaselessly hungry for destruction and form a core to the Parities operations beyond the Occlusion and the Walls of Hyraeatan.

Among the faithful of Aphos, the bloodmaven becomes the living vessel of the Hungerer's insatiable avarice and gluttonous impulses. These warriors are most often blessed by the scion-priests of the Great Bloodlines and given heightened powers over blood and to claim the energies from the fallen they destroy. The first bloodmavens of the faith were said to appear during the Grand Consumption but as perpetrators of the theocide or risen victims from the Temple of Balance's ruins, none can say for certain.



B.M.
2019

**"I'VE FEASTED WITH THE GREAT WYRM,
AND YET I HUNGER ON IN HIS NAME."
MANYJAWS, EVERGLORY OF VORNEEV**

EVERGLORY (VALKYRIE ARCHETYPE)

The chosen of the gods who have drank and trained with them in their realm, the ranks everglory count many warriors among their ranks—from Valhalla's einherjar to the Golden Realms tombrisen. When these favored souls return to the Material Plane, they do so as the manifest powers of their deity, bringing judgement down upon those who oppose their divine masters and gathering the souls of the desirable. To an everglory, divine wrath and martial might is a single cohesive force, which they unleash upon their foes.

Class Skills An everglory adds acrobatics to her list of class skills.

Maneuvers: An everglory begins her career with knowledge of three martial maneuvers. The disciplines available to her are [Golden Lion](#), [Piercing Thunder](#), [Spark of Battle](#)^{LPV}, and either [Black Seraph](#) or Silver Crane. Undead and other everglories healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead.

Once the everglory knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by einherji is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An everglory's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The everglory learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through everglory levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to her maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. An everglory must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the everglory can choose to learn a new maneuver in place of one she already knows. In effect, she loses the old maneuver in exchange for the new one. She can choose a new maneuver of any level she likes, as long as she observes the restriction on the high-

est-level maneuvers she knows; the everglory need not replace the old maneuver with a maneuver of the same level. She can swap only a single maneuver at any given level. An everglory's initiation modifier is Charisma, and each everglory level is counted as a full initiator level.

Maneuvers Readied An everglory can ready all three of her maneuvers known at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. An everglory must always ready her maximum number of maneuvers readied. She readies her maneuvers by practicing weapon drills or praying to her patron for ten minutes. The maneuvers she chooses remain readied until she decides to practice again and change them. The everglory does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes meditating, she can change her readied maneuvers.

An everglory begins an encounter with all her readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When she initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (unless she recovers them, as described below).

In order for the everglory to recover maneuvers, she must offer a prayer to her patron as a full-round action. When she does this, the everglory recovers a number of maneuvers equal to her Charisma modifier, and she and all allies within 30 feet gain temporary hit points equal to the everglory's initiator level for 1 minute. Alternately, the everglory may channel the power of her patron to recover a single maneuver as a standard action.

This ability replaces the Rage Powers gained at 4th, 6th, 8th, 12th, 14th, 16th, 18th, and 20th levels

Stances: An everglory begins her career with knowledge of one stance from any discipline open to her. At 4th, 7th, 11th, and 13th levels, she can select an additional stance to learn. The maximum level of stances gained through everglory levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the everglory does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, an everglory cannot learn a new stance at higher levels in place of one she already knows.

RULES ELEMENTS: GRIT, LUCK, PANACHE, & TRIUMPH

Points of Triumph, Grit, Luck, and Panache represent four different means by which heroes can gain access to the same heroic pool, using it to accomplish fantastic feats. For characters with a mix of triumph, grit, luck, and panache, they pool the resources together into a combined pool. (Those who use panache and triumph do not gain twice their Charisma bonus in their pool.) For feats, magic items, and other effects, a triumph user can spend and gain luck points in place of triumph, grit, or panache points, and vice versa. A triumph user does not count as a grit or panache user for the purpose of meeting feat prerequisites.]

Triumph (Ex) The power of an everglory is inherently tied to their prestige and valor in battle, and they are capable of manifesting this prestige in the form of triumph. Triumph is a fluctuating measure of an everglory's ability to perform amazing actions in combat. At the start of each day, an everglory gains a number of triumph points equal to her Charisma modifier (minimum 1). Her triumph goes up or down throughout the day, but usually cannot go higher than her initiation modifier (minimum 1), though feats and magic items can affect this maximum. Any feat that could use or be applied to panache or grit can be applied to triumph. An everglory spends triumph to accomplish deeds (see below), and regains triumph in the following ways.

Critical Hit with a Maneuver: Each time the everglory confirms a critical hit with a maneuver, she regains 1 triumph point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the everglory's character level doesn't restore triumph.

Killing Blow with a Maneuver: When the everglory reduces a creature to 0 or fewer hit points with a maneuver while in combat, she regains 1 triumph point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the everglory's character level to 0 or fewer hit

points doesn't restore any triumph.

Deeds: Everglories spend triumph points to accomplish deeds. Most deeds grant the everglory a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the everglory has at least 1 triumph point, but do not require expending triumph to be maintained. An everglory can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the everglory has or spends the required number of triumph points to perform the deed. Multiple deeds can also be invoked at the same time provided that the everglory possesses sufficient triumph to use all of them. Some deeds use magic, and are hence supernatural in nature.

1st level Deeds

- *Champion's Shield* (Su) When they target an ally with a boost or strike, an everglory may spend a point of triumph to grant that ally fast healing equal to half the everglory's initiator (minimum 1) level for a number of rounds equal to the everglory's initiation modifier (minimum 1).
- *Heroic Recovery* (Ex) As a swift action, an everglory may spend a point of triumph to regain one expended maneuver of their choice.
- *Valkyrie's Intercession* (Ex) As an immediate action, when an ally is reduced to 0 or fewer hit points, the everglory may spend a point of triumph to take a move action towards the ally, so long as they are able to reach a square adjacent to the ally in a single move action. If they do, the ally automatically stabilizes.

7th level Deeds

- *Gift of the Gods*: (Su) By spending two points of triumph as a free action, an everglory may regain the use of an expended spell-like ability that they have gained from Valkyrie levels.
- *Call to Battle* (Ex) When she rolls initiative, an everglory may spend a point of triumph to grant herself and all allies within 30 feet of you a +2 bonus to their initiative checks.

13th level Deeds

- *Hand of the Gods* (Su) By spending 1 point of triumph when using a spell-like ability, the everglory can increase the range of one of her valkyrie spell-like abilities from touch to short, from short to medium, or from medium to long. Multiple points of triumph can be spent to increase the range by multiple steps, to a maximum of long.
- *Undeniable Blade* (Ex) By spending 1 point of triumph before making an attack roll, the everglory can ignore all damage reduction and hardness that the target of their attack possesses. If the attack misses, then the triumph is wasted.

19th level Deeds

- **Heroic Bastion** (Su) By spending 3 points of triumph as a move action, the everglory can become impervious to all helpful and harmful effects for 1 round. While this ability is in effect, the everglory is invulnerable to all attacks and spells.
- **Onward to Victory** (Su) Whenever the everglory uses one of her spell-like abilities obtained from Valkyrie levels, she may spend triumph points to select additional targets. For each point of triumph spent, the spell-like ability can affect one additional creature within close range of the everglory.

This ability replaces Vanquish Foe

Chosen of the Gods (Su) At 20th level, an everglory has become a trusted deliverer of the gods' will. She is treated as an outsider rather than as a humanoid (or whatever the her creature type was) for the purpose of spells and magical effects. Additionally, the everglory gains the ability to cast *Plane Shift* as a spell-like ability a number of times per day equal to her Charisma modifier. Unlike other outsiders, the everglory can still be brought back from the dead as if she were a member of her previous creature type. No material components are needed to bring the everglory back to life with a spell.

This ability replaces True Valkyrie

USING EVERGLORY IN CITY OF 7 SERAPHS

Everglory end up called in service to nearly every Eternal in Hyraeatan. A small number of Incarnate Eternals and several Entropic Eternals dislike the everglory's flagrant empowerment but few others can say no to crafting such implacable servitors.

Not surprisingly, recent years have shown an increasing number of Zeian Empire everglories. Most of these are devoted to vengeant powers set on war with the immortal patrons of the City.

**"IN THE AGES OF BATTLE I HAVE KNOWN
FEW VICTORIES TASTE AS SWEET AS
THOSE IN THE RINE." - MAXARI VON.
INCARNATE ETERNAL OF THE HOUSE OF
HEIGHTS-**

EVOCATUS (GLADIATOR ARCHETYPE)

Although experience in the arena has taught many soldiers how to fight, only a select few gladiators have actually come to fully comprehend the art of warfare. Most often, those who master the intricate sophistications of combat are veteran soldiers who wish for their own glory, moving from the battlefields to the stadiums and hoping to employ what they have learned in the larger world. Knowledge of both combat

as sport and combat as war has given these Evocati a unique perspective on battle, leading to a fighting style which fluidly combines crowd-pleasing displays with elaborate martial techniques

Class Skills

The evocatus' class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (local) (Int), Knowledge (martial) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (act, comedy, dance) (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

These skills replace the standard gladiator's class skills.

Maneuvers

An evocatus begins his career with knowledge of three martial maneuvers. When he takes his first evocatus level, he selects four of the following disciplines to gain access to for evocatus maneuvers: Broken Blade, [Brutal Crocodile](#), [Fool's Errand](#), Iron Tortoise, [Leaden Hyena](#), [Mithral Current](#), [Piercing Thunder](#), [Primal Fury](#), [Spark of Battle](#)^{LPV}, and [Thrashing Dragon](#). If one of his selected disciplines' associated skills is not on his class skill list, he gains it as a class skill.

Once the evocatus knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by evocati is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An evocatus' maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The evocatus learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through evocatus levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. An evocatus must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the evocatus can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the evocatus need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. An evocatus' initiation modifier is Charisma, and each

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evocatus level is counted as a full initiator level.

Maneuvers Readied

An evocatus can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. An evocatus must always ready his maximum number of maneuvers readied. He readies his maneuvers by performing weapon drills for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The evocatus does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes practicing, he can change his readied maneuvers.

An evocatus begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the evocatus to recover maneuvers, he must perform a flourish which renews his center in battle while also appeasing the crowds in an arena fight. Whenever the evocatus makes a performance combat check on a round which he has not used any martial maneuvers, he regains a number of maneuvers equal to his Charisma modifier (minimum 2). This check does not require there to be an audience to witness the performance. Alternatively, he may regain a single maneuver as a standard action.

Stances Known

An evocatus begins his career with knowledge of one stance from any discipline open to evocati. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through evocatus levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the evocatus does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, An evocatus cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces the bonus feats gained at 2nd, 6th, 10th, 14th, and 18th levels

Veteran's Lore (Ex): An evocatus counts his levels in gladiator as levels in fighter for the purpose of meet-

ing prerequisites. This ability replaces performance weapon mastery.

Awesome Presence (Ex): The lessons learned in the arena also yield results on the battlefield, making the evocatus a vision of either triumph or defeat on the battlefield. At 1st level, when outside of a performance combat, the evocatus can treat his allies as a helpful crowd for the purpose of using performance combat to acquire victory points (these victory points can only be used to fuel gladiator class features, such as inspiring showmanship).

At 3rd level, the evocatus can make himself an obvious target to distract the enemy. Enemies within 10 feet of the evocatus take a -1 penalty on attack rolls against all targets except for the evocatus. This range increases by 10 feet and the penalty by 1 every 6 levels thereafter, to a maximum of 30 feet and -3 at 15th level.

At 9th level, the evocatus also bolsters the resolve of his allies, commanding them to stay on their feet. All allies within 30 feet of the evocatus gain a +1 morale bonus to saving throws as well as a +2 bonus to checks made to stabilize. These bonuses increase by 1 at 15th level.

At 15th level, the evocatus can take a full-round action to draw attention to himself, doubling the range of both of these abilities for 1 round. When he does this, he may make a combat performance check as a swift action.

This ability replaces the gladiator talents gained at 3rd, 9th, and 15th levels.

USING THE EVOCATUS IN CITY OF 7 SERAPHS

The sands of College District arenas are the home to vast majority of Hyraeatan's evocati. Most often these warriors rise coming up young in the Academies, like Pon Pon or the Kiredge School of Martial Mastery. Some voices on the Parity Council question the ethics of the need for performance battle but this minority has yet to convince the body to suspend the practice. Victors of the Academy Games can take their picks from commissions across the multiverse, though few such champions are eager to leave the roar of the crowd behind.

Maxari Von (Thunderchildren CG male oread gladiator [evocatus] 11) has formed a post-graduate league for duelists and warriors, despite the disapproval of the Descendants of Dream and Steamwalkers. Many suspect hedonistic patrons from the Temple of Coin and Sanguine Sovereignty support his efforts.

"YOUR SWORD IS YOUR WEAPON... HER CLAWS ARE MINE!" - NASHIA EVOLSA, ASHBORN FERINE SENTINEL SPEAKING OF HER PUMA COMPANION.

FERINE SENTINEL (HUNTER ARCHETYPE)

Since the earliest days of martial arts, dedicatives have looked to nature to refine their techniques. From the predator, disciples learned to kill. From the scavenger, how to move among more dangerous creatures. From the great beast, how to drive a foe away. As the world has evolved, all but a few have forgotten the primordial foundations of their arsenal. Those few who still open their senses to the endless battle of the wilds find that there is still much to learn, and these ferine sentinels work alongside their companions as a potent force which blends humanistic tact with bestial might.

Class Skills: A ferine sentinel adds Diplomacy and Acrobatics to her list of class skills

Maneuvers

A ferine sentinel begins her career with knowledge of three martial maneuvers. The disciplines available to her are [Brutal Crocodile](#)*, [Golden Lion](#), [Primal Fury](#), and [Thrashing Dragon](#).

Once the ferine sentinel knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by ferine sentinel is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A ferine sentinel's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The ferine sentinel learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through ferine sentinel levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A ferine sentinel must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in Path of War for more details on how maneuvers are used.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the ferine sentinel can choose to learn a new maneuver in place of one she already knows. In effect, she loses

the old maneuver in exchange for the new one. She can choose a new maneuver of any level she likes, as long as she observes the restriction on the highest-level maneuvers she knows; the ferine sentinel need not replace the old maneuver with a maneuver of the same level. She can swap only a single maneuver at any given level. A ferine sentinel's initiation modifier is Wisdom, and each ferine sentinel level is counted as a full initiator level.

Maneuvers Readied

A ferine sentinel can ready all three of her maneuvers known at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. A ferine sentinel must always ready her maximum number of maneuvers readied. She readies her maneuvers by performing weapon drills or praying to her deity for ten minutes. The maneuvers she chooses remain readied until she decides to meditate again and change them. The ferine sentinel does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes in communion with the wild, she can change her readied maneuvers.

A ferine sentinel begins an encounter with all her readied maneuvers unexpended, regardless of how many times she might have already used them since she chose them. When she initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (unless she recovers them, as described below).

In order for the ferine sentinel to recover maneuvers, she or her animal companion must draw upon the forces of the wild to enhance their abilities as a full-round action. When one of them does, the ferine sentinel recovers a number of maneuvers equal to her initiation modifier (minimum 2) and she as well as any animal companions she possess gain temporary hit points equal to her initiator level. Alternately, the ferine sentinel may focus inward and recover a single maneuver as a standard action.

Stances

A ferine sentinel begins play with knowledge of one stance from any discipline open to ferine sentinel. At 4th, 7th, 11th, and 13th levels, she can select an additional stance to learn. The maximum level of stances gained through ferine sentinel levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the ferine sentinel does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

PARASITES & PARAGONS

Unlike with maneuvers, a ferine sentinel cannot learn a new stance at higher levels in place of one she already knows.

This ability replaces spellcasting

Ferine Conduit (Su)

A ferine sentinel's companion operates as a conduit for their martial power. While under the effect of animal focus (or a similar ability such as vermin focus or plant focus), an animal companion shares the benefits of any stances or style feats that the ferine conduit is using and can initiate any unexpended maneuver that the ferine sentinel has readied (this expends the maneuver for the ferine sentinel).

In addition, a ferine sentinel can initiate boosts, counters, and strikes through any of her companions that is currently under the effect of ferine conduit. The ferine sentinel uses special rules, listed here, when using these maneuvers through this class feature.

When initiating a maneuver that allows for an attack, the ferine sentinel may use her companion's space and reach as if it were her own for this attack, but uses her own weapons (She may choose to use her own reach when using this ability). She cannot make more attacks than she normally could, nor does she gain additional actions while using this ability, nor does it allow her to make other sorts of attacks through her companion; it merely allows her to initiate maneuvers using her companion as a medium. She still suffers any penalties for attacking a creature she cannot see unless she is using her companion's senses through improved empathic link.

Attacks made using this ability are treated in all ways as if the ferine sentinel had made the attack (for the purposes of attack bonus, weapon used, feats, the effects of boosts or spells, and the like). Ranged attacks made through allies with this ability do not provoke attacks of opportunity.

The ferine sentinel uses that companion's space and reach as if it were her own during this attack or maneuver, and uses her own weapons. She may also attack her companion with this ability.

If the ferine sentinel initiates a maneuver through a companion that has additional effects on its initiator (such as allowing movement, teleporting the initiator, or granting bonuses), the ferine sentinel is the one who gains such effects. If a maneuver includes a charge attack, the ferine sentinel does not charge, and instead may move up to her speed as part of the maneuver. She is not treated as having charged.

Otherwise, when initiating a maneuver, a ferine

sentinel may treat herself as if she were in the position of the companion she is using her ferine conduit class feature through, or in a space adjacent to that companion.

When a ferine sentinel initiates a counter through a companion, the ferine sentinel treats herself as if she was her companion for the purposes of how the counter's effect resolves (allowing her to stop attacks against that companion, use the counter in place of the companion's saving throw, and the like). If the counter normally allows the initiator to attack or move, the ferine sentinel takes that movement (as noted above), and can either make the attack herself or make it through the companion in question.

Magical Understanding (Ex)

A ferine sentinel is considered to be able to cast spells as a hunter of her level for the purpose of spell trigger and spell completion items.

Lore of the Beasts (Ex)

Whenever the ferine sentinel's animal companion would gain a bonus trick, the ferine sentinel may choose to instead learn a new maneuver of any level she can learn or gain the extra readied maneuver feat as a bonus feat.

USING FERINE SENTINEL IN CITY OF 7 SERAPHS

The primal energies required to master the instinctive fighting style of the Ferine Sentinel are most often found among the Ashborn or the fey of the Glarewood. These traditions are most often found wandering the shifting boundaries of the Orchard District but are far from uncommon even in the Blackwreath. Hands of Onus legates long have recognized the rights of the companion-bonded and enforced their stance with the Wardens. Privately owned properties are case-by-case but most establishments will allow bond-beasts rather than pry into a customer's affairs and legalities.

Smaller instances of this path exist among the Sanguine Sovereignty's bloodhound keepers and the Chrysalis Covenant in the enclaves of their Lifebond Smiths. Both of these traditions draw no small animosity from the Ashborn for their more supernatural approaches to creating connections with their companions, some of that Parity even perceiving their bonds as magical slavery for the animals involved. As of yet, no case has provided sufficient proof of the smaller groups methods being harmful to their companions in anyway. **Nashia Evolsia (Ashborn NG female ganzi hunter [ferine sentinel] 13)** often inspects up and coming bond-pairs and vets the treatment of the animal partner. Any keeper failing their companion meets the claws of her puma, Vystelin.

"EXCELLENT MOVE! YOUR LEGACY WILL LIVE ON IN MY MASTERY OF IT!"

XI MOHN, XO FORMCRAFTER

FORMCRAFTER (UNCHAINED MONK ARCHETYPE)

Power, skill, and function are rather nebulous subjects, and no singular school of combat claims to offer a solution which holistically masters any of these disciplines. This has driven some dedicated martial artists to pursue a strange, hybridized approach to many styles of fighting, hoping to distill a perfect technique of battle from these myriad sources.

Class Skills: If a formcrafter knows a maneuver from a discipline, he treats the discipline skill of that discipline as a class skill.

Maneuvers

A formcrafter begins his career with knowledge of three martial maneuvers. All disciplines are available for the formcrafter to select maneuvers from.

Once the formcrafter knows a maneuver, he must ready it before he can use it (see *Maneuvers Readied*, below). A maneuver usable by formcrafter is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A formcrafter's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The formcrafter learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through formcrafter levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A formcrafter must meet a maneuver's prerequisite to learn it. See *Systems and Use* for more details on how maneuvers are used.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the formcrafter can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the formcrafter need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A formcrafter's initiation modifier is Wisdom, and each formcrafter level is counted as a full initiator level.

Maneuvers Readied

A formcrafter can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A formcrafter must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating or performing martial katas for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The formcrafter does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A formcrafter begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the formcrafter to recover maneuvers, he must re-evaluate his own abilities as a full-round action. When he does, he replaces a number of expended maneuvers equal to his initiation modifier (minimum 2) with new readied formcrafter maneuvers he knows. If he wishes, he may replace these maneuvers with themselves, effectively recovering them. In addition, whenever the formcrafter recovers maneuvers in this way, he may change styles as a free action. Alternately, the formcrafter may take a brief moment to collect his thoughts to recover a single maneuver as a standard action.

Stances

A formcrafter begins his career with knowledge of one stance from any discipline open to monks of the silver fist. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through formcrafter levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the formcrafter does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a formcrafter cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces flurry of blows and stunning fist.

Style Savant (Ex)

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A formcrafter gains fuse styles as a bonus feat. In addition, a formcrafter considers his unarmed strike to be a discipline weapon for all disciplines.

This ability replaces the bonus feat gained at 1st level.

Bonus Feat

At 2nd level, and every four levels thereafter, a formcrafter may select a bonus style feat, the Discipline Focus feat, or the [Advanced Study](#) feat. He does not need to meet the prerequisites of that feat. Starting at 6th level, a formcrafter can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Black Seraph Annihilation) as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots.

This ability replaces a monk's standard bonus feats.

Fuse Styles (Ex)

At 5th level, a formcrafter can fuse two of the styles he knows. The formcrafter can have two style feats active at once. Starting a stance provided by a style feat is still a swift action, but when the formcrafter switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 9th level, the formcrafter can fuse three styles at once. He can have the effects of three style feats active at the same time.

At 13th level, the formcrafter can fuse four styles at once. He can have the effects of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool.

At 17th level, the formcrafter can have the stances of five style feats active at once, and can change any of these styles as a free action.

This ability replaces Style Strike

Ki Powers

In addition to the normal Ki Powers available to the unchained monk, he may select from the following ki powers.

Combat Improvisation (Su): A formcrafter with this ki power can use his ki to obtain flashes of inspiration in the midst of combat. By spending a ki point as a free action, he can add one martial maneuver that he is capable of learning to his list of readied maneuvers for a number of rounds equal to his initiation modifier

(minimum 1). The formcrafter does not need to know the maneuver in order to obtain it in this way, but this maneuver cannot be recovered.

Discipline Synergy (Ex): If a formcrafter with this ki power is ever in a stance of same discipline as a style feat they are using, they gain the benefits of the discipline focus feat (if they do not already possess it) for that discipline.

Martial Tenacity (Ex): When making a skill check as part of a martial maneuver or the effects of a style feat, the formcrafter may spend a ki point as a free action to change the modifier of the check to his monk level + his initiation modifier.

USING THE FORMCRAFTER IN CITY OF 7 SERAPHS

Seen nearly as often as elemental chi channelers, formcrafters make up a significant portion of the teaching body of the Thunderchildren. Their students often lack the requisite facility of mind to join them but every so often another student shows the correct potential. Second only to the Thunderchildren among the Parities are a growing number of Steamwalkers. These warrior-researchers are invested in proving their rival's essential mysticism can be equaled by applied martial sciences and experimentation.

**"YOU THOUGHT THE CHAINS WOULD
KEEP YOU SAFE. I AM STRONGER FOR
THEIR BURDEN" - HERIO, FULMINANT
VESSEL OF THE HANDS OF ONUS**

FULMINANT VESSEL (BLOODRAGER ARCHETYPE)

Bloodrager Archetype-Fulminant Vessel

While most individuals possess the wherewithal and mental conviction to control their animus, not all beings are so fortunate. However, even an unbridled and undisciplined animus user possesses a great deal of power. Fulminant Vessels are beings who have inherited great sources of eldritch power, and use their rage as a method of harnessing their incredible abilities, living volcanoes of arcane energy who tear through everything in their way.

Maneuvers

A fulminant vessel begins his career with knowledge of five martial maneuvers. The disciplines available to him are [Brutal Crocodile](#), [Elemental Flux](#), [Primal Fury](#), [Shattered Mirror](#), and [Spark of Battle](#)^{LPV}. Once the fulminant vessel knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by a fulminant vessel is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A fulminant vessel's

maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The fulminant vessel learns additional maneuvers at higher levels, as indicated on [Table: Animus Archetype Maneuver Progression](#). The maximum level of maneuvers gained through fulminant vessel levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. He must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the fulminant vessel can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level she likes, as long as he observes the restriction on the highest-level maneuvers she knows; the fulminant vessel need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A fulminant vessel's primary initiator attribute is Charisma.

Maneuvers Readied

A fulminant vessel can ready three of his five maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A fulminant vessel must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating for ten minutes. The maneuvers he chooses remain readied until he decides to meditate again and change them. The fulminant vessel does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes in meditation, he can change his readied maneuvers.



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A fulminant vessel begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since she chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

Fulminant vessels rely on surging, unstable planar forces to fuel their martial maneuvers. Because of this, they do not have full control over their readied maneuvers; when a fulminant vessel readies his maneuvers, he selects one of his readied maneuvers to be immediately granted to him for use at any time (when this maneuver is used outside of combat, they recover on their own in the following round), with the rest of his initially randomized maneuvers waiting to

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be granted in combat. The remainder of his readied maneuvers are withheld and currently inaccessible until combat begins. If he is able to act in a surprise round when combat begins, he is granted his maneuvers then as normal, but if he is caught unaware, he must wait until his initiative before his maneuvers are granted (beyond the initial one). At the end of each of his combat turns, one previously withheld maneuver (randomly determined) is granted to him, and thus becomes accessible for his next turn and subsequent turns. He can freely choose to initiate any maneuver that is currently granted when his turn begins, but he cannot initiate a withheld maneuver. If the locus commander chooses not to employ a maneuver in a given round, his currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if he uses his maneuvers or not—at the end of each of his turns, one withheld maneuver from his selection of readied maneuvers is granted to him. Over the course of a few rounds, all the locus commander's maneuvers will eventually be granted.

A fulminant vessel can change the readied maneuver he has chosen to be immediately granted for use at any time by spending one minute meditating.

If, at the end of the fulminant vessel's turn, he cannot be granted a maneuver because he has no withheld maneuvers remaining, he recovers all expended maneuvers, and a new group of readied maneuvers is granted to him, replacing his previously granted maneuvers if any remain unspent. He selects one of his choice (and gains the remainder of granted maneuvers as randomized selections, see below). At the end of his next turn, a withheld maneuver is granted to the locus commander, and the process of surging power begins again.

At 4th level and again at 8th, 12th, 16th, and 20th levels, the number of maneuvers granted to the fulminant vessel at the beginning of an encounter and when he recovers his maneuvers increases by one. Unlike the fulminant vessel's initial granted maneuver, these additional maneuvers are randomly determined (for example, at the beginning of an encounter, an 8th level fulminant vessel would choose one maneuver to have access to, then randomly be granted two more).

This ability replaces the bloodrager's spellcasting.

Stances

Fulminant vessels begin play with knowledge of one stance from any discipline open to them. At 4th, 7th, 11th, and 13th levels, the fulminant vessel selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All

the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the fulminant vessel cannot learn a new stance at higher levels in place of one he already knows.

Animus (Su)

A fulminant vessel's martial prowess is in part fueled by a reservoir of roiling, turbulent energy within his soul, and the passion and danger of combat causes this arcane energy to overflow outwards. This power, called animus, waxes and wanes with a fulminant vessel's use of his maneuvers in battle. Outside combat, a fulminant vessel has no animus to spend, but his inner power can still be used for more subtle arcane arts. His levels in bloodrager count as arcane spellcaster levels for the purposes of qualifying for prerequisites (such as those of item creation feats or the Arcane Strike feat), and if a fulminant vessel ever develops arcane spellcasting from another class, he may add his bloodrager level to his levels in that class to determine his overall caster level for the purposes of item creation feats. In addition, a fulminant vessel is considered to be able to cast bloodrager spells for the purpose of spell trigger and spell completion items, using his initiator level as his caster level.

When a fulminant vessel enters combat, he gains an animus pool equal to his initiation modifier (minimum 1) at the start of his first turn, and adds one point of animus to his animus pool at the start of each of his turns thereafter. His animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. At the end of any round in which the fulminant vessel initiates a maneuver (a strike, boost, or counter), he adds an additional point of animus to his pool. Certain abilities, such as some class features, maneuvers, and feats, require the fulminant vessel to expend points of animus to use.

The primal power of animus can be used in several ways—the foremost of which is the augmentation of maneuvers. A fulminant vessel can spend points of animus to augment his maneuvers in the following ways, depending on his class level. If the fulminant vessel has the ability to augment his maneuvers in other ways, such as from another class feature or the maneuver itself, this cannot be combined with the augments granted by his animus class feature; he must choose which augmentation type to use when initiating the maneuver.

Starting at 1st level, a fulminant vessel can spend a single point of animus to augment a maneuver. At 5th level and every 5 levels thereafter, the fulminant

vessel may spend an additional point of animus on augments for each maneuver (to a maximum of 5 at 20th level). Animus augments are used as part of a maneuver's initiation action to apply any of following effects to it (if applicable):

-Enhance Maneuver: For each point of animus spent, the fulminant vessel adds a cumulative +2 insight bonus to all d20 rolls made (including attack rolls, combat maneuver checks, and skill checks) when initiating that maneuver (maximum of three animus may be spent on this augmentation); if the maneuver allows the user to make multiple attacks, then this bonus only applies to the first attack.

-Increase DC: For each point of animus spent, the save DC of that maneuver increases by 1

-Increase Potency: For each point of animus spent, the fulminant vessel may ignore 10 points of energy resistance or 5 points of damage reduction or hardness.

At 8th level, a fulminant vessel gains access the following additional augmentations:

-Animus Form: If the fulminant vessel spends 2 points of animus, they become a raw surging mass of animus for 1 round. While in this state, they become immune to critical hits and sneak attacks and increase any damage reduction and energy resistance they possess to an amount equal to their bloodrager level.

-Restore Rage: For every two points of animus spent, the fulminant vessel gains an additional round of bloodrage

-Surging Vitality: For every point of animus spent, the fulminant vessel gains temporary hit points equal to half their class level.

At 16th level, a fulminant vessel gains access the following additional augmentations:

-Volcanic Burst: By spending three points of animus, the fulminant vessel may cause his next strike to affect all opponents within a 15-foot cone or 20-foot line. Ranged attacks affect opponents extending from the initiator's location. The fulminant vessel makes a single attack roll and compares it to the AC of each creature within the area. If the strike allows a saving throw, each target may make one. Only strikes with an initiation action of 1 standard action may be augmented in this fashion, and this augment replaces the strike's normal targets and affected area.

-Disruptive Blow: If the fulminant vessel spends 4 points of animus, the target (or targets) of the maneuver are affected by *Greater Dispel Magic* with a caster level equal to the fulminant vessel's initiator level.

-Explosive Surge: a font of raw arcane power explodes out of the fulminant vessel to a radius of 5 feet for each point of animus spent. Creatures (excluding

yourself) within the area take 2d6 points of force damage for every point of animus spent (maximum 10d6), but are allowed a will save to half the damage (DC 10 + half the fulminant vessel's initiator level + the fulminant vessel's initiation modifier).

This ability replaces bloodline spells and the bloodline powers gained at 1st, 8th, and 16th levels.

Animus Centering (Su)

As a full-round action, a fulminant vessel can spend one point of animus to grant herself all his remaining withheld maneuvers, then immediately expend them in a raging cadence of arcane power. As there are no remaining maneuvers to be granted, a new set of maneuvers is granted to the fulminant vessel at the end of his turn, as normal.

In addition, when he uses this ability, a fulminant vessel regains one round of bloodrage and immediately ends any fatigue or exhaustion effects which may be affecting him as a result of bloodrage.

Animus Rage (Su)

Starting at 3rd level, a fulminant vessel can enter an amplified form of bloodrage which causes additional animus to accumulate in his form. When entering a bloodrage, the fulminant vessel can choose to enter an animus rage. When he does so, he spends two rounds of bloodrage every round, but acquires two points of animus at the start of each round rather than one.

At 11th level, while in animus rage, the fulminant vessel treats all of their maneuvers as being augmented by 1 point of animus (this is in addition to any animus spent on the maneuver, but the total cannot go beyond the fulminant vessel's limit of maximum animus augmentation). This increases to 2 points of animus at 20th level.

This ability replaces blood sanctuary as well as the ability to cast spells as a free action when entering greater bloodrage and mighty bloodrage.

Animus Healing (Su)

At 4th level, the fulminant vessel gains Animus Healing as a bonus feat. He can use this ability an additional time per encounter at 8th level and every 4 levels thereafter.

This ability replaces eschew materials.

Raging Spellshield (Su)

At 4th level, the fulminant vessel's magical form has insulated him against magic. By expending a readied counter as an immediate action, the fulminant vessel may reroll a single saving throw against a spell, spell-like ability, power, or psi-like ability that he just failed. This ability replaces bloodcasting

PARASITES & PARAGONS

USING FULMINANT VESSELS IN CITY OF 7 SERAPHS

Particularly prominent in the Irons District among intermingled sylph and oread lineages, the potential is still difficult to train into the seething power necessary to master the fulminant vessel's way. Adherents of this path exist in the Thunderchildren and Steamwalkers and sometimes develops naturally among the overburdened porters of the Hands of Onus.

**"NO SOONER CAN YOU HOLD THE WIND
THAN STOP MY BLADE." - ONIVE.
FURINKAZAN OF THE GRONITHIC EMPIRE**

FURINKAZAN (SAMURAI ARCHETYPE)

In order to triumph in battle, one must be able to utilize the full ensemble of resources and ideas around them and combine them into an effective fighting style. Perhaps among the most dangerous examples of this tenant are the Furinkazan, samurai who have fused many advanced combat techniques into a single powerful and overwhelming fighting style which pushes through most any defense.

Class Skills: The furinkazan adds Acrobatics, Perform, and Sleight of Hand to his list of class skills.

Maneuvers: A furinkazan begins his career with knowledge of three martial maneuvers. The disciplines available to him are [Leaden Hyena](#), [Mithral Current](#), [Piercing Thunder](#), [Spark of Battle](#)^{LPV}, and [Tempest Gale](#)

Once the furinkazan knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by furinkazan is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A furinkazan maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The furinkazan learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through furinkazan levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A furinkazan must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the furinkazan can choose to learn a new maneuver in

place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the furinkazan need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A furinkazan's initiation modifier is Charisma, and each furinkazan level is counted as a full initiator level.

Maneuvers Readied A furinkazan can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A furinkazan must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or performing some act of meditation for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The furinkazan does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A furinkazan begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the furinkazan to recover maneuvers, he must draw on the misery and folly of his enemies by activating his warrior's claim class feature; the furinkazan recovers a single expended maneuver whenever he Claims a creature, and he recovers a number of expended maneuvers equal to his furinkazan initiation modifier (minimum 2) whenever a creature he has Claimed is reduced to 0 or less hit points. Alternately, the furinkazan may center himself to recover a single maneuver as a standard action.

This ability replaces the samurai's challenge ability

Stances: A furinkazan begins his career with knowledge of one stance from any discipline open to furinkazan. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through hypnotic duelist levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the hypnotic duelist does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is

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an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a furinkazan cannot learn a new stance at higher levels in place of one he already knows.

Mounted Maneuver Expertise (Ex): At 1st level, the furinkazan's mount learns to work with its master combat. Whenever a furinkazan is mounted and uses a maneuver with a movement component (such as making a charge attack, or taking an extra move action), the furinkazan can have his mount take the appropriate movement in his place. If the maneuver allows the furinkazan to make a charge attack, both he and his mount are considered to be charging. This ability modifies mount.

Warrior's Claim (Ex): As a swift action, the furinkazan may single out a single creature as a target, focusing his senses upon bring that singular creature to its end. The furinkazan may Claim an opponent that he can see (including with special senses such as blindsense or tremorsense) within close range (25 feet + 5 feet per 2 furinkazan levels) for a number of rounds equal to $\frac{1}{2}$ his class level (minimum 1 round). A furinkazan can have a maximum number of creatures Claimed equal to his furinkazan initiation modifier (minimum 1), and may not Claim a creature he has already Claimed until or unless the Claim expires. For the purpose of attacking claimed creatures (including with attacks of opportunity), the furinkazan's reach is increased by 5 feet. This improves to 10 feet at 8th level and 15 feet at 15th level.

In addition, the furinkazan automatically knows the position of creatures he has Claimed. Any opponent the furinkazan cannot see still has total concealment (50% miss chance) against him, and the furinkazan still suffers the normal miss chance when attacking creatures that have concealment. The furinkazan is still denied his Dexterity bonus to his AC against attacks from Claimed creatures he cannot see.

For the purpose of order abilities, a furinkazan treats any creature he has claimed as being the target of a challenge

Mounted Resolve (Ex): While the furinkazan is mounted, any benefits of the furinkazan's resolve, greater resolve, true resolve, honorable stand, and last stand class features extend to his mount as well.

Blinding Speed (Ex): At 3rd level, the furinkazan learns how to tear through enemies quickly and efficiently while astride his mount. Whenever he makes an attack while mounted, he is treated as drawing

his weapon as part of the attack. This ability replaces weapon expertise.

Awesome Terror (Ex): At 12th level, the furinkazan learns to maneuver through the ranks of his foes with ease. Neither the furinkazan nor his mount provoke attacks of opportunity from creatures Claimed by the furinkazan.

This ability replaces demanding challenge.

USING FURINKAZAN IN CITY OF 7 SERAPHS

Furinkazan appear scattered through the ranks of the Parities, though most often are seen among three. Among the Golden Constables of the Temple of Coin, these elite riders compete to procure the most exotic and fine mounts from across the multiverse. Wary citizens of the Pacts District know to leave middle paths of the Latticeways of the Nearing there clear for the breakneck affairs of these wealthy warriors.

Less common are the furinkazan of the Ashborn, said to be trained by an elf renegade named **Vystivar Mistbreaker (Ashborn CG elf male samurai (furinkazan) 15)** fleeing the Brionithic Empire of the Quiet Lands. Vystivar favored big hunting cats and dire wolves as mounts and brought the secrets of melding martial traditions with mastering these primal allies to the Ashborn. He hopes to return to face the Empire's own furinkazan who are said to battle astride constructs with hearts of crystalized essence.

Finally among the Eternal Dawning, the furinkazan represent a small minority of the crusaders who still retain mounts. These rare warriors often specialize in training versatile creatures that function in various planar environs, from the edges of Abaddon to the endless expanses of Prima. Furinkazan are most often found among the Emerald and Ruby Orders.

"THIS IS WHERE YOUR STORY ENDS." AROSTIEN ALLUCOST HERO'S BANE OF THE DESCENDANTS OF DREAM

HERO'S BANE (SLAYER ARCHETYPE)

Slayers of all stripes are dedicated to killing, be their targets monsters, nobles, or entire families or countries. Among the most feared slayers, however, are those who build their legacies on the destruction of legendary figures, the killers notorious for their ability to bring the most defiant and iconic figures to heel with their martial prowess. When a hero's bane succeeds in their mission, the impact their victory leaves upon history is often catastrophic.

Maneuvers: A hero's bane begins his career with

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knowledge of three martial maneuvers. The disciplines available to him are [Leaden Hyena](#), [Steel Serpent](#), and [Thrashing Dragon](#). Undead and other hero's bane healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead.

Once the hero's bane knows a maneuver, he must ready it before he can use it (see *Maneuvers Readied*, below). A maneuver usable by hero's bane is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A hero's bane maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The hero's bane learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through hero's bane levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A hero's bane must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the hero's bane can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the hero's bane need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A hero's bane's initiation modifier is Intelligence, and each hero's bane level is counted as a full initiator level.

Maneuvers Readied A hero's bane can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A hero's bane must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or performing some act of meditation for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The hero's bane does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A hero's bane begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since

he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the hero's bane to recover maneuvers, he must strike at any enemy which he understands how to break; the hero's bane recovers a single expended maneuver whenever he designates a creature as his studied target, and he recovers a number of expended maneuvers equal to his hero's bane initiation modifier (minimum 2) whenever one of his studied targets is reduced to 0 or fewer hit points. Alternately, the hero's bane may center himself to recover a single maneuver as a standard action.

This ability replaces the slayer talents gained at 4th, 8th, 12th, 16th, and 20th levels.

Stances: A hero's bane begins his career with knowledge of one stance from any discipline open to hero's bane. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through hero's bane levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the hypnotic duelist does not have to ready them. All the stances he knows are available to his at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a hero's bane cannot learn a new stance at higher levels in place of one he already knows.

Glorybreaker (Ex): At 6th level, a hero's bane gains the ability to deprive enemies of their most coveted and powerful techniques. Once per round, when the hero's bane damages their studied target with an attack, he may cause the struck target to immediately expend a single readied maneuver as if they had used it, chosen randomly from the creature's readied maneuvers. If a hero's bane is aware of specific maneuvers that the target has readied (through having observed and identified them using the Knowledge (Martial) skill), he may force the target to expend a specific maneuver rather than choosing randomly. At 12th level and every 6 levels thereafter, this ability may be used an additional time per round.

Starting at 12th level, a hero's bane gains an additional pool of readied maneuvers composed of maneuvers expended using glorybreaker. Whenever the hero's bane forces a creature to expend a readied maneuver with glorybreaker, he adds that maneuver to this additional pool and can initiate that maneuver

as if it was one of his normal readied maneuvers. He can initiate any maneuver that he possesses the requisite initiator level to use with this ability. This stolen maneuver pool is comprised of only a single maneuver, and the maneuver cannot be regained when expended. If the hero's bane steals a maneuver with glorybreaker while this pool is full, he must choose whether to keep the original maneuver or immediately expend it to replace it with a new stolen maneuver. At 18th level, this pool increases from one maneuver to a number of maneuvers equal to the hero's bane's initiation modifier.

This ability replaces the additional sneak attack dice gained at 6th, 12th, and 18th levels

New Slayer Talents: The following talents can be selected by any slayer, but are particularly well-suited to the hero's bane

Demise of Heroics (Ex) Whenever the Slayer deals sneak attack damage to a studied target, he may suppress any luck and morale bonuses the target possesses or a number of rounds equal to the dice of sneak attack he possesses.

Martial Upset (Ex)-Whenever the slayer deals sneak attack damage to a studied target, the target leaves any stances they are in and loses the benefits of any style feats they are currently using (this does not stop them from entering a new stance or style feat the next time they can).

No Escape (Ex)-Whenever the Slayer deals sneak attack damage to a studied target, the target loses the ability to take any sort of immediate action for 1 round.

Scorn Fate (Ex)-The Slayer's abilities ignore any luck bonuses their studied targets possess to AC or to saving throws.

USING HERO'S BANE IN CITY OF 7 SERAPHS

Found in multiple parities the hero's bane is most often counted among the Blackblades and to a lesser yet surprising frequency, the Descendants of Dream. While not uncommon, the Blackblades leadership jealously commands the service of a group of these elite assassins. Usually they are held back for the most complex of actions beyond Hyraeatan for conflicts with Eternals of the House of Heights. **Kalual Imorst (Blackblades male graveknight slayer [hero's bane] 16)** leads these forces for the Blackblades

In contrast, the hero's banes in theranks of the Descendants of Dream are often sent after disruptive artists and enemies who go against the narratives of the Parity. Referred to in whispers as "They Who End Stories" these operatives pride themselves on mysterious calling cards being the only evidence of their actions. The leader of this particular group of Descendants is called the Final Page, and has a fondness for ending Bookbinders who try to contain any lore the Descendants are currently popularizing.

"IT ISN'T THE FALL YOU SHOULD FEAR MY FRIEND" - VIESEN MAHL, HETAIROS WYVERNIDER OF THE BLACKBLADES

HETAIROS (CAVALIER ARCHETYPE)

The fighting style of the cavalier has always been associated with glory, majesty, and respect, viewing combat as an elegant and formal pursuit. Many experienced cavaliers come to realize, however, that warfare is not often the clean and mystical profession which so many flaunt, and so adapt their showy nature into a more vicious and efficient arsenal. These cavaliers are known as hetairoi, and many are the enemies who have fallen unprepared when dealing with these cavaliers' brutal efficiency.

Class Skills A hetairos adds acrobatics to his list of class skills.

Maneuvers: A hetairos begins his career with knowledge of three martial maneuvers. The disciplines available to him are [Golden Lion](#), [Piercing Thunder](#), and [Scarlet Throne](#). Undead and other hetairos healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead.

Once the hetairos knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by hetairos is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A hetairos maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The hetairos learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through hetairos levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A hetairos must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the hetairos can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the hetairos need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A hetairos' initiation modifier is Charisma, and each

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hetairos level is counted as a full initiator level.

Maneuvers Readied A hetairos can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A hetairos must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or performing some act of meditation for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The hetairos does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A hetairos begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the hetairos to recover maneuvers, he must spend a full-round action to adjust his position and refocus his assault. The hetairos regains a number of expended maneuvers equal to his Charisma modifier (minimum 2), and he or his mount may move up to their speed as part of this action. The first attack that the hetairos makes after performing this action gains a bonus on the attack roll equal to the hetairos' Charisma modifier and ignores any damage reduction or hardness the target may possess. Alternately, the hetairos may center himself to recover a single maneuver as a standard action. This ability replaces challenge.

Stances: A hetairos begins his career with knowledge of one stance from any discipline open to hetairos. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through hypnotic duelist levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the hypnotic duelist does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a hetairos cannot learn a new stance at higher levels in place of one he already knows.

Mounted Maneuver Expertise (Ex) Starting at 1st

level, a hetairos and his trusty steed are so in tune with each other that they can work as one when performing maneuvers. Whenever a hetairos is mounted and uses a maneuver with a movement component (such as making a charge attack, or taking an extra move action), the hetairos can have his mount take the appropriate movement in his place. If the maneuver allows the hetairos to make a charge attack, both him and his mount are considered to be charging.

Slaying Charge (Ex) At 11th level, the hetairos gains [Martial Charge](#) as a bonus feat (or another combat feat if they already possess [Martial Charge](#)). In addition, he gains a +4 bonus to skill checks made as part of a maneuver and the DCs of any maneuvers if he uses the maneuver while charging. This ability replaces Mighty Charge.

Coordinated Reformation (Ex) At 12th level, whenever the hetairos regains maneuvers as a full-round action, he may allow all allies within 30 feet to move up to half their speed as a free action. This movement does not provoke attacks of opportunity. This ability replaces demanding challenge.

USING THE HETAIROS IN CITY OF 7 SERAPHS

The hetairos of Hyraeatan are most often found in service of the Blackblades and the Sanguine Sovereignty though the difference between each Parities traditions are extreme. The Sovereignty's ordered regiments are a clear answer to the crusaders of the Eternal Dawn, though the group may have originated from much earlier origins. The vampiric masters of the Parity demand explicit control and discipline from their cavaliers and rumor has it that secrets of blood magic are used in the process to strengthen the bond between rider and mount.

The Blackblades on the other hand are said to practice an even darker rite. Both the bonded companions and would be hetairos are poisoned to the brink of death and fed alchemical substances that heighten awareness and the depth of their suffering. This process is said to blur the lines of self and allow two to flow into each other's spirits.

**"TELL A LIE? OH NO MY DEAR,
I AM THE LIE."**

**OSHEN SERENASON, HYPNOTIC DUELIST
OF THE DESCENDANTS OF DREAM**

HYPNOTIC DUELIST ([MESMERIST ARCHETYPE](#))

The greatest danger to a warrior is the loss of their senses; one engaged in combat must possess full awareness of his surroundings at all times or else leave himself vulnerable to any number of threats.

This vulnerability is exactly what hypnotic duelists prey upon, distorting the senses of their targets until they cannot fight back.

Maneuvers: A hypnotic duelist begins his career with knowledge of three martial maneuvers. The disciplines available to him are [Leaden Hyena](#), [Shattered Mirror](#), and [Veiled Moon](#)

Once the hypnotic duelist knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by hypnotic duelists is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A hypnotic duelist's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The hypnotic duelist learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through hypnotic duelist levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A hypnotic duelist must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the hypnotic duelist can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the hypnotic duelist need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A hypnotic duelist's initiation modifier is Charisma, and each hypnotic duelist level is counted as a full initiator level.

Maneuvers Readied A hypnotic duelist can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A hypnotic duelist must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or meditating on the nature of falsehood and illusion for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The hypnotic duelist does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A hypnotic duelist begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the hypnotic duelist to recover maneuvers, he must tap into the mental vulnerabilities of his enemies by activating his claiming gaze class feature; the hypnotic duelist recovers a single expended maneuver whenever he Claims a creature, and he recovers a number of expended maneuvers equal to his hypnotic duelist initiation modifier (minimum 2) whenever a creature he has Claimed is reduced to 0 or less hit points. Alternately, the hypnotic duelist may concentrate on his psychic power to recover a single maneuver as a standard action.

Stances: A hypnotic duelist begins his career with knowledge of one stance from any discipline open to hypnotic duelists. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through hypnotic duelist levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the hypnotic duelist does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a hypnotic duelist cannot learn a new stance at higher levels in place of one he already knows.

Weapon and Armor Proficiency: A hypnotic duelist gains proficiency with simple and martial weapons and with light armor and shields.

Claiming Gaze (Su): Whenever the mesmerist uses his hypnotic stare ability on a creature, he may claim that creature as part of the action used to focus his hypnotic stare. For a number of rounds equal to $\frac{1}{2}$ his class level (minimum 1 round), the creature is considered claimed, and for that duration continues to be affected by the hypnotic duelist's hypnotic stare ability (including bold stare and stare feats) even if the hypnotic duelist shifts his gaze to another creature. A hypnotic duelist can have a maximum number of creatures Claimed equal to his initiation modifier (minimum 1), and may not Claim a creature he has already Claimed until or unless the Claim expires.

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In addition, the hypnotic duelist automatically knows the position of creatures he has Claimed. Any opponent the hypnotic duelist cannot see still has total concealment (50% miss chance) against him, and the hypnotic duelist still suffers the normal miss chance when attacking creatures that have concealment. The hypnotic duelist is still denied his Dexterity bonus to his AC against attacks from Claimed creatures he cannot see.

This ability replaces painful stare, but counts as painful stare for the purpose of prerequisites and prestige class advancement. For the purpose of feats and class abilities, claimed creatures are considered to be affected by your painful stare

Singular Focus (Su): The abilities of the hypnotic duelist are more restricted than most mesmerists due to their martial focus. The hypnotic duelist may only implant mesmerist tricks on himself. However, whenever the hypnotic duelist uses a boost that affects himself, he may implant a trick on himself as part of the action. This ability modifies mesmerist tricks.

Cruel Deceptions (Su): At 3rd level, the hypnotic duelist learns how to bring about his foes' greatest weaknesses in the heat of combat. Once per round, when he damages a claimed creature with a martial strike, he may inflict one of the following effects upon the creature. A creature is allowed a Will save to avoid being affected by a cruel deception (DC 10 + half the hypnotic duelist's initiator level + the hypnotic duelist's initiation modifier). The duration of a deception is equal to the hypnotic duelist's initiation modifier. This is a mind-affecting effect.

- **Suppress Sense:** The creature gains either the blinded or deafened condition for the duration of this effect.
- **Blind Spot:** The creature does not read the movements of the hypnotic duelist properly. It may not make attacks of opportunity against the hypnotic duelist, and takes a penalty equal to the hypnotic duelist's claiming gaze penalty on any rolls made to counter an action performed by the hypnotic duelist (this stacks with other penalties inflicted by claiming gaze).

At 6th level, the hypnotic duelist can inflict the following effects

- **Verbal Disconnect:** The creature becomes unable to recognize who its allies are. It cannot benefit from the aid another action and cannot understand any language.
- **Dead Nerves:** The creature's perceptions are altered to make it believe that it is invulnerable, unaware of the damage that rapidly adds up. A creature that fails its will save becomes unaware of any damage that it takes for the duration of this deception (it assumes that every attack made

against it misses), and is considered flat-footed against all attacks while affected. Each time the creature is attacked, it is allowed a new saving throw to escape this effect.

At 10th level, the hypnotic duelist can inflict the following effects

- **Greater Suppress Sense:** The affected creature loses one of the following senses for the duration of this deception: blindsight, blindsense, tremorsense, *True Seeing*, or *Pierce the Veils*
- **Duelist's Curse:** The creature becomes cursed by the hypnotic duelist. Their Claim persists for 1 day/level rather than the normal duration, enabling the hypnotic duelist to easily track them along a vast distance.

At 14th level, the hypnotic duelist can inflict the following effects

- **Exchange Identities:** The hypnotic duelist immediately switches position and appearance with the struck creature. The affected creature and the hypnotic duelist are both affected by the *Disguise Self* spell to appear to be each other, and appear in each other's places in the same position the other assumed. Creatures which lack the ability to instantly see through disguises must figure out the identities of both creatures from any actions they take from that point onward.
- **Total Disconnect:** The creature loses all senses for the duration of this effect. They are considered blinded, deafened, and not in possession of any other senses, perceiving nothing but emptiness and darkness.

This ability replaces touch treatment

Delusion of Victory (Su): At 20th level, the hypnotic duelist learns to convincingly trick their opponents into thinking that victory has been achieved. Whenever the hypnotic duelist avoids an attack through a counter or just the result of the attack missing, the attacker becomes flat-footed until the end of the hypnotic duelist's next turn. In addition, any creature reduced to 0 hit points by the hypnotic duelist instantly becomes affected as if they had failed their save against the *Microcosm* spell. Usually in this microcosm, the creature enters a delusion where it believes that it won the battle against the hypnotic duelist and goes on to fulfill many of its other dreams.

This ability replaces rule minds.

USING THE HYPNOTIC DUELIST IN CITY OF 7 SERAPHS

A frequent counter point and rival to the evocatus in the College District arenas, few such practitioners remain affiliated with their Academies or Guilds for long. The high demand for their versatile deceptions guarantees the hypnotic duelist posts from the void-ships of the privateer fleets of the Temple of Coins to

elite Warden assignments across the multiverse.

Descendants of Dreams and the Foreseen both cultivate these psychic tricksters and keep them involved in gambits across the City. The Descendant mentor **Veys One-Eye (Descendants of Dream CN male fetchling mesmerist[hypnotic duelist] 13)** instructs his operatives in the art of inceptive narration, creating the stories an enemy wishes to believe rather than the reality they experience.

Comparatively, Foreseen focus on blunt sensory reroutes and overloads seeing little use for the frippery of constructing elaborate delusions. The chief visioneer in charge of the Parities program **Imoxomi (Foreseen LN female mirrorkin mesmerist[hypnotic duelist] 12)** has come to loathe Veys and the Descendants in general and takes great pride in “saving” One-Eye’s disciples from the “baroque mindwork” of her rival and recruiting them herself.

**“YOU DRAW ON SOME DISTANT HELL
PLANE FOR POWER? NEAT
I PACKED MY OWN!”
VAXE SINGLEN. LOCUS COMMANDER OF
THE STEAMWALKER ETHER LEGION**

LOCUS COMMANDER ([SUMMONER ARCHETYPE](#))

Legends tell of special individuals who are infused with the powers of the planes, beings who possess the ability to tap into a source of knowledge and power that transforms them into unrivaled warriors. Beings from all across the planes flock to the service of these so-called locus commanders, hoping that he might share his incredible secrets with them. In exchange, these planar entities serve the locus commander faithfully, acting as his servitors in battle.

Class Skills A locus commander adds Intimidate and Stealth to his list of class skills.

Maneuvers

A locus commander begins his career with knowledge of five martial maneuvers. The disciplines available to him are [Brutal Crocodile](#), [Elemental Flux](#), [Eternal Guardian](#), [Spark of Battle^{LPV}](#), and [Veiled Moon](#). Once the locus commander knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by a locus commander is considered an extraordinary ability unless otherwise noted in it or its discipline’s description. A locus commander’s maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The locus commander learns additional maneuvers at higher levels, as indicated on [Table: Animus Archetype Maneuver Progression](#). The maximum level of

maneuvers gained through locus commander levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. He must meet a maneuver’s prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the locus commander can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level she likes, as long as she observes the restriction on the highest-level maneuvers she knows; the locus commander need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A locus commander’s primary initiator attribute is Charisma.

Maneuvers Readied

A locus commander can ready three of his five maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A locus commander must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating for ten minutes. The maneuvers he chooses remain readied until he decides to meditate again and change them. The locus commander does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes in meditation, he can change his readied maneuvers.

A locus commander begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since she chose them. When she initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below). Locus commanders rely on surging, unstable planar forces to fuel their martial maneuvers. Because of this, they do not have full control over their readied maneuvers; when a locus commander readies his maneuvers, he selects one of his readied maneuvers to be immediately granted to him for use at any time (when this maneuver is used outside of combat, they recover on their own in the following round), with the rest of his initially randomized maneuvers waiting to be granted in combat. The remainder of his readied maneuvers are withheld and currently inaccessible until combat begins. If he is able to act in a surprise round when combat begins, he is granted his maneuvers then as normal, but if he is caught unaware, he must wait until his initiative before his maneuvers are granted (be-

yond the initial one). At the end of each of his combat turns, one previously withheld maneuver (randomly determined) is granted to him, and thus becomes accessible for his next turn and subsequent turns. He can freely choose to initiate any maneuver that is currently granted when his turn begins, but he cannot initiate a withheld maneuver. If the locus commander chooses not to employ a maneuver in a given round, his currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if he uses his maneuvers or not—at the end of each of his turns, one withheld maneuver from his selection of readied maneuvers is granted to him. Over the course of a few rounds, all the locus commander's maneuvers will eventually be granted.

A locus commander can change the one readied maneuver he has chosen to be immediately granted for use at any time by spending one minute in meditation.

If, at the end of the locus commander's turn, he cannot be granted a maneuver because he has no withheld maneuvers remaining, he recovers all expended maneuvers, and a new group of readied maneuvers is granted to him, replacing his previously granted maneuvers if any remain unspent. He selects one of his choice (and gains the remainder of granted maneuvers as randomized selections, see below). At the end of his next turn, a withheld maneuver is granted to the locus commander, and the process of surging power begins again.

At 4th level and again at 8th, 12th, 16th, and 20th levels, the number of maneuvers granted to the locus commander at the beginning of an encounter and when he recovers his maneuvers increases by one. Unlike the locus commander's initial granted maneuver, these additional maneuvers are randomly determined (for example, at the beginning of an encounter, an 8th level locus commander would choose one maneuver to have access to, then randomly be granted two more).

This ability replaces the summoner's spellcasting.

Stances Known

Locus commanders begin play with knowledge of one stance from any discipline open to them. At 4th, 7th, 11th, and 13th levels, the locus commander selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the locus commander

cannot learn a new stance at higher levels in place of one he already knows.

Animus (Su)

A locus commander's martial prowess is in part fueled by a reservoir of roiling, turbulent energy from his locus, and the passion and danger of combat causes this arcane energy to overflow outwards. This power, called animus, waxes and wanes with a locus commander's use of his maneuvers in battle. Outside combat, a locus commander has no animus to spend, but his inner power can still be used for more subtle arcane arts. His levels in summoner count as arcane spellcaster levels for the purposes of qualifying for prerequisites (such as those of item creation feats or the Arcane Strike feat), and if a locus commander ever develops arcane spellcasting from another class, he may add his summoner level to his levels in that class to determine his overall caster level for the purposes of item creation feats. Finally, The locus commander may use spell trigger and spell completion items as if he could cast summoner spells, using his initiator level as his caster level.

- When a locus commander enters combat, he gains an animus pool equal to his initiation modifier (minimum 1) at the start of his first turn, and adds one point of animus to his animus pool at the start of each of his turns thereafter. His animus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. At the end of any round in which the locus commander initiates a maneuver (a strike, boost, or counter), he adds an additional point of animus to his pool. Certain abilities, such as some class features, maneuvers, and feats, require the locus commander to expend points of animus to use.

The primal power of animus can be used in several ways—the foremost of which is the augmentation of maneuvers. A locus commander can spend points of animus to augment his maneuvers in the following ways, depending on his class level. If the locus commander has the ability to augment his maneuvers in other ways, such as from another class feature or the maneuver itself, this cannot be combined with the augments granted by his animus class feature; he must choose which augmentation type to use when initiating the maneuver.

Starting at 1st level, a locus commander can spend a single point of animus to augment a maneuver as part of that maneuver's initiation action to apply one of the following effects to it (if applicable):

Enhance Maneuver: For each point of animus spent, the locus commander adds a cumulative +2 insight bonus to all d20 rolls made (including attack rolls, combat maneuver checks, and skill checks) when initiating that maneuver (maximum of three animus may be spent on this augmentation); if the maneuver allows the user to make multiple attacks, then this bonus only applies to the first attack.

- **Planar Boon:** For every point of animus spent, the locus commander chooses one creature in their locus. That creature's weapons count as either good, evil, chaotic, or lawful until the end of your next turn.

At 5th level, a locus commander can spend up to two points of animus on maneuver augmentation rather than one, and gains access the following additional augmentations:

- **Energize:** For every point of animus spent, the locus commander chooses one creature in their locus. The creature's attacks deal 2 additional points of fire, electricity, cold, or acid damage until the end of their turn (chosen by the locus commander).
- **Reconfigure Forces:** For every 2 points of animus expended, the locus commander may affect one creature within his locus as per the *Alter Summoned Monster* spell.

At 10th level, a locus commander can spend up to three points of animus on maneuver augmentation, they can still be gain animus in antimagic areas, and gains access the following additional augmentations:

- **Gift of Evolution:** For every 2 points of animus expended, the locus commander may affect one eidolon or summoned creature within his locus as per the [master's mutation](#) spell.
- **Grant Maneuver:** For every 2 points of animus spent, the locus commander grants the used maneuver to one creature in his locus the ability to initiate that maneuver one time within 1 round or until the locus commander chooses to recover the maneuver. The maneuver becomes a known and readied maneuver for that ally, using the locus commander's initiator level and initiation modifier. After the creature initiates the maneuver or 1 round passes, it is expended and the effect ends. This does not cause the creature to unlearn a maneuver it knows from other sources. A creature can only be affected by one instance of this ability at any given time.
- **World Within:** For every 3 points of animus spent, the locus commander may ignore the effects of

antimagic, dead magic areas and other similar effects. He instead provides energy and summons creatures from within his locus. The may ignore the effects of antimagic for a number of rounds equal to their Charisma modifier.

At 15th level, a locus commander can spend up to four points of animus on maneuver augmentation, and gains access the following additional augmentations:

- **Call to Aid:** By expending 4 points of animus, the locus commander may use his summon monster ability as a free action as part of initiating a strike.
- **Banishing Blow:** By expending 3 points of animus, the locus commander may affect the next creature he hits with a martial strike with the *Banishment* spell with a caster level equal to his initiation level. The save DC is Charisma-based.

At 20th level, a locus commander can spend up to 5 points of animus on a maneuver augmentation, and gains access to the following additional augmentations:

- **Planar Rift:** By expending 5 points of animus, the locus commander may open a rift between the planes with his next attack. The next creature he hits with a martial strike is affected by the *Plane Shift* spell with a caster level equal to his initiation level. The save DC is Charisma-based. The locus commander may choose to leave a gateway as per the *Gate* spell (CL 20th) open between the plane he is on and the plane that he sent the target creature to.
- **Commander's Step:** By expending 5 points of animus, the locus commander may teleport as per *Greater Teleport*. When he does, he leaves behind in his previous location a *Teleportation Circle* which lasts for 1 minute and directs to the point where the locus commander arrived.

Locus (Su)

At the heart of a locus commander's abilities is his locus, a source of planar energy which acts the source of his supernatural martial abilities. The locus commander's locus remains active so long as the locus commander retains points in his animus pool, and acts as conduit between the locus commander, his martial abilities, and his summons. The locus commander, his eidolon, and any creatures that the locus commander has summoned are considered to be part of his locus. All creatures within the locus commander's locus can communicate telepathically with each other, and certain other abilities can be utilized through the locus.

This ability replaces life link and transposition.

Locus Flare (Su)

As a full-round action, a locus commander can spend one point of animus to grant himself all his remaining withheld maneuvers, then immediately expend them to flare his locus as a beacon to other beings. As there are no remaining maneuvers to be granted, a new set of maneuvers is granted to the locus commander at the end of his turn, as normal.

When the locus commander uses this ability, he may use his summon monster ability as part of the full-round action.

Open Locus (Su)

At 6th level, the locus commander discovers how to introduce the powers of the locus to non-summoned creatures. As a move action, the locus commander may add one willing creature to his locus. The amount of creatures the locus commander can have beyond summoned creatures and eidolons in his locus is equal to his Charisma modifier.

At 16th level, a locus commander gains the ability to draw in energy from his locus even outside of combat.

As a move action, the locus commander can add a number of points of animus to his animus pool equal to 1d6 + his Charisma modifier. Unlike other animus abilities, this may be used outside of combat to generate a small pool of animus that persists for one minute outside of combat. A locus commander cannot use this ability multiple times to accumulate animus, additional attempts simply reset the amount of animus from the previous use of this ability. The locus commander may use this a number of times per day equal to his Charisma Modifier (minimum of 1).

This ability replaces maker's call and merge forms.

Locus Font (Su)

At 20th level, the locus commander fully embraces the tides of power which emerge from their locus. At the start of each turn, the locus commander gains 3 points of animus rather than 1.

This ability replaces twin eidolon

New Eidolon Evolutions

1-point evolutions

Additional Maneuvers: The eidolon learns two additional maneuvers (not stances) that it meets the prerequisites for. These maneuvers must be from one of the disciplines chosen with the planar initiator evolution. This evolution may be selected multiple times. Each additional time it is taken, the eidolon learns one maneuver from its three disciplines. For every two times the eidolon gains this evolution, it can ready one additional maneuver. The eidolon must have the planar initiator evolution before selecting this evolution. The summoner must be at least 3rd level to select this evolution.

Additional Stance: The eidolon learns one additional stance that he meets the prerequisites for. This stance must be from one of the disciplines chosen with the planar initiator evolution. The eidolon must have the planar initiator evolution before selecting this evolution. This evolution may be selected for the first time starting at Summoner level 4th and up to one additional time at 7th level and every three levels thereafter.

2-point evolutions

Planar Initiator: The eidolon gains the ability to learn and ready martial maneuvers. It learns three maneuvers and one stance when he takes this evolution. The disciplines available to the eidolon are any three disciplines of the summoner's choice. If one of his selected disciplines' associated skills is not on the eidolon's class skill list, it gains it as a class skill. The eidolon's initiation modifier is Charisma, and each summoner level is counted as a full initiator level for the eidolon. In addition, the eidolon gains Knowledge (martial) as a class skill.

Once the eidolon knows a maneuver, it must ready it before he can use it (see below). A maneuver usable by eidolons is considered an extraordinary ability unless otherwise noted in it or its discipline's description. An eidolon's maneuvers are not affected by spell resistance, and it does not provoke attacks of opportunity when it initiates one.

The eidolon can ready all three of its maneuvers known, but if it gains additional maneuvers, it must choose which maneuvers to ready. An eidolon must always ready its maximum number of maneuvers readied. It readies its maneuvers by communing with the outer planes for ten minutes. The maneuvers it chooses remain readied until it decides to commune again and change them. The eidolon does not need to sleep or rest for any long period of time in order to ready maneuvers; any time it spends ten minutes communing, it can change its readied maneuvers.

An eidolon begins an encounter with all its readied maneuvers unexpended, regardless of how many times it might have already used them since it chose them. When it initiates a maneuver, it expends it for the current encounter, so each of its readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the eidolon to recover maneuvers, he must realign itself to the planes as a full-round action. When it does so, it recovers a number of maneuvers equal to its initiation modifier (minimum 2) and magnifies its planar connection, producing an effect identical

to *Magic Circle Against Chaos/Evil/Good/Law* with a duration of 1 round based on its alignment (the one chosen is always in opposition to the eidolon's alignment, although any can be selected if the eidolon is neutral). Alternately, the eidolon may take a moment to focus, recovering a single maneuver as a standard action.

USING THE LOCUS COMMANDER IN CITY OF 7 SERAPHS

Many locus commanders begin their careers believing they have failed the process of awakening as a nexus, but the planar crux of their being has in fact been empowered in an entirely different manner. Mastering this art began with martial arts therapies created by the Hands of Onus and Steamwalkers at the Houses of Wellness but it soon became apparent to both Parities that the powers of the locus commander were a treasure unto themselves.

Steamwalker research confirmed that the traits seemed to be heritable and established reliable ways to deliberately manifest these qualities. This program is headed by **Antun Somnivre (Steamwalkers CG male human summoner [locus commander] 14)** who labored well into middle-age thinking his planar catalyzation was a complete failure. When a researcher approached him about his potential abilities he took to the training with a fire befitting the wild innovations of his future Parity. He and his eidolon, Hope, are often seen overseeing Pact District procedures at the Locus of Pyres waiting to test those nexus candidates who "fail" to awaken.

**"MY EYES HAVE DRANK OF SECRETS
UNSEEN IN AGES AND I USE THEM
TO SATE THE THIRST OF MY BLADE."
- ONTHUS AMORI, BOOKBINDER SUBLIME
WARMAGE**

SUBLIME WARMAGE ([MAGUS ARCHETYPE](#))

The combat style of a magus is to combine the most powerful aspects of spell and sword, infusing the two traditions into a mighty war machine. What many fail to realize, however, is that the two are far more similar than they may seem. Sublime Warmages are the masters of blending the two schools into a single form of combat, creating a unique style of fighting which all consider immensely dangerous.

Class Skills A sublime warmage gains autohypnosis and perform as class skills

Maneuvers: A sublime warmage begins his career

with knowledge of three martial maneuvers. The disciplines available to him are [Mangled Gear](#), [Mithral Current](#), [Riven Hourglass](#), and [Shattered Mirror](#). Undead and other sublime warmages healed by negative energy can exchange one of these disciplines for [Unquiet Grave](#) instead.

Once the sublime warmage knows a maneuver, he must ready it before he can use it (see *Maneuvers Readied*, below). A maneuver usable by sublime warmages is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A sublime warmage's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

Unlike most initiators, a sublime warmage does not learn additional maneuvers as he advances in level. Other maneuvers must be learned through other means such as feats, prestige classes, or the martial development magus arcana.

Maneuvers Readied: A sublime warmage can ready all three of his maneuvers known at 1st level, and as he learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A sublime warmage must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or analyzing his magic for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The sublime warmage does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A sublime warmage begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the sublime warmage to recover maneuvers, he must recenter his arcane power as full-round action. When he does, he recovers a number of expended maneuvers equal to his intelligence modifier, and on the next spell he casts may roll twice and take the higher result on one die roll made as part of the spell. Alternately, the sublime warmage may spend a point of his arcane pool (or similar class feature that replaces arcane pool but still uses points) to recover a single maneuver as a swift action. Finally, the sublime warmage may concentrate their arcane power to recover a single maneuver as a standard action.

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Magus Arcana: In addition to normal magus arcana, the sublime warmage can select the following magus arcana:

-*Martial Development:* The sublime warmage learns two martial maneuvers and gains the ability to ready one additional maneuver. He may learn stances and maneuvers of one level higher than he previously could before he took this arcana (up to 2nd level the first time he takes this arcana, 3rd level the second, to a maximum of 6th level). This arcana can be selected multiple times. The first time starting at 3rd level, the second time at 6th level, the third time at 9th level, the fourth time at 12th level, the fifth time at 15th level, and any additional times at any levels beyond that. Every time that he takes this arcana, the sublime warmage may exchange one maneuver he knows for another which he meets the prerequisites for. Every second time the sublime warmage takes this arcana, he learns one additional stance.

-*Martial Spellstrike:* By expending two points from his arcane pool when using the spellstrike class feature (or some equivalent class feature), the sublime warmage may perform a martial strike in place of a normal attack roll when using spellstrike.

The strike must take a standard action, and the spell is only applied to the first attack made with the maneuver.

USING THE SUBLIME WARMAGE IN CITY OF 7 SERAPHS

Most commonly seen as the grim enforcers of the Bookbinders, these devastating magi are also well known to the Thunderchildren and Blackblades. The sublime warmages of the Bookbinders jealously guard their techniques some going so far as to kill witnesses of their most powerful techniques. This has led to most of the other practitioners of the tradition teaching in reclusive monasteries or secure towers within the City.

Recently, aggressive efforts by the Steamwalkers have begun to recover the writings of the sublime warmage **Tekkanti Shess (Lightbringers CG female aasimar magus[sublime warmage] 17/Champion 4)** to claim the azata-touched warrior's secrets for themselves. Stories of epic clashes in the Archives streets, strange explosions, and street collapses within Midstreets are being attributed to the search for

Stances: A sublime warmage begins his career with knowledge of one stance from any discipline open to him. Unlike maneuvers, stances are not expended and the sublime warmage does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

This ability replaces cantrips

the vaults containing Shess' secrets in the Labyrinth below the streets of the District.

URKI • GURGLE • THUD • - A VICTIM ON AN IRON DISTRICT BALCONY AFTER MEETING THEIR FIRST SILENT REAPER.

SILENT REAPER (NINJA ARCHETYPE)

When a ninja is employed for a task, the mission is often a simple one: end a target's life with the least possible hassle. The school of Ninjutsu composed of those known as silent reapers take this operation to the absolute extreme, forswearing their identity and even their very existence so that they may kill with greatest possible efficiency.

Class Skills A silent reaper adds Heal to their list of class skills.

Maneuvers A silent reaper begins their career with knowledge of three martial maneuvers. The disciplines available to him are [Leaden Hyena](#), [Steel Serpent](#), [Thrashing Dragon](#), and [Veiled Moon](#).

Once the silent reaper knows a maneuver, they must ready it before they can use it (see Maneuvers Readied, below). A maneuver usable by silent reapers is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A silent reaper's maneuvers are not affected by spell resistance, and they does not provoke attacks of opportunity when they initiates one.

The silent reaper learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through silent reaper levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to their maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A silent reaper must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the silent reaper can choose to learn a new maneuver in place of one they already knows. In effect, they lose the old maneuver in exchange for the new one. They can choose a new maneuver of any level they like, as long as they observe the restriction on the highest-level maneuvers they know; the silent reaper need not replace the old maneuver with a maneuver of the same level. They can swap only a single maneuver at any given level. A silent reaper's initiation modifier is

Intelligence, and each silent reaper level is counted as a full initiator level.

Maneuvers Readied: A silent reaper can ready all three of their maneuvers known at 1st level, and as they advance in level and learns more maneuvers. They are able to ready more, but must still choose which maneuvers to ready. A silent reaper must always ready their maximum number of maneuvers readied. They ready maneuvers by meditating or performing martial katas for ten minutes. The maneuvers they choose remain readied until they decide to meditate again and change them. The silent reaper does not need to sleep or rest for any long period of time in order to ready their maneuvers; any time they spends ten minutes meditating, they can change their readied maneuvers.

A silent reaper begins an encounter with all their readied maneuvers unexpended, regardless of how many times they might have already used them since they chose them. When they initiate a maneuver, they expend it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless they recover them, as described below).

In order for the silent reaper to recover maneuvers, they must blend with the shadows as a full-round action. When they do, they regains a number of expended maneuvers equal to their Charisma modifier (minimum 2) and may make a stealth check (with a -5 penalty) to hide even if they lacks cover or concealment. Alternately, the silent reaper may take a moment to reposition, recovering a single maneuver as a standard action.

Stances: A silent reaper begins play with knowledge of one stance from any discipline open to them. At 4th, 7th, 11th, and 13th levels, they can select an additional stance to learn. The maximum level of stances gained through silent reaper levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the silent reaper does not have to ready them. All the stances they knows are available to them at all times, and they can change the stance they are currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a silent reaper cannot learn a new stance at higher levels in place of one they already know.

This ability replaces the ninja tricks gained at 4th, 8th, 12th, 16th and 20th levels. This ability does not cause the silent reaper archetype to be incompatible

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with other archetypes that alter the ninja tricks class feature, so long as it still has a ninja trick at each of these levels to give up.

Killer's Method (Ex): At 1st level, the Silent Reaper adds [Cursed Razor](#), [Fool's Errand](#), or [Mithral Current](#) to their list of available disciplines. If the discipline's associated skill is not a class skill for them, they gains it as a class skill.

No Identity (Ex): At 1st level, the Silent Reaper gains [Nameless One](#)^{AG} and [Masked Intent](#)^{AG} as bonus feats. The mask that is created as a result of this feat costs the Silent Reaper nothing, but is physically incapable of being removed. This ability replaces poison use.

Unknown Killer (Su): At 5th level, the Silent Reaper becomes an expert at delivering subtle, inconspicuous deaths, warping the laws of the universe to inhibit awareness of their intervention. At 5th level, the Silent Reaper constantly benefits from a *nondetection* spell with a caster level equal to their initiator level. At 8th level, the Silent Reaper can spend a single *ki* point to affect themselves as per the *silence* spell, and leaves no visible injuries when they attack or even kills a creature (the injuries are covered up as per a permanent *alter self* spell).

This ability replaces uncanny dodge and improved uncanny dodge.

Forgotten One (Ex): At 20th level, the silent reaper's existence becomes a closely-kept cosmic secret, with even the most effective techniques failing to comprehend the existence of the being. The silent reaper becomes completely immune to effects divination school spells and clairsentience powers; any ability which would reveal information on the silent reaper fails, as if they simply weren't there. In addition, any creature which would recognize the silent reaper must make a Will save (DC 10 + ½ the silent reaper's initiator level + the silent reaper's Charisma modifier) or else fail to recognize the silent reaper.

This ability replaces hidden master

USING THE SILENT REAPER IN CITY OF 7 SERAPHS

Few silent reapers are known in the history of Hyraeatan. One only known as the Last Assignment was believed to have killed members of the leadership of all fourteen Parities, including a number of Parity Council members, shortly after the Wonder Wars. This led some to believe the Lightbringers to be responsible for the murders but little evidence exists to point to such an accusation.

Others put forth that the actions of the Last Assignment were actually commanded by a member of the Chrysalis Covenant who believed the long-term stability of the City would only lead to stagnation.

Members of the Covenant have pointed out that no less than three of their own members died during the events of that time, all with the same lack of attributable evidence or wounds. Only the Last Assignments' own confession lead anyone to know the deaths were even related.

"WE HAVEN'T LOST UNTIL PASSION FAILS US! WE HAVEN'T LOST WHILE WE HAVE BREATH TO ROAR!" - ANSOR VESTILAR, STEEL VALKYR OF THE RUBY LEGION

STEEL VALKYR ([SKALD ARCHETYPE](#))

Across the worlds of multiverse exist armies who fight harder than any other, who stand in impossible odds and fight with undying resolve. Many have postulated where this ability comes from, but the truth for many of these successes lies not in the soldiers themselves but rather the rallying force which lies behind them. These immensely powerful unifiers have become known as the steel valkyr, heralds who merge immense martial skill with the providence of otherworldly magics.

Class Skills A steel valkyr adds survival to his list of class skills.

Maneuvers: A steel valkyr begins his career with knowledge of three martial maneuvers. The disciplines available to him are [Brutal Crocodile](#), [Golden Lion](#), [Leaden Hyena](#), [Primal Fury](#), and [Spark of Battle](#)^{LPV}.

Once the steel valkyr knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by a steel valkyr is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A steel valkyr's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The steel valkyr learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through steel valkyr levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A steel valkyr must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the

steel valkyr can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the steel valkyr need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A steel valkyr's initiation modifier is Charisma, and each steel valkyr level is counted as a full initiator level.

Maneuvers Readied A steel valkyr can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A steel valkyr must always ready his maximum number of maneuvers readied. He readies his maneuvers by practicing weapon drills or practicing his songs for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The steel valkyr does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A steel valkyr begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the steel valkyr to recover maneuvers, he must perform a gambit. Alternately, the steel valkyr may channel the power of the primal song to recover a single maneuver as a standard action. This ability replaces spellcasting.

Stances: A steel valkyr begins his career with knowledge of one stance from any discipline open to steel valkyrs. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through steel valkyr levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the steel valkyr does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a steel valkyr cannot learn a new stance at higher levels in place of one he already knows.

Gambits (Ex): A steel valkyr taps into his combat instincts to seize advantages in combat. At 1st level, a steel valkyr selects two gambits from the gambits available to warlords (see the warlord base class in *Path of War*) or the steel valkyr gambits listed below. At 4th level and every four levels thereafter, a steel valkyr selects an additional gambit to learn. Any gambit that would normally use the steel valkyr's Charisma modifier to determine its effects instead uses his steel valkyr initiation modifier. These gambits allow the steel valkyr to recover maneuvers. Due to their reliance on the stresses of combat to bring out the best of the steel valkyr, gambits cannot be used outside combat. A gambit has two aspects: a risk and a reward. A gambit's risk describes an action the steel valkyr must take in order to play the gambit. The steel valkyr begins a gambit as a swift action, then performs the gambit's risk action. He may add half his steel valkyr initiation modifier (minimum 1) as a luck bonus on any d20 rolls made while performing this action (such as the Acrobatics check of an acrobatic gambit, or the attack roll of a brave gambit). The steel valkyr only gets this bonus if he used a swift action to begin the gambit; if taking the actions normally, he gains no additional benefits. If the steel valkyr initiates a maneuver as part of a gambit, he cannot recover that maneuver when the gambit is completed (even if it's his only expended maneuver). If the steel valkyr succeeds at his gambit's risk, he recovers a number of expended maneuvers equal to his steel valkyr initiation modifier (minimum 2) and gains the reward listed in the gambit's description. Allies who would gain a benefit from the gambit's reward must be within 60 feet of the steel valkyr and able to see him perform the gambit's risk. If the steel valkyr fails his gambit (such as missing the charge attack of a brave gambit, or failing the saving throw of an unbreakable gambit), he suffers the gambit's rake, recovering only a single expended maneuver and taking a -2 penalty on all d20 rolls for one round.

Steel Valkyr Gambits: Steel valkyr can select these gambits in addition to the gambits normally available to warlords. Some of these gambits are supernatural abilities, and do not function in an anti-magic field or similar effect.

Roaring Gambit (Su)

Risk: The steel valkyr attempts to perform check in place of another check (which may come from combat performer, versatile performance, or some other ability). When he does this, he adds his Charisma modifier to the perform check a second time. This ability can only be used in combat.

Reward: The steel valkyr regains 1 round of raging song.

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Surging Song: Starting at 6th level, the steel valkyr may perform a surging song. Affected creatures may perform any of the steel valkyr's gambits as if they also knew them. They use the steel valkyr's Charisma modifier rather than their own when determining the effects, and do not regain maneuvers if they perform a gambit which they learned this way.

This ability replaces Song of Strength

Warpath Epic: At 14th level, the steel valkyr may perform a warpath epic. Affected creatures may expend a prepared maneuver to initiate a single maneuver of equal or lower level prepared by another affected creature.

This ability replaces Song of the Fallen

Combat Performer (Ex): At 1st level, a steel valkyr can make Perform checks in place of checks with his disciplines' associated skills when using maneuvers. He may only substitute Perform checks for skills associated with disciplines he has access to from his steel valkyr levels (including disciplines acquired through traits or martial traditions).

This ability replaces Scribe Scroll.

Martial Lore (Ex): At 5th level, a steel valkyr learns to draw from storied martial techniques to turn the tide in the heat of battle. Once per day, a steel valkyr can initiate any maneuver of up to a level he knows as if it were one of his maneuvers known, expending a single readied maneuver of equal level. He can do this twice per day at 11th level and three times per day at 17th level. This ability replaces spell kenning.

Heedless Advance (Su): At 20th level, the power of the steel valkyr's song instills within its listeners awe-some perseverance in battle. The steel valkyr may start a raging song as a free action, and affected creatures recover a single expended maneuver whenever they succeed on an attack roll. This cannot recover a boost that affected the attack roll or a maneuver which the attack roll was performed as a part of. This ability replaces Master Skald

NEW WARLORD GAMBITS

New Gambits: The following new gambits complement the steel valkyr, but can be selected by the warlord and any other class that uses gambits.

Assistive Gambit

Risk: The steel valkyr (or warlord) attempts an

Raging Song: Steel valkyrs learn different performances than most skalds. A steel valkyr still learns song of marching and dirge of doom, but otherwise learns performances from the list below. A steel valkyr's performances may all use either audible or visual components, even if they would otherwise only use one or the other.

Warmaster's Song: at 1st level, affected allies gain a +1 bonus on attack and damage rolls as well as a +1 bonus on the DCs of all maneuvers they initiate. These bonuses increase to +2 at 8th level and +3 at 16th level.

This ability replaces Inspired Rage, but counts as it for the purpose of meeting prerequisites. Any effects that would take effect during inspired rage take effect during this song.



aid another check

Reward: The bonus from aid another lasts for one additional round.

Fearmonger's Gambit

Risk: The steel valkyr (or warlord) attempts an intimidate check against one or more creatures

Reward: The creature's fear also makes them more vulnerable to attacks. Any creatures that are intimidated take additional damage equal to the steel valkyr's Charisma modifier (minimum 1) on the next attack made against them before the end of the steel valkyr's next turn.

Smashing Gambit

Risk: The steel valkyr attempts a Strength check to break something

Reward: The steel valkyr gains a bonus on his next attack roll equal to his Charisma modifier (minimum 1).

USING THE STEEL VALKYR IN CITY OF 7 SERAPHS

The roaring inspirations of the steel valkyr are most often seen outside the City of 7 Seraphs as agents of the Parities fight across multiverse. Steel valkyr allegiant to the Eternal Dawning and the Descendants of Dream are by far the most commonly seen. Ruby Legion members of the Dawning have been known to stir disenfranchised into armies in many worlds, often paired with shapeshifter agents gathering intel on the most dark and oppressive regimes.

"THE LAST SANDS HAVE FALLEN FROM YOUR GLASS" - SAVIN STARSTAIR, TERMINAL BLADE OF THE FORESEEN

TERMINAL BLADE ([TIME THIEF ARCHETYPE](#))

The last moments before the end, the final moments of life flashing before someone's eyes, the crucial move which could make the difference between success and failure, the near-misses which fate has decreed the lifeline of the target. These are the moments from which terminal blades draw their power, the seconds of immense intensity which can be stretched into an entire fighting style.

Class Skills A terminal blade adds autohypnosis to her list of class skills.

Maneuvers

A terminal blade begins her career with knowledge of five martial maneuvers. The disciplines available to her are [Mangled Gear](#), [Mithral Current](#), [Riven](#)

[Hourglass](#), and [Shattered Mirror](#). Once the terminal blade knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by a terminal blade is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A terminal blade's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The terminal blade learns additional maneuvers at higher levels, as indicated on [Table: Animus Archetype Maneuver Progression](#). The maximum level of maneuvers gained through terminal blade levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to her maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. She must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the terminal blade can choose to learn a new maneuver in place of one she already knows. In effect, she loses the old maneuver in exchange for the new one. She can choose a new maneuver of any level she likes, as long as she observes the restriction on the highest-level maneuvers she knows; the terminal blade need not replace the old maneuver with a maneuver of the same level. She can swap only a single maneuver at any given level. A terminal blade's primary initiator attribute is Charisma.

Maneuvers Readied

A terminal blade can ready three of her five maneuvers known at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. A terminal blade must always ready her maximum number of maneuvers readied. She readies her maneuvers by meditating for ten minutes. The maneuvers she chooses remain readied until she decides to meditate again and change them. The terminal blade does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes in meditation, she can change her readied maneuvers.

A terminal blade begins an encounter with all her readied maneuvers unexpended, regardless of how many times she might have already used them since she chose them. When she initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

Terminal blades rely on crucial moments in time to fuel their martial maneuvers. Because of this, they do

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not have full control over their readied maneuvers; when a terminal blade readies her maneuvers, she selects one of her readied maneuvers to be immediately granted to her for use at any time (when this maneuver is used outside of combat, they recover on their own in the following round), with the rest of her initially randomized maneuvers waiting to be granted in combat. The remainder of her readied maneuvers are withheld and currently inaccessible until combat begins. If she is able to act in a surprise round when combat begins, she is granted her maneuvers then as normal, but if she is caught unaware, she must wait until his initiative before his maneuvers are granted (beyond the initial one). At the end of each of her combat turns, one previously withheld maneuver (randomly determined) is granted to her, and thus becomes accessible for her next turn and subsequent turns. He can freely choose to initiate any maneuver that is currently granted when her turn begins, but she cannot initiate a withheld maneuver. If the terminal blade chooses not to employ a maneuver in a given round, her currently granted maneuvers remain available, and a previously withheld maneuver is granted, as described above. In other words, it doesn't matter if she uses her maneuvers or not—at the end of each of his turns, one withheld maneuver from his selection of readied maneuvers is granted to him. Over the course of a few rounds, all the terminal blade's maneuvers will eventually be granted.

A terminal blade can change the one readied maneuver she has chosen to be immediately granted for use at any time by spending one minute in meditation.

If, at the end of the terminal blade's turn, she cannot be granted a maneuver because she has no withheld maneuvers remaining, she recovers all expended maneuvers, and a new group of readied maneuvers is granted to her, replacing her previously granted maneuvers if any remain unspent. She selects one of her choice (and gains the remainder of granted maneuvers as randomized selections, see below). At the end of her next turn, a withheld maneuver is granted to the terminal blade, and the process of surging power begins again.

At 4th level and again at 8th, 12th, 16th, and 20th levels, the number of maneuvers granted to the terminal blade at the beginning of an encounter and when she recovers his maneuvers increases by one. Unlike the terminal blade's initial granted maneuver, these additional maneuvers are randomly determined (for example, at the beginning of an encounter, an 8th level terminal blade would choose one maneuver to have access to, then randomly be granted two more).

This ability replaces the temporal talents gained at

2nd, 6th, 10th, 14th, and 18th levels

Stances Known

Terminal blades begin play with knowledge of one stance from any discipline open to them. At 4th, 7th, 11th, and 13th levels, the terminal blade selects an additional new stance. Unlike maneuvers, stances are not expended and she does not have to ready them. All the stances she knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the terminal blade cannot learn a new stance at higher levels in place of one she already knows.

Terminus (Su)

As the heat of combat intensifies around the terminal blade, she acquires a pool of energy known as terminus. Outside combat, a terminal blade has no terminus to spend. When a terminal blade enters combat, she gains a terminus pool equal to $\frac{1}{2}$ her class level (minimum 1) + her terminal blade initiation modifier at the start of her first turn, and adds one point of Terminus to her pool at the start of each of her turns thereafter. Her terminus pool persists for one minute after the last enemy combatant is defeated or the encounter otherwise ends. The terminal blade may not gain terminus out of combat, even if another ability would normally permit her to. A terminal blade can spend terminus as if it were animus when augmenting maneuvers from the [Elemental Flux](#) discipline or using other animus abilities.

The terminal blade does not gain any motes of time. However, she may spend an equal number of terminus points to use any ability that would be fueled by a mote of time.

This ability modifies mote of time.

Flash-Forward (Su)

At 1st level, the terminal blade learns to steal crucial moments in time in order to replenish her arsenal of techniques. As a swift action, the terminal blade can expend a point of terminus to instantly gain all withheld maneuvers and immediately expend them. When she does this, she steals a bit of time from herself, becoming staggered for 1 round.

Aevum Explosion (Su)

At 5th level, the terminal blade learns how to transform incremental terminus to produce larger effects. Whenever she uses an ability that requires an aevum to use, she may instead expend three points of terminus.

This ability modifies aevum

USING THE TERMINAL BLADE IN CITY OF 7 SERAPHS

The Blackblades Parity has long sought masteries to allow it to offer finality to the Eternals of the House of Heights. Eternals of the Path of Time in particular are notoriously difficult to grant an absolute end. Most often this action is declared by the Parity Council when an Eternal has failed to honor the Interdictions. Sometimes, the simple endurance of the City's immortals is an affront to the Blackblade's oaths. In either case, they have cultivated an arm known as the Shattered Moment under the watch of **Kryaxis Morne (CE shadow fey male time thief^{GGTT} [terminal blade] 17/ godhunter^{MPoLS} 4)** to train terminal blades to fight the Ascendants of Time who break the Interdictions or earn the wrath of the Parity's leadership.

"MASTER AVISONE NEVER LOST A BATTLE, AND NOW HE HAS DEFEATED EVEN DEATH!"
- IMRAK WERNOHN, WAR SCION OF THE
ICEGRAVE ENCLAVE SPEAKING OF
HIS PHANTOM MENTOR

WAR SCION (SPIRITUALIST ARCHETYPE)

The bond of many spiritualists to their phantoms is one of master and servant; a powerful spellcaster commanding an ethereal entity to fight on their behalf. However, in warrior societies with strong reverence for ancestors or the ways of battle, it is common for students to seek tutelage and aid from their progenitors so to master the arts of combat. Such spiritualists are known as War Scions, invoking the martial skill of those before them in battle.

Weapon and Armor Proficiency: A war scion is proficient with simple and martial weapons, with light and medium armor, and with shields (except tower shields). This replaces the spiritualist's normal weapon and armor proficiencies

Martial Phantom: A War Scion's phantom is versed in the ways of martial combat. At 1st level, it possesses knowledge of three martial maneuvers. The disciplines available to him are [Cursed Razor](#), [Golden Lion](#), [Leaden Hyena](#), and [Veiled Moon](#). If the war scion belongs to any martial traditions or possesses the Unorthodox Method trait or belongs to a martial tradition, their phantom may exchange disciplines rather than the war scion.

Once the phantom knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by the phantom is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A phantom's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The phantom learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through spiritualist levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A phantom must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the phantom can choose to learn a new



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maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the phantom need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A phantom's initiation modifier is Wisdom, and each spiritualist level of the war scion is counted as a full initiator level for the phantom.

A phantom can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A phantom must always ready his maximum number of maneuvers readied. He readies his maneuvers by communing with the war scion for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The phantom does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A phantom begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the phantom to recover maneuvers, it must enter a meditative state as a full-round action. When it does, it regains a number of expended maneuvers equal to its wisdom modifier and may alternate between its three different manifestations however it wishes. Alternatively, the phantom may regain a single maneuver as a standard action.

A phantom begins with knowledge of one stance from any discipline open to it. At 4th, 7th, 11th, and 13th levels, it can select an additional stance to learn. The maximum level of stances gained through spiritualist levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the phantom does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a phantom cannot learn a new stance at higher levels in place of one he already knows.

This ability modifies phantom and replaces the spiritualist's spellcasting. For the purpose of meeting prerequisites, the phantom is considered to have the maneuvers readied class feature.

Bonded Combatant: While a phantom is confined in the war scions consciousness (but not when it's fully manifested or banished), the war scion gains access to all of the readied maneuvers and stances of their spirit. She may initiate these maneuvers and assume these stances as if she herself knew them. If she initiates these maneuvers, they are considered to be expended by the phantom. While the phantom resides in her consciousness, the war scion can take a full-round action or standard action to cause her phantom to regain maneuvers in the same manner their phantom can, and as part of regaining maneuvers as a full-round action can alter the manifestation of her phantom.

Whenever the phantom enters ectoplasmic form, the war scion may transfer any equipment she is wielding or wearing to her phantom, causing the phantom to don this equipment immediately. The phantom is considered proficient with any weapons and armor donned in this way if the war scion is, and this equipment returns to the war scion (emerging on their body if the slot is otherwise unoccupied) whenever the phantom leaves ectoplasmic form.

If the phantom is killed or banished, it instead instantly becomes confined to the war scion's consciousness, but cannot take any other manifestation again for 24 hours.

Finally, for the purpose of any ability related to maneuvers and stances, the war scion's phantom uses the war scion's Wisdom modifier in place of his own.

This ability modifies shared consciousness.

Versed Phantom (Ex): The war scion's phantom adds the associated skills of each of its disciplines to its list of class skills.

Spiritual Lore (Ex): The war scion may use spell trigger and spell completion items (such as scrolls and wands) as if she possessed the ability to cast spiritualist spells, using her initiator level as her effective caster level.

Bonded Manifestation: There is no limit to the number of rounds per day the war scion is capable of using this ability. This ability modifies bonded manifestation and replaces dual bond.

Lessons of Past and Present (Ex): At 7th level and every four levels thereafter, the war scion or her phantom gains a bonus combat feat. Both individuals gain the benefit of this feat, although only one need meet the prerequisites for it. This ability replaces Calm Spirit.

USING THE WAR SCIONS IN CITY OF 7 SERAPHS

Among the spirit mediums of the Icegrave Enclave, some small few of their number have devised a ritual to bond a young student to an Armsmaster spirit in a lasting manner. These individuals are often sponsored by the Blackblades despite Parity tensions with the Enclave. Some have speculated that Blackblades leader Mestasio Avledine craves the company of those that he knew in life. The young spiritualists who serve as the bondmates to his dead friends have on occasion received treatment some would call preferential. Some Lightbringer warriors eager to make amends for the treachery of the Incursion seek out young sensitives to mentor and serve as appiritions.

"YOU CAN'T PARRY WHAT YOU CAN'T SEE." - VALSHES SEMPRANA, PRIVATEER OF THE COINSPINNER

NEW CLASS TEMPLATE (CUTTING BLUR)

For many, combat is as much a spectacle as it is a contest. Victories are preserved not in the death toll of your enemies but in the hearts of those who remember you. This idea has inspired a school of combat dedicated to showmanship and awe in heart of battle, and has given rise to the swift and spectacular style known as the cutting blur.

The cutting blur is a class template suitable for use with the gunslinger and swashbuckler classes. When converting a character to a cutting blur, the character loses or changes the following class features. This archetype is not incompatible with other archetypes which alter deeds so long as the same deeds are not altered or replaced.

Gunslinger

- The gunslinger loses the bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels
- The gunslinger does not gain the Dead Shot, Pistol Whip, Gunslinger's Dodge, Startling Shot, Targeting, Menacing Shot, Death Shot, and Stunning Shot deeds
- A gunslinger cutting blur's initiation modifier is the same ability score used to determine their grit pool
- A gunslinger cutting blur's maneuvers are taken from the [Mangled Gear](#), [Solar Wind](#), [Tempest Gale](#), and

[Thrashing Dragon](#) disciplines. She treats the associated skills of these disciplines as class skills.

Swashbuckler

- The swashbuckler loses the bonus feats gained at 4th, 8th, 12th, 16th, and 20th levels
- The swashbuckler does not gain the Opportune Parry and Riposte, Dodge, Precise Strike, Superior Feint, Targeted Strike, Dizzying Defense, Perfect Thrust, Deadly Stab, and Stunning Stab deeds
- A swashbuckler cutting blur's initiation modifier is the same ability score used to determine their panache pool
- A swashbuckler cutting blur's maneuvers are taken from the [Leaden Hyena](#), [Mithral Current](#), [Scarlet Throne](#), and [Fool's Errand](#) disciplines. She treats the associated skills of these disciplines as class skills.

Maneuvers

A cutting blur begins her career with knowledge of three martial maneuvers. If the cutting blur does not have these discipline's associated skills as class skills, she gains them as class skills. The disciplines available to her are based on her base class.

Once the cutting blur knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by cutting blurs is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A cutting blur's maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one.

The cutting blur learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through cutting blur levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to her maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A cutting blur must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the cutting blur can choose to learn a new maneuver in place of one she already knows. In effect, she loses the old maneuver in exchange for the new one. She can choose a new maneuver of any level she likes, as long as she observes the restriction on the highest-level maneuvers she knows; the cutting blur need not replace the old maneuver with a maneuver of the same level. She can swap only a single maneuver at any given level. A cutting blur's initiation modifier is based on her base class, and each cutting blur level is counted as a full initiator level.

Maneuvers Readied

A cutting blur can ready all three of his maneuvers known at 1st level, and as she advances in level and learns more maneuvers, she is able to ready more, but must still choose which maneuvers to ready. A cutting blur must always ready her maximum number of maneuvers readied. She readies her maneuvers by meditating or performing martial katas for ten minutes. The maneuvers she chooses remain readied until she decides to practice again and change them. The cutting blur does not need to sleep or rest for any long period of time in order to ready her maneuvers; any time she spends ten minutes study or meditation, she can change her readied maneuvers.

A cutting blur begins an encounter with all her readied maneuvers unexpended, regardless of how many times she might have already used them since she chose them. When she initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the cutting blur to recover maneuvers, she must evaluate the situation, her opponents, and her capabilities as a full-round action. When she does, she recovers a number of expended maneuvers equal to his cutting blur initiation modifier (minimum 2) and regains all of her grit or panache points. Alternately, the cutting blur may take a brief moment to collect her thoughts to recover a single maneuver as a standard action.

Stances Known

A cutting blur begins his career with knowledge of one stance from any discipline open to cutting blurs. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through cutting blur levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the cutting blur does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a cutting blur cannot learn a new stance at higher levels in place of one he already knows.

Deeds: In addition to their normal deeds, a cutting blur gains the following deeds at the listed levels.

Heroic Recovery (Ex): Starting at 1st level, a cutting blur may spend 1 grit or panache point as a swift

action to recover a single expended maneuver
Flowing Technique (Ex): Starting at 3rd level, a cutting blur may spend 1 grit or panache point as part of using a boost to enter a new stance as part of the same action.

Showman's Flourish (Ex): Starting at 3rd level, a cutting blur may spend 1 grit or panache point as a swift action to gain a competence bonus to their next Acrobatics, Climb, Perform, or Ride check or their next Bluff check to feint. This bonus is equal to the cutting blur's initiator level.

Fantabulous Maneuver (Ex): Starting at 7th level, as part of performing a maneuver that requires a skill check, you may spend 1 grit or panache point to add half your level as a competence bonus to that skill check.

Weapondance (Ex): Starting at 7th level, as a full-round action, you can spend 1 grit or panache point to move up to your speed and perform a single standard action strike without provoking any attacks of opportunity from the target of your attack. You may make the attack at any point during the movement.

Battlefield Waltz (Ex): Starting at 15th level, you may spend 1 grit point or panache point as a free action on your turn to take a single move action.

Assured Lethality (Ex): Starting at 19th level, the cutting blur may spend 1 grit or panache point as part of making an attack to cause it to ignore all damage reduction, hardness, energy resistance, or immunities the target possesses against the attack.

Crippling Finish (Ex): Starting at 19th level, when the cutting blur confirms a critical hit against a creature with a strike, the cutting blur may spend 1 grit or panache point to cause the creature to automatically fail any saving throws it would have to make against the strike or any boosts applied to the strike.

USING CUTTING BLUR IN CITY OF 7 SERAPHS

The cutting blur represents a body of diverse combat specialist commonly found in the Docks District and as artillery and armory officers on the voidships and other vessels that sail into the Bay of Stars and Shadow. Many individuals thusly find themselves directly or indirectly working for the Temple of Coin as part of its privateer fleets or staffing ships with Foreseen interests and Orrery Drives.

"THE FALLEN HEROES OF HYRAEATAN MAY BE FORGOTTEN BY SOME, BUT WE WILL REMEMBER." - VIDEN VERNHJN, MEDIUM OF THE ICEGRAVE ENCLAVE.

NEW MEDIUM LEGENDARY SPIRIT (ARMS-MASTER)

Legendary Spirit-Armsmaster (Champion)

The Armsmaster represents the paragon of martial combat, utilizing grand and elaborate techniques drawn from a variety of disciplines

Gaining Favor: To gain the Armsmaster's favor, you must spend one month studying the intricacies of martial combat and accomplish a great martial feat without the aid of magic. Furthermore, you must swear an oath to expand the teachings of martial arts across the world and make a successful Strength or Dexterity Check.

Maneuvers (Lesser, see text) So long as this spirit is channeled, the medium gains knowledge of three martial maneuvers. The disciplines available to him are any two chosen at the time when this spirit is channeled. If the discipline skills for either of these disciplines are not class skills for the medium, he gains them as class skills

Once the medium knows a maneuver, he must ready it before he can use it (see Maneuvers Readied). A maneuver usable by the medium is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A medium's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The medium learns additional maneuvers at higher levels, as indicated on [Table: Archetype Maneuver Progression](#). The maximum level of maneuvers gained through medium levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the [Advanced Study](#) feat. A medium must meet a maneuver's prerequisite to learn it.

A medium channeling this spirit gains knowledge of one stance from any discipline open to him. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through medium levels is limited by those listed in [Table: Archetype Maneuver Progression](#). Unlike maneuvers, stances are not expended and the medium does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action.

A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a medium cannot learn a new stance at higher levels in place of one he already knows.

A medium's initiation modifier is Charisma, and each medium level is counted as a full initiator level.

A medium can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A medium must always ready his maximum number of maneuvers readied. He readies his maneuvers by communing with his spirit for ten minutes. The maneuvers he chooses remain readied until he decides to commune again and change them. The medium does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating, he can change his readied maneuvers.

A medium begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

As a full-round action, the medium may concentrate to tap the combat knowledge of his spirit. When he does, he regains a number of expended maneuvers equal to his Charisma modifier and gains a free use of spirit surge which must be used by the end of his next turn or else it is lost. A medium may alternatively regain a single maneuver as a standard action, or cause the spirit to gain one point of influence over him as a free action in order to regain a number of expended maneuvers equal to his initiation modifier.

Finally, the medium gains proficiency in all martial weapons

Expanded Lore (Intermediate, Ex): You may select one additional martial discipline from which to learn maneuvers when you channel this spirit.

Martial Exemplar (Greater, Su): Whenever you initiate a boost which would affect allies, creatures which took part in your seance with you can be targeted with the boost from any distance.

USING THE ARMSMASTER SPIRIT IN CITY OF 7 SERAPHS

Many of the warriors whose remains are interred in

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the Icetomb Isle have been successfully contacted by mediums of the Icegrave Enclave. In exchange for the ability to see and influence the living world, they lend their martial might to these mystics in service to the Parity.

A number of Ashborn practice similar rituals allowing them to serve as host forms to the temporary reincarnation of their fallen allies. These mystics practice primal magic that only draws on the resting souls of those lost in service of the Orchards and Glarewood.

"SOME WHO HOLD THIS BLADE HEAR MURMURS FROM ITS PAST I SEE A VISION OF ITS FUTURE." - XESH EPHENON. VISION KNIGHT OF THE FORESEEN.

NEW OCCULTIST PANOPLY

ARSENAL OF THE INITIATOR

This panoply is associated with those who wish to master the more refined aspects of martial combat.

Associated Implements: Crown (Divination), Weapon (Transmutation)

Note: A [Battle Host](#) Occultist need only have divination and transmutation schools selected for their panoply bond.

Resonant Power: Each time the occultist invests mental focus into all of the associated implements, the panoply grants the following resonant power. The panoply bearer gains the benefits of this power until the occultist replenishes his focus.

Martial Lore: When you gain this panoply, you learn a number of martial maneuvers and stances as appropriate for your level, as listed on [Table: Archetype Maneuver Progression](#). For every implement that you possess, you may select one martial discipline to learn maneuvers and stances from (gaining the associated skills of these disciplines as class skills). For every two points of mental focus invested in the associated implements, you may ready one martial maneuver from those you know. You must be of sufficient level and meet the prerequisites to learn a maneuver, and are limited in how many you may ready at any given time. Your initiator level is equal to your occultist level. The max level of maneuvers that can be learned with this ability is restricted as per [Table: Archetype Maneuver Progression](#).

Base Focus Power: All occultists who learn to use this panoply gain the following focus power

Combat Renewal: As a swift action, by expending 1 point of mental focus, you may regain a number of maneuvers equal to your intelligence

modifier. Alternatively, as a full-round action, you may move 1 point of mental focus from one implement or implement school to another. When you do so, you may ready a number of known maneuvers up to your intelligence modifier (minimum 2) and to a maximum of your total possible number of maneuvers readied. This shift can reduce the effect of a resonant power in the implement from which the mental focus was taken and adds to the resonant power of the implement to which the focus is added.

Focus Powers: In addition to the base focus power, occultists who learn to use this panoply can select the following focus powers when choosing powers gained from their focus powers class feature.

Combat Prescience: When you initiate a boost, you may spend points of mental focus. For every point of mental focus you spend, you gain a +1 bonus on attack and damage rolls until the end of your turn.

Occult Strike: When you initiate a strike, you may spend 2 points of mental focus to use one focus power which requires an attack roll as part of the strike. If the maneuver is a melee attack, you may use a melee or melee touch focus power. If the maneuver is a ranged attack, you may use a ranged or ranged touch focus power (although if the maneuver is not a touch attack, the attack is not resolved as one). If the maneuver is a hit, the effects of the focus power take effect in addition to the maneuver effect. In addition to the 2 points, you must still pay the cost of the focus power.

Punch Through: When you make an attack roll, you may spend a point of mental focus as part of the attack roll. If you do, you ignore any of your target's damage reduction or hardness against the attack.

USING THE ARSENAL OF THE INITIATOR IN CITY OF 7 SERAPHS

A set of weapons kept by the Tower of Visions are said to be capable of channeling the foresight of their past wielders into the minds and hands of those who hold them in the present. This small group of the Foreseen, known as the Hands of Remembrance, often coordinates actions to right the wrongs of the past guided by those who failed it.

Ancestral memory has produced a number of veryx that seem to be able to unlock similar mnemonic resonances with relics achieving techniques long lost to their hives. **Xaryrrar Paleleg (Icegrave Enclave N female amoxa veryx occultist 15)** has started a practice of necropsychic bonding to awaken the items reclaimed for battlefields by presenting them in ritual to the remains of the fallen. She is far and away the most commonly seen veryx on the Icegrave Isle.

FEATS

ANIMUS EFFICIENCY (COMBAT)

You have learned to harness your animus more judiciously

Prerequisite: Animus pool or similar ability (such as Tempo)

Benefit: Choose one of your abilities (such as a specific animus use or a specific glyph) that requires you to expend points of animus in order to activate it. The amount of animus expenditure required to activate this ability is reduced by 1, to a minimum of 1.

Special: You can select this feat multiple times, each time applying it to a different ability.

BESTIAL TAKEDOWN (COMBAT)

In the heat of combat, you snag your foes in more ways than one

Prerequisites: Two [Brutal Crocodile](#) Maneuvers Known, Two [Fool's Errand](#) Maneuvers Known

Benefit: When you initiate a grapple with a creature for any reason, you also automatically lock the creature. A creature remains grasped even after it escapes the grapple. In addition, all [Fool's Errand](#) strikes gain the [G] descriptor

BLOOD SCION (VAMPIRE)

Your dark martial prowess feeds your insatiable hunger

Prerequisites: Cruomancer level 1, Two maneuvers from [Black Seraph](#), [Leaden Hyena](#), or Unquiet Grave

Benefit: Your levels in initiator classes that provide access to a qualifying maneuver count as cruomancer levels and increase blood powers and feats accordingly.

BLOOD SOVEREIGNTY (VAMPIRE)

Your killing blows reap a sanguine harvest

Prerequisites: Blood Scion, Cruomancer 5th

Benefit: Whenever you drop a foe beneath 0 hit points that has an active Dark Claim, Siphon, or bleed damage inflicted by you, you gain 1 blood point. The same is true whenever you drop a foe to 0 hit points with a maneuver from [Black Seraph](#), [Leaden Hyena](#), or Unquiet Grave. You can't gain more than one blood point per creature in this way, even if they if more than one of these effects apply.

BRED FOR BATTLE (COMBAT)

Even a foolish creature can be trained in the arts of war

Benefit: Choose one initiating class. Treat your initiation ability score modifier for that class as +2 for the purposes of maneuvers and class features for that particular class, regardless of what the ability score may actually be.

COMBAT TENACITY (COMBAT)

You are able to adapt and respond to numerous changes on the battlefield

Prerequisite: Able to initiate martial maneuvers

Benefit: For the purpose of initiating counters, you are not considered to have expended your swift action this turn if you used the action to initiate a boost or entered a stance. For the purpose of initiating boosts and entering stances, you are not considered to have expended your swift action this turn if you used the action to initiate a counter.

COOPERATIVE RECUPERATION (COMBAT, TEAMWORK)

When you recenter yourself, you share the benefit with your allies

Benefit: Whenever you would recover the use of multiple expended maneuvers, any allies within 30 feet of you who possess this feat also recover one expended maneuver. A creature cannot gain the benefit of this ability more than once per round.

ELEMENTAL OSCILATION (COMBAT)

Elemental energies surge within you between opposed extremes of power.

Prerequisites Elemental Opposition, Elemental Synchronicity.

Benefits The first attack each round after changing your Active Energy from its prior energy to its opposite element gains +1d6 damage of the same type as the newly selected Active Energy. This bonus will stack each round until you reach a number of bonus dice equal to you initiator Modifier or half your character level (whichever is lower).

ELEMENTAL OPPOSITION (COMBAT)

Elemental powers seek balance through opposition

Prerequisites Two or more abilities, maneuvers, powers, or spells that have different energy descriptors. The ability to set an Active Energy.

Benefits Once per round, whenever you activate, initiate, or cast an ability, maneuver, power, or spell with an energy descriptor matching your Active Energy you may, as an immediate action, change your Active Energy type to match an opposed energy of that energy type.

ELEMENTAL SYNCHRONICITY (COMBAT)

Elemental power within you seeks harmonious expression

Prerequisites Two or more abilities, maneuvers, powers, or spells that have different energy descriptors. The ability to set an Active Energy.

Benefits Once per round, whenever you activate, initiate, or cast an ability, maneuver, power, or spell

PARASITES & PARAGONS

with an energy descriptor that doesn't currently match your Active Energy you may, as an immediate action, change your Active Energy type to match that energy type.

ELEMENTAL TINKER (COMBAT)

Magical power is integrated into your mechanical trickery

Prerequisites Two [Elemental Flux](#) maneuvers known, two [Mangled Gear](#) maneuvers known.

Benefits Whenever you deal damage with a [Mangled Gear](#) maneuver or from [Mangled Gear](#) Overload while in an [Elemental Flux](#) stance, you may choose to have the damage type change to either fire, electricity, cold, or acid. Such attacks deal an additional +1d6 points of damage.

EXTRA MUTATION

You have further developed your warped form

Prerequisite: Mutation Class Feature

Benefit: You gain an additional mutation.

FIENDISH DISSOLUTION (COMBAT)

The power of evil flows through your strikes, crippling those who stand against you

Prerequisite: Two [Black Seraph](#) Maneuvers Known, two [Leaden Hyena](#) Maneuvers Known

Benefit: While in a Black Seraph Stance, whenever you impose a penalty as a result of a [Leaden Hyena](#) maneuver, the penalty is increased by 1.

LETHAL REPTILE'S MAW (COMBAT)

While enraptured with your opponent, you may magnify the wounds you inflict

Prerequisites: Two [Brutal Crocodile](#) Maneuvers Known, Two [Steel Serpent](#) Maneuvers Known

Benefit: All [Steel Serpent](#) strikes gain the [G] descriptor. In addition, any ability damage that you deal with a [Steel Serpent](#) boost or maneuver while grappling is increased by 2.

MACHINE SURGEON (COMBAT)

You have learned to deal with artificial creatures with the same efficiency you subdue living ones

Prerequisites Two [Mangled Gear](#) maneuvers known, two [Steel Serpent](#) maneuvers known

Benefits While in a [Mangled Gear](#) stance, you ignore any immunity to poison and ability damage. In addition, any [Mangled Gear](#) maneuvers you use while in a [Steel Serpent](#) stance deal 1d6 points of bleed damage which can only be stopped with a DC 20 Heal check.

MALICIOUS LEADEN SHELL (COMBAT)

Your continued perseverance in combat drives the fight from your foes

Prerequisite: Two Iron Tortoise Maneuvers known, two [Leaden Hyena](#) Maneuvers Known

Benefit: While in a [Leaden Hyena](#) stance, whenever you negate an attack or spell using an iron tortoise counter, the attacker must make a will save or become shaken for 1 round (DC 10 + ½ your initiator level + your initiation modifier).

MARKING SIPHON (COMBAT)

Your drained targets retain your dark influence within you

Prerequisite: Siphon class feature

Benefit: Any creature affected by your Siphon ability are considered cursed for the duration of the siphon penalty. In addition, any penalties you inflict with siphon or crippling siphon have their duration extended by 1 round.

MARTIAL MOUNT (COMBAT)

Your mount shares your combat skill

Prerequisite: Mounted Maneuver Expertise class feature

Benefit: While you are mounted, your mount gains the benefits of any stances you are currently in.

WAND DESPERADO

Magical weaponry is a form of weaponry just as versatile as any

Prerequisites: Use Magic Device 5 ranks, ability to initiate maneuvers

Benefit: Whenever you use a martial maneuver that would allow a attack with a weapon, you may make a Use Magic Device check with a wand or staff which allows a touch attack corresponding to the maneuver range (melee touch if with a melee weapon, ranged touch or ray if with a ranged weapon) to use the wand or staff's spell as a weapon for the purpose of the maneuver. The attack is made against regular AC rather than touch AC, but otherwise the spell operates normally and applies any effects of the maneuver to it (such as extra damage or debilitating effects). If the spell allows multiple touch attacks for fires multiple rays (such as *Scorching Ray*), the maneuver's effects are only applied to the first ray or touch.

STYLE FEATS

BRUTAL CROCODILE STYLE (COMBAT STYLE)

Your grip inflicts pain upon your struggling target

Prerequisites: At least one [Brutal Crocodile](#) stance,

CODEX OF BLOOD:

Climb 3 Ranks

Benefit: You gain the constrict special ability. Every time you maintain a successful grapple check against a foe, the foe takes damage equal to that of a slam attack two sizes larger than you (so 1d8 if the initiator is medium sized) plus 1.5x your grappling modifier.

BRUTAL CROCODILE TENACITY (COMBAT. STYLE)

Your focus on your quarry does not impede your combat ability

Prerequisites: Brutal Crocodile Style, Climb 7 ranks

Benefits: You do not suffer a penalty on attack rolls while grappling or pinning a creature, nor do you lose your dexterity bonus to AC. In addition, you may make attacks of opportunity while grappled.

BRUTAL CROCODILE DESOLATION (COMBAT. STYLE)

The copious injuries inflicted by your techniques cannot easily be averted or repaired

Prerequisites: Brutal Crocodile Tenacity, Climb 11 Ranks

Benefit: Rather than ability damage, any [Brutal Crocodile](#) maneuvers that you perform instead inflict ability drain. Attempts to magically heal damage dealt by your [Brutal Crocodile](#) maneuvers requires the caster to make a Spellcraft or Heal check (DC 10 + half your initiator level + your initiation modifier) or fail to heal any damage.

LEADEN HYENA STYLE (COMBAT. STYLE)

Your foes become increasingly feeble as you press the fight

Prerequisites: Bluff 3 ranks, knowledge of one [Leaden Hyena](#) stance

Benefits: You gain a +1 bonus on damage rolls against creatures you have hit for each attack that you have hit them with within the last round, to a maximum of your initiation modifier.

LEADEN HYENA TREACHERY (COMBAT. STYLE)

Pain brews only mistrust among the ranks of your foe

Prerequisites: Leaden Hyena Style, bluff 7 ranks

Benefits: Creatures struck by your attacks begin to fear battle, drawing away from fellow combatants. For a number of rounds equal to your initiation modifier after a creature is struck by your attack, it must make a will save any time it comes within 10 feet of another creature, even an ally (DC 10 + half your initiator level + your initiation modifier). Failure means that the creature becomes shaken.

Leaden Hyena Fomentation (Combat, Style)

Doubt spreads quickly amongst your foes

Prerequisites: Leaden Hyena Treachery, bluff 13

ranks

Benefits: The fear and dismay spread by your actions multiplies quickly. All creatures adjacent to a creature suffering from Leaden Hyena Style, the shaken condition, a numerical penalty from a Leaden Hyena maneuver, or the effects of a Leaden Hyena stance are affected by the same condition so long as they remain adjacent to an affected creature.

MANGLED GEAR STYLE (COMBAT. STYLE)

Your opponent's weapons are viable targets of their own for your advances

Prerequisites Disable Device 3 ranks, one [Mangled Gear](#) stance known.

Benefits When you initiate a martial strike, you may choose to target a piece of equipment that an opponent is holding rather than the opponent itself. Any damage is applied to the object, while any additional effects (such as conditions or ability damage) are applied to the wielder. This ability does not provoke an attack of opportunity, but counts as a sunder attempt for feats like greater sunder and Mangled Gear Overload. In addition, you may make sunder attempts against flat-footed creatures without provoking attacks of opportunity.

MANGLED GEAR OVERLOAD (COMBAT. STYLE)

Rather than breaking quietly, your sabotage ensures that wrecked machinery goes off violently

Prerequisites Disable Device 7 ranks, Mangled Gear Style

Benefit Whenever you successfully sunder a piece of magical or technological equipment that a creature is wielding, the energies contained within react violently, damaging the host. When a piece of the creature's equipment is sundered by you, the wielder must make a reflex save (DC 10 + half your initiator level + your initiation modifier) or take 3d6 points of damage.

MANGLED GEAR SHUTDOWN (COMBAT. STYLE)

A reverberation that comes from the damage echoes across the creature whose mechanisms you subdue.

Prerequisites Disable Device 13 ranks, Mangled Gear Style, Mangled Gear Overload

Benefit Whenever a creature is affected by Mangled Gear Overload, it is also subject to either a targeted dispel magic or discharge effect, using your initiator level as either the caster or manifester level and your initiation modifier in place of your casting ability score modifier. The save DC for discharge is the same as the DC for Mangled Gear Overload.

SYSTEMS AND USE

The martial combat system introduced in *Path of War* uses a variety of new terms and rules. Detailed below is how the *Path of War* martial system works.

MARTIAL ABILITIES

Martial abilities fall into two separate categories: stances and maneuvers (boosts, counters, and strikes). A martial maneuver is a subtle extraordinary or supernatural effect that is temporarily expended after use. A stance is never expended and is always available.

Stances and maneuvers are usable as many times as you like in a day. However, each time you use a maneuver, you temporarily expend it: you exhaust some small portion of your energy, you've finished the move and are now out of position and can't immediately resume the necessary posture, or your mental focus must be regained. This means you cannot use an expended maneuver again until you have rested for a brief time or perform a particular action in combat that will allow you to recover one or more expended maneuvers. The type of action required depends on which type of martial disciple you are; see your class for its maneuver recovery mechanism. Because of this, you can usually employ each of your readied maneuvers once per encounter, unless they are recovered so you may use them again. Stances are never expended or used up and are always available to you.

READYING MANEUVERS

It is not needful to ready your stances ahead of time. Each stance you know is always available. Conversely, maneuvers require preparation in the form of prayer, meditation, exercise, or any other similar rehearsal. Accordingly, you must choose your selection of readied maneuvers from all the ones you know. Only those you have readied are available for immediate use.

The number of maneuvers you can ready at once is dependent on your class and level. If you have no levels in a martial disciple class (for example, you learned maneuvers through the line of Martial Training feats), you can ready the allotted number of maneuvers as dictated by your Martial Training feats.

Some prestige classes can grant a character additional maneuvers readied. These extra maneuvers readied add to your maximum number of maneuvers readied, whether that number is determined by your class level, or by the number of times you have taken the Martial Training feats.

It is possible for a character to gain the Martial Training feat before entering a class that grants a progression for martial maneuvers readied. In this case, use the character's current number of maneuvers readied. Add any modifiers from prestige classes

to the class's number of maneuvers readied.

A brief period of practice, meditation, exercise, or prayer is required to ready maneuvers. The particular nature of this preparation depends on your martial disciple class, but each one requires 10 minutes of preparation time. You do not need to be well rested to ready maneuvers, however, it is necessary for you to be able to stand and move without restriction or restraint (stalkers however still require 8 hours of rest to refresh their ki pool). Each martial maneuver requires a precise combination of techniques, repetitive training of muscle memory, speaking aloud prayers or creeds, or honing the edge of the mind to focus in on a specific concept or goal; because of this, most martial disciples are unable to keep every maneuver they know at the front of their mind. As long as you are not physically disturbed during your 10 minutes of preparation, you can change out previously chosen maneuvers for new ones. You may not choose to leave any of your readied maneuver slots unfilled, unlike a cleric or wizard preparing their spells. You may not ready an individual maneuver more than once when readying your maneuvers (meaning you cannot ready any strike, boost, or counter more than a single time while you're readying your maneuvers, you may only have a single application of each, i.e. you can only ready Scything Strike, Red Zephyr Strike, and Crushing Blow once each).

INITIATING STANCES AND MANEUVERS

First and foremost, to initiate a stance or maneuver, you must be able to move. Unlike some abilities, while initiating, you do not need to be able to speak, unless specifically mentioned in the maneuver's description. You initiate a maneuver by taking the maneuver's specified initiation action. It may require an immediate, swift, move, standard, or even a full-round action to initiate. Initiating a maneuver can be likened to that of a spell being cast or psionic power manifested. Only a maneuver that is currently readied and unexpended may be used.

Stances are initiated as a swift action. A stance remains in effect indefinitely and is never expended. The benefit of your chosen stance continues until you change to another stance you know as a swift action.

CONCENTRATION

Concentration is not required to initiate a stance or maneuver, as with spells or psionic powers. Even if you are injured or affected by hostile maneuvers, powers, or spells while assuming a stance or initiating a maneuver, you do not lose it.

However, enemy interference still could make certain maneuvers impossible to complete. For

example, if an enemy readies an action and disarms you when you start your turn, you are no longer able to use a maneuver that requires you to be wielding that weapon. Also, if are pinned or grappled, most of your maneuvers simply will not work until you are able to move freely.

If you initiate a maneuver and thereafter can't use it during your turn, the maneuver is still considered expended. You are still considered to have spent its initiation action.

You do not provoke attacks of opportunity when you initiate a stance or maneuver unless otherwise stated in its description. However, some maneuvers allow for movement, the ability to charge, or take other actions that can provoke attacks of opportunity. These actions provoke attacks of opportunity as normal unless specifically stated otherwise in the maneuver's description.

INITIATOR LEVEL

Some stances and maneuvers have variables (such as duration) that depend on your initiator level. If you are a single-class character, your initiator level equals your level in the class that provides access to martial maneuvers. If you lack any martial disciple levels, your initiator level is equal to $\frac{1}{2}$ your character level.

When you gain levels in a class that does not grant martial maneuvers, your understanding of the Path of War still increases. A well-trained, highly skilled fighter has the basic combat training needed to master martial maneuvers. If you are a multiclass martial disciple, and you learn a new maneuver by attaining a new level in a martial disciple class, determine your initiator level by adding together your level in that class + $\frac{1}{2}$ your levels in all other classes. Look up the result on the table below to determine the highest level maneuvers you can take. You still must meet all of a maneuver's prerequisites to learn it.

For example, a 7th-level stalker/5th-level warlord has an initiator level of 9th for determining the highest level maneuvers he can take as a stalker. Subsequently, he can take 5th level stalker maneuvers. As a warlord, his initiator level would be 8th, allowing for 4th-level warlord maneuvers. These maneuvers are readied and performed separately. Multiclassing does not allow an initiator to have any individual stance or maneuver known or readied more than once.

This process applies whether a class is a martial disciple class or not (for example, a 4th-level wizard/1st-level warlord would be a 3rd level initiator). Martial prestige classes add the full prestige class level to your martial disciple level to determine your initiator level. See the martial disciple's prestige class descriptions for more information.

SELECTING MARTIAL MANEUVERS

Martial maneuvers are organized by level, much like spells. Generally, higher-level maneuvers are more powerful than lower-level ones. As you gain levels, you can choose higher-level maneuvers. Your level in a martial disciple class determines the highest level maneuvers you can choose. For example, a 10th level warlord can choose maneuvers of 5th level or lower.

Highest Level Maneuvers Known

Initiator Level	Maneuver Level
1st-2nd	1st
3rd-4th	2nd
5th-6th	3rd
7th-8th	4th
9th-10th	5th
11th-12th	6th
13th-14th	7th
15th-16th	8th
17th+	9th

RESOLVING A STANCE OR MANEUVER

Once you have chosen to initiate a maneuver, you must resolve its effects.

Attack Rolls: Many maneuvers include an attack of some kind. All offensive combat actions, even those that do not deal damage directly (such as bull rush or trip), are still considered attacks. All maneuvers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks.

Bonus Types: Some stances and maneuvers grant bonuses to Armor Class or ability scores, on attacks or damage, on saves, or any number of other variables. Each bonus has a type that indicates how or why it is granted. With the exception of dodge bonuses, two bonuses of the same type generally do not stack.

If a stance or maneuver does not identify the type of bonus granted, its effects stack with all other effects modifying the same characteristic or attribute. Untyped bonuses always stack.

Actions during a Maneuver: The Initiation Action line of a maneuver description provides the action required to use that maneuver. For example, the initiation action of the Dragon Assault maneuver is 1 full-round action. Thus, as part of your full-round action, you bring about the effect in the maneuver description. In this case, the maneuver allows you to make a full-round attack with additional benefits.

RECOVERING EXPENDED MANEUVERS

At the beginning of each encounter, you have all of your readied maneuvers available and unexpended. When you initiate a maneuver, it is expended; it cannot be used again until it is recovered. Expended

PARASITES & PARAGONS

maneuvers can be recovered in two ways: through special actions or at the end of an encounter. Stances are never expended.

Special Action: Most martial disciples are able to refresh some of their expended maneuvers in the course of a battle by taking a special action to do so. The type of special action required depends on a martial disciple's class (or feat) selection.

End of Encounter: A martial disciple automatically recovers all expended maneuvers when an encounter ends. Even a few moments out of combat is sufficient to refresh all maneuvers expended in the previous battle. In the case of a long, drawn-out series of fights, or if a disciple is out of combat entirely, assume that if a character makes no attacks of any kind, initiates no new maneuvers, and is not targeted by any enemy attacks for 1 full minute, he can recover all expended maneuvers. If a character can't avoid being attacked for 1 minute, he can't automatically recover his maneuvers and must use special actions to do so instead.

MARTIAL ABILITIES AND MAGIC

Most martial stances and maneuvers that create supernatural effects are transparent to magic or psionics. However, martial maneuvers rarely interact with spells or powers. Once the maneuver is initiated, the effect lasts only for your turn, unless otherwise detailed in the description, giving an opponent little chance to counter it.

Extraordinary or Supernatural Abilities: Martial stances and maneuvers are never spells or spell-like abilities. Unless the description of the specific stance or maneuver in question says otherwise, treat it as an extraordinary ability. Thus, the abilities of a martial disciple function in an antimagic field or a dead magic zone. A stance or maneuver can't be dispelled or counterspelled, and initiating one does not provoke attacks of opportunity.

If a maneuver is overtly magical or otherwise uses a supernatural power source, it will be noted as a supernatural ability in its description. In this case, the maneuver obeys all the standard rules for supernatural abilities.

Detecting Martial Maneuvers: Many maneuvers don't create persistent or long-lasting effects, and the results are obvious to any observer. However, identifying the specific stance, maneuver, or discipline requires the Knowledge (martial) skill.

PER ENCOUNTER ABILITIES

An encounter is a period of time from when initiative begins (starting with the surprise round, if any) to the last initiative has ended and after a total time amount of one minute has elapsed without

combat resuming. This means that martial disciples have had time to recover all expended maneuvers and abilities that are used and depleted within the span of an encounter.

[OPTIONAL RULES VARIANT: MANEUVER RECOVERY LIMITS]

Some GMs will find the "endless" workday of martial initiator classes concerning in their campaigns. Adding an extra level of tracking for martial characters may add a disruptive level of resource management for some players, and most GMs should only consider these optional rules in extreme cases of relative player-character imbalance. If your campaign generally less than 4 encounters between resting periods, these rules may add needless complexity. For GMs wishing to incorporate more strict workday into their games consider the following optional rule variants:

Limited Maneuvers per Level: Each level of maneuvers known may only have a number of recovered maneuvers equal to the 1 + the initiator's relevant ability score modifier.

Limited Recoveries per Maneuver: Each maneuver may only be recovered a number of times per day equal to the initiator's relevant ability score modifier.

Multiple Effects: Martial stances and maneuvers generally work as described, no matter how many other powers, spells, or magical effects happen to be operating in the same area or on the same subject. Whenever a stance or maneuver does have a specific effect on other maneuvers, powers, or spells, its description will explain the effect.

Stacking Effects: Most martial disciples can use only one stance at a time, although some higher level disciples may be able to use two stances at once. Stances or maneuvers that provide penalties or bonuses on attack rolls, damage rolls, saving throws, and other attributes do not stack with each other if they are of the same type, unless otherwise noted within their bonus type descriptions (such as dodge bonuses and circumstance bonuses always stack, but morale bonuses do not).

Codex of Blood Mauevers

Across history have existed many warriors who have pursued martial study in unorthodox ways, masters of combat who have blended unusual styles and strange magics to become threats unlike any other. Many of these remote and forgotten styles have been combined in a crimson tome known to many as the Codex of Blood, a chronicle of martial techniques feared by all those who meet them on the battlefield.

RULES ELEMENT: GRAB, GRAPPLE, & THE BRUTAL CROCODILE

GMs allowing the Brutal Crocodile discipline in their games would do well to familiarize themselves with the rules for grapple and the [grab](#) universal monster ability.

Similarly, GMs should become familiar with circumstances and abilities that resist or negate the grappled condition. Some campaigns using pregenerated monsters and villains may not be crafted in a manner to anticipate with the potential of player character grab attacks, accelerated grapple action economies, or bonuses to resolve grapple-effects.

GMs struggling with grapple rules may wish to substitute Primal Fury or Thrashing Dragon for this discipline.

is grappled.

The Brutal Crocodile discipline favors a highly aggressive, feral fighting style, and as such can be selected by any martial class from other sources with access to [Primal Fury](#)

1st level

Ensnare: Boost- Immediately initiate grapple on target upon hitting them with a melee attack.

Expert Grip: Boost- Make a climb check in place of the next grapple check you perform.

Hungry Jaws: Stance-Discipline weapon attacks gain the Grab ability, 1d6 damage every time you maintain grapple.

Painbringer: Stance-Double grappled creature's penalties for being grappled

Snatching Talons: Strike: Grab creature, deals 1d8 damage each time you maintain.

Tramplng Pin [G]: Pins foe and deals 2d8 damage

2nd level

Agile Redirection: Counter-Make a climb check against the attack roll of incoming attack. On success avoid damage and move target 10 feet.

Anaconda's Coils: Boost-Make a climb check against a grappled foe's CMD. On a success pin them.

Bestial Dash [G]: Strike-Move at full speed with a grappled target. Grappled creature takes 2d10 damage if it ends its turn in another creature's space. In such a case, the creature with the lower CMD is moved to an adjacent square.

Gar Rush: Strike-Charge target and initiate grapple, dealing 2d6 damage per round

3rd level

Catfish Hold: Stance-Ignore Size modifier to Grapple checks, add initiation modifier to damage when grappling

Into the Earth [G]: Throw opponent to ground for 2d10 damage, opponent knocked prone but released from grapple.

Monkey Vault: Boost-Make a climb check vs foe's CMD. If successful, move to any other square adjacent to the target without provoking attack of opportunity. Foe flat-footed until the start of your next turn

Trapping Jaws: Counter-Interrupt melee attack and initiate grapple with target, deal 2d6 damage every time you maintain a grapple against them

4th level

Alligator Suplex [G]: Strike- deals 4d10 damage, chance of dazing foe but releases them from grapple.

Bonebreaker Riposte: Counter-Make a climb check vs attack roll. Render foe's attacking limb useless on success

BRUTAL CROCODILE

In the wild, no creature will ever submit to you if they have a choice of continuing to fight. As a result, the best way to defeat a beast is to prevent it from striking back while one methodically crushes the life out of it. Learning from the beasts he hunted and drawing upon the myriad skills it took him to survive in the wilderness, the original master of the Brutal Crocodile developed a style of fighting built upon invalidating the resistance attempts of his opponents. Disciples of the Brutal Crocodile learn to use their hands like the maw of their namesake, holding fast to their foes with incredible force until they are no longer capable of standing against them.

The associated skill for Brutal Crocodile is Climb. The associated weapon groups are Natural, Flails, and Close weapons.

Strikes with a [G] next to their title can be initiated as part of maintaining a grapple or pin in place of inflicting damage so long as such maintenance is done as a standard action. Performing such a strike does not interfere with damage dealt by abilities such as constrict which deal damage every round that the foe

PARASITES & PARAGONS

Magebreaker: Boost-Grappled creature treated as if it is subject to an *Antimagic Field* for one round.

Silencing Grip: Strike-Grapple foe, Deals 6d6 damage per round, target cannot cast spells with verbal components or use bite attacks.

5th level

Gut Crusher [G]: Target takes 3d12 damage and may be stopped from acting.

Kraken's Coils: Stance- Gain Grab ability on attacks, do not gain grappled condition while grappling, foes take 1 point of constitution damage each round maintained.

Meat Shield: Counter-Place grappled creature in the way of attack, causing them to take damage in place of you.

Voracious Maul [G]-Strike: Make a full attack against a grappled target.

Wing Ripper [G]: Strike: deals 7d10 damage, target must make a Fortitude Save or have all of its movement speeds reduced to 0 for initiation modifier rounds

6th level

Atrophic Brutalization: Strike: Grapples foe, deals 8d6 plus 1d4 strength damage each round maintained.

Blood in the Water: Boost-Immediately initiate a [G] maneuver upon initiating a grapple

Disfiguring Gouge [G]-Strike: Deals 4d10 damage and 1d8 Charisma damage, may blind the target.

Insatiable Warpath: Stance-Gain Grab ability on attacks, maintain grapple as free action, use grappled creatures as weapons.

7th level

Crushing Python: Strike- Grapples opponent, dealing 1d6 Constitution damage for each round maintained.

Dismemberment [G]: Strike- Tears limb from foe's body, causes 3d6 points of bleed damage per round until Heal check is made.

Hippo Press [G]: Strike- Pins foe under you, so long as you don't move from the spot the target remains pinned (and you automatically maintain) while you lose the grappled condition.

Meteoric Suplex [G]: Strike-Make a leaping charge against another target using grappled creature as a weapon, deals 10d10 damage to both creatures and causes splash damage.

8th level

Gorgonops' Jaws: Stance-Gain Grab ability on attacks, may initiate [G] maneuver immediately upon starting the grapple.

Gorilla Backbreaker [G]: Strike- Deals 10d12 damage and 3d4 Dexterity damage

Impossible Hurl [G]: Strike- Make a climb check vs foe's CMD, Hurls grappled target 5 ft/result of climb check. Acts as a projectile that deals 15d12 damage

9th level

Event Horizon [G]-Strike: Grappled creatures must make a reflex save or be banished beyond time and space, unable to escape.

MANEUVER DESCRIPTIONS

1ST LEVEL

ENSNARE

Discipline: [Brutal Crocodile](#) (Boost)

Level: 1

Initiation Action: 1 immediate action

Range: Melee

Target: You

Duration: Instant

DESCRIPTION

As you strike, you seize the opportunity and grab hold of your foe. When you hit a target with a melee attack using a discipline weapon, you may activate this boost to immediately initiate a grapple against the target.

EXPERT GRIP

Discipline: [Brutal Crocodile](#) (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You utilize your skill at carrying yourself to carry your foe much in the same way. After the initiating this boost, if you make a grapple check at any point in the round, you may make a climb check and use the result in place of your grapple check. You may add any bonuses from items, feats, or abilities that you possess to this check that would normally apply to grapple checks.

HUNGRY JAWS

Discipline: [Brutal Crocodile](#) (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance



DESCRIPTION

Your bare hands lash out, snagging the target in your clutches. Any attacks you make with discipline weapons gain the Grab property (see *Pathfinder Bestiary* page 301). In addition, you gain the constrict ability, dealing 1d6 + your strength modifier points of bludgeoning damage every round that you maintain a grapple. If you already possess the constrict ability from another source or are already dealing damage as part of maintaining a grapple, you instead deal 1d6 additional damage when using such abilities.

PAINBRINGER

Discipline: [Brutal Crocodile](#) (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

You force yourself onto the opponent while grappling with them, complicating their resistance further. Any creature you are grappling has the dexterity penalty from grappling increased from -4 to -8, and takes a -4 penalty on attack rolls and combat maneuver checks rather than -2.

SNATCHING TALONS

Discipline: [Brutal Crocodile](#) (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Initiated grapple

DESCRIPTION

You adeptly tear through your foe's defenses and begin crushing them in your hands. Initiate a grapple attempt against the target, which does not provoke an attack of opportunity. On a success, you deal 1d8 points of damage to the target, and deal 1d8 points of damage every time you maintain a grapple. This damage stacks with that from the constrict special ability.

TRAMPLING PIN [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 1

Initiation Action: 1 standard action or [G]

Range: Grappled

Target: One creature grappled by you

Duration: Instant

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DESCRIPTION

You slam your foe into the ground with excessive force and hold them down. This maneuver causes the target to gain the pinned condition and deals 2d8 points of damage. You still keep the grappled condition so long as you continue to pin the opponent.

2ND LEVEL

AGILE REDIRECTION

Discipline: [Brutal Crocodile](#) (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: Melee

Target: Attacking Creature

Duration: 1 round

DESCRIPTION

You turn a foe's momentum against them and shove them across the field. When a foe makes a melee attack against you, make a climb check opposed by their attack roll. If your result exceeds theirs, the attack is completely negated, and you may move the target 10 feet in any direction of your choice (this movement provokes attack of opportunity).

ANACONDA'S COILS

Discipline: [Brutal Crocodile](#) (Boost)

Level: 2

Initiation Action: 1 swift

Range: Melee

Target: Creature you are Grappling

Duration: Instant

DESCRIPTION

In a flash, you pounce on your opponent and slam them into the ground, pressing all of your weight on top of them. When you initiate this boost, make a climb check. If the result exceeds the target's CMD, you immediately pin the creature

BESTIAL DASH [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 2

Initiation Action: 1 standard action or [G]

Range: Melee

Target: One creature

Duration: Instant

DESCRIPTION

Prey in hand, the initiator rushes across the battlefield. Make a move action using your standard movement speed as opposed to your diminished grappled speed. This movement provokes attack of opportunity as normal. Creatures you are grappling move with

you, maintaining the same relative position to you all throughout the movement. If a grappled creature would end its turn in the same space as another creature or object or would collide with an object or creature in a way that would stop it being moved, both entities take 2d10 damage.

GAR RUSH

Discipline: [Brutal Crocodile](#) (Strike)

Level: 2

Initiation Action: 1 full round action

Range: Melee charge

Target: One creature

Duration: Initiated grapple

DESCRIPTION

You rush at your quarry and thrash yourself to them as they struggle to avoid you. Make a charge at the target, initiating a grapple attempt that does not provoke an attack of opportunity rather than making an attack. You receive a +2 bonus on this grapple attempt. On a success, you deal 2d6 points of damage to the target, and 2d6 points of damage every time you maintain a grapple. This damage stacks with that from the constrict special ability.

3RD LEVEL

CATFISH HOLD

Discipline: [Brutal Crocodile](#) (Stance)

Level: 3

Prerequisite: One [Brutal Crocodile](#) Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

Bracing yourself against the terrain, you steel yourself to control and redirect any oncoming assaults. While in this stance, you ignore any size modifiers to CMB that you or any creatures you are attempting to grapple possess, and may grapple creatures of any size. In addition, when you maintain a grapple, you deal an additional amount of damage equal to your initiation modifier.

[INTO THE EARTH [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 3

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Duration: Instant

DESCRIPTION

You slam your prey down at your feet, dealing substantial injury from the force of your throw. The target is released from the grapple, but is immediately knocked prone and takes 2d10 points of damage.

MONKEY VAULT

Discipline: [Brutal Crocodile](#) (Boost)

Level: 3

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 swift action

Range: Melee

Target: You and one creature or object

Duration: 1 round

DESCRIPTION

Snagging an opponent, you use them as a base as you vault over or around them. Make a climb check against the foe's CMD. If successful, you may move to any square adjacent to the target, and the target is considered to be flat-footed until the end of your next turn.

TRAPPING JAWS

Discipline: [Brutal Crocodile](#) (Counter)

Level: 3

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 immediate action

Range: Melee

Target: Attacking Creature

Duration: Initiated grapple

DESCRIPTION

You snag your opponent in the midst of their attack, refusing to let go. When a creature makes a melee attack roll against you, you may initiate this counter to make a grapple check against the target. On a success, the creature's attack is negated, and you begin grappling the target. While grappling the creature, you deal 2d6 points of damage each round that you maintain the grapple (this stacks with any damage you may deal with constrict).

4TH LEVEL

ALLIGATOR SUPLEX [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 4

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Save: Fortitude Partial

Duration: Instant

DESCRIPTION

Wrapping your arms around a grappled target, you slam them into the ground with immense force. The creature takes an amount of damage equal to 4d10 damage and must make a fortitude save or be dazed for one round (DC 14 + your initiation modifier). Initiating this maneuver automatically releases the creature from your grapple.

BONEBREAKER RIPOSTE

Discipline: [Brutal Crocodile](#) (Counter)

Level: 4

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 immediate action

Range: Melee

Target: Attacking Creature

Duration: 1 round/level

DESCRIPTION

When faced with an attacker, you have learned that your best hope is to incapacitate them, preventing them from further assaults. When a creature makes a melee attack roll against you, you may initiate this counter to make a climb check against the creature's attack roll. On a success, the creature's attack is negated, and it cannot for any purpose use the limb it used to make the attack for the duration of this maneuver.

MAGEBREAKER

Discipline: [Brutal Crocodile](#) (Boost)

Level: 4

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: one round

DESCRIPTION

Some disciples of the Brutal Crocodile have learned pseudo-arcane techniques so as to handle supernaturally tenacious foes. Upon initiating this maneuver, you treat any creatures that you are grappling or that you grapple this turn as if they were under the effects of an *Antimagic Field* until the end of your next turn. This maneuver is a supernatural ability rather than an extraordinary one.

SILENCING GRIP

Discipline: [Brutal Crocodile](#) (Strike)

Level: 4

Prerequisite: One Brutal Crocodile Maneuver

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

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DESCRIPTION

As you grab hold of the target, you lock their jaw in place so to prevent their resistance. Make a grapple check against the target. On a success, the target cannot cast spells with verbal components or make attacks with a tongue or bite attack so long as you are grappling them. In addition, the target takes 6d6 points of damage each round that you maintain the grapple (this stacks with any damage you may deal with constrict).

5TH LEVEL

GUT CRUSHER [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 5

Prerequisite: Two Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling.

Save: Fortitude partial

Duration: 1 round

DESCRIPTION

You smash your opponent in several vulnerable areas, dealing 3d12 damage to the target. The target must succeed at a fortitude save (DC 15 + your initiation modifier) or become unable to perform any actions save for trying to escape the grapple for one round. You may release the target from the grapple when you initiate this maneuver. If you do, a target which failed their save instead becomes nauseated for 1 round.

MEAT SHIELD

Discipline: [Brutal Crocodile](#) (Counter)

Level: 5

Prerequisites: Two Brutal Crocodile Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

DESCRIPTION

An attacker finds its assault intercepted by a hapless creature in your grasp. When a creature makes a melee or ranged attack against you or you are forced to make a reflex saving throw, you may block the threat using a creature you are grappling, gaining the benefits of improved cover. If you avoid the attack or succeed on the saving throw, the creature you are grappling is considered hit by that attack or failing his saving throw, and thus takes damage instead of you. You must be grappling a creature in order to use this counter.

KRAKEN'S COILS

Discipline: [Brutal Crocodile](#) (Stance)

Level: 5

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

Like a tentacled beast of the deep, you have learned to hold foes in your clutches without the slightest impairment. While in this stance, all attacks that you make with discipline weapons gain the grab property, and you do not gain the grappled condition when grappling a creature. In addition, every round that you maintain a grapple, the grappled creature takes one point of constitution damage.

VORACIOUS MAUL [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 5

Prerequisites: Two Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Duration: Instant

DESCRIPTION

Letting loose with your unbridled feral fury, you plunge your armaments repeatedly into the hapless being in your coils. Make a full attack against a creature you are grappling. You may use all of your hands' worth of weapons for the purpose of this full attack if those hands would otherwise be used to grapple the creature under attack. This does not allow you to use weapons that you could not otherwise use while grappling.

WING RIPPER [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 5

Prerequisite: Two Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Duration: see text

DESCRIPTION

You bend a grappled target's body in a way that hampers all attempts to move away. One creature that you are grappling takes 7d10 damage and must make a fortitude save (DC 15 + your initiation modifier). On a failure, all of the creature's movement speeds are reduced to 0 for a number of rounds equal to your initiation modifier.

6TH LEVEL

ATROPHIC BRUTALIZATION

Discipline: [Brutal Crocodile](#) (Strike)
Level: 6
Prerequisites: Two Brutal Crocodile Maneuvers
Initiation Action: 1 standard action
Range: Melee
Target: One Creature
Duration: Initiated grapple

DESCRIPTION

Crippling your foe's muscles, you seize hold of your opponent and begin to compact them within your coils. Make an attack against a creature using a discipline weapon. On a successful hit, you initiate a grapple with the target while dealing 1d4 points of strength damage and 8d6 points of damage. You deal 8d6 points of damage each round that you successfully maintain the grapple (this stacks with any damage you may deal with constrict).

BLOOD IN THE WATER

Discipline: [Brutal Crocodile](#) (Boost)
Level: 6
Prerequisite: Two Brutal Crocodile Maneuvers
Initiation Action: 1 swift action
Range: Melee
Target: Creature you are Grappling
Duration: Instant

DESCRIPTION

In a flash of adrenaline, you grab hold of a foe and immediately unleash your feral wrath upon it. When you initiate a grapple with a creature, you may activate this boost to initiate a single [G] maneuver as part of performing this boost.

DISFIGURING GOUGE [G]

Discipline: [Brutal Crocodile](#) (Strike)
Level: 6
Prerequisites: Two Brutal Crocodile Maneuvers
Initiation Action: 1 standard action or [G]
Range: Melee
Target: Creature you are Grappling
Duration: Instant
 Saving Throw: Fortitude Partial

DESCRIPTION

Burrowing your weapon into their face, you inflict severe injury upon your foe's countenance. This maneuver deals 4d10 damage to the grappled creature alongside 1d8 Charisma damage. In addition, the target must make a fortitude save (DC 16 + your initiation modifier) or become permanently blinded.

INSATIABLE WARPATH

Discipline: [Brutal Crocodile](#) (Stance)
Level: 6
Prerequisites: Two Brutal Crocodile Maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

Your explosive instinct boils over, your ensnared targets becoming implements of destruction. While in this stance, your attacks with discipline weapons gain the grab property, and you may maintain a grapple as a free action (this does not allow you to have or maintain multiple grapples against the same target). In addition, you may use grappled creatures as weapons, which have a base damage of 4d6 and a critical hit range of 20/x2. Any successful attacks with a grappled creature do the same amount of damage to the grappled creature as they do to the target.

7TH LEVEL

CRUSHING PYTHON

Discipline: [Brutal Crocodile](#) (Strike)
Level: 7
Prerequisites: Three Brutal Crocodile Maneuvers
Initiation Action: 1 standard action
Range: Melee
Target: One Creature
Duration: Instant
 Saving Throw: Fortitude partial

DESCRIPTION

Seizing hold of the target, you wrap your body around them and begin crushing the life from their fragile form. Make an attack with a discipline weapon against the target. On a successful hit, you grapple the target and cause it to take 1d6 points of Constitution damage every round that you maintain the grapple.

DISMEMBERMENT [G]

Discipline: [Brutal Crocodile](#) (Strike)
Level: 7
Prerequisites: Three Brutal Crocodile Maneuvers
Initiation Action: 1 standard action or [G]
Range: Melee
Target: Creature you are Grappling
Duration: Instant

DESCRIPTION

Roaring furiously, you rip one the limbs from your grapple target, causing blood to come gushing from the wound. Choose either a grappled creature's arm

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or leg. You are treated as if you had succeeded at a called shot maneuver on the target and had dealt a debilitating blow to the limb and the target had failed their save by 5 or more. In addition, the target takes 3d6 points of bleed damage until a creature makes a Heal check (DC = 17 + your initiation modifier) to close the wound. Even if a creature lacks discernable arms or legs, you may still use this maneuver upon them to inflict the bleed damage, although the maneuver has no other effects.

HIPPO PRESS [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 7

Prerequisites: Three Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Duration: Instant

DESCRIPTION

In a smooth motion, you slam your helpless foe into the ground beneath you and prepare yourself to fight off oncoming attackers. When you initiate this maneuver, the target takes 11d8 damage while gaining the pinned condition. Upon initiating the maneuver, you lose the grappled condition, but are still considered to be pinning the target so long as you do not move from your position.

METEORIC SUPLEX [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 7

Prerequisites: Three Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee, see text

Target: See text

Duration: Instant

Saving Throw: see text

DESCRIPTION

Lunging from the ground at high speed, you slam your target into the dirt, injuring any unfortunate enough to stand in the way. You must be grappling a creature to initiate this maneuver. Make a charge attack against a creature within charge range of you, ignoring any difficult terrain between you. This attack deals 10d10 damage to the target as well as the grappled creature on a successful hit. In addition, any creatures within 15 feet of where you end your charge take 2d10 damage (Reflex save for half, DC 17 + your initiation modifier).

8TH LEVEL

GORGONOPS' JAWS

Discipline: [Brutal Crocodile](#) (Stance)

Level: 8

Prerequisites: Three Brutal Crocodile Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

As you assume a fighting position, your hands tense, prepared to unleash your nightmarish wrestling skills on your victim as soon as your hands take hold. While you maintain this stance, any attacks that you make with discipline weapons gain the grab ability. In addition any time that you initiate a grapple with another creature, you may initiate a maneuver with the [G] descriptor as a free action once per round.

GORILLA BACKBREAKER [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 8

Prerequisites: Three Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creature you are Grappling

Duration: Instant

DESCRIPTION

In a monumental display of grappling, you slam your grappled quarry down and brutalize their body, severely crippling their capacity to act. A creature that you are grappling takes 10d12 damage alongside 3d4 dexterity damage.

IMPOSSIBLE HURL [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 8

Prerequisites: Three Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: see text

Target: See text

Duration: Instant

DESCRIPTION

Drawing upon the might of your entire body, you heft your target as a massive projectile that flies across the battlefield. Make a ranged attack using a grappled creature as a thrown weapon with no penalty for throwing the target two-handed or using an improvised weapon. You may use your strength modifier in place of your dexterity modifier for the attack roll. Make a climb check to determine the range of this attack, with the attack's maximum range being set

at 5 ft x the result of the climb check. If the thrown creature hits a target, its base damage is 15d12, with the thrown creature taking the same amount of damage as the target it was thrown at.

9TH LEVEL

EVENT HORIZON [G]

Discipline: [Brutal Crocodile](#) (Strike)

Level: 9

Prerequisites: Four Brutal Crocodile Maneuvers

Initiation Action: 1 standard action or [G]

Range: Melee

Target: Creatures you are Grappling

Duration: see text

DESCRIPTION

Your grappling abilities operate in more than three dimensions, enabling you to restrain your targets by bending the physical universe itself. All creatures you are grappling must make a reflex save or be banished to the astral plane. Failure indicates that the target is shifted body and all into the Astral plane and may not return to the Material plane for one hour. If a foe has no way to return to the Material plane after this duration has expired, it is effectively stranded and must find its own way back to its world. Those that succeed on their save have remain on the astral plane for only a single round before returning to their previous position. While in the Astral plane, the target is tethered to his body at the location he occupied before being pushed into the Astral Plane with a silver cord as normal (per *astral projection*). You may pull targets you have sent to the astral plane with this maneuver back into your world as a standard action. When a creature is pulled back or returns after having succeeded at a saving throw, they appear in a square adjacent to you and you may attempt to grapple them again as an immediate action.

LEADEN HYENA

Morale and discipline are what define a fighting force, moreso than strength or skill-at-arms. If the foe's will to persevere can be broken, then even the most powerful opponents can be reduced to withered, complacent submissives. The first practitioners of the leaden hyena discipline realized this fact in the youth of their society, and this knowledge enabled them to shatter the order of all who crossed then and thus attain victory against far mightier foes. Disciples learned to turn their enemies against themselves, bringing down their ranks from within. Learning from their example, the style of the Leaden Hyena has developed among enforcers, sentinels, tricksters, and cads everywhere as a way to distort their foes' grip on victory.

The discipline skill of Leaden Hyena is Bluff. The associated weapon groups for Leaden Hyena are Spears, Hammers, and Light Blades

Leaden Hyena's tactics focus on resilience and manipulation, and this discipline can be exchanged by any class which has access to [Golden Lion](#) for one martial discipline they possess.

1st

Climactic Butchery-Strike: Attack deals 2d4 additional damage, target reduced to 0 hit points cannot stabilize

Cruel Hyena's Facade-Stance: Creatures you feint become shaken and flat-footed

False Command-Boost: Make bluff check to force foe to move 10 feet

Incite Betrayal-Boost: target must make will save or attack their own ally.

Malignant Punisher Stance-Stance: Gain +1 dodge bonus to AC plus 1 per four levels, creatures who miss you take damage equal to half your initiator level

Savaging Steel-Strike: Attack deals 1d6 points of bleed damage

2nd

Face Me-Boost: Foes must make will saves to move away from you.

Sadistic Vitality-Boost: If you damaged a creature this turn, gain temporary hit points equal to your initiator level

Tear Banner-Strike: attack a creature, impose -2 penalty on attack rolls for all others within 30 feet

Weight of Defeat-Counter: Gain DR 10/- against an attack, attacker takes -4 penalty to AC for 1 round.

Wound-Gouging Blade-Strike: Increases any bleed damage the target has, increases Heal check DC by 5

3rd

Erode Resolve-Strike: Attack deals 3d6 extra damage, fatigues target

Leverage Dismay-Boost: add +1d6 damage to next attack for each hostile creature within 20 feet of target

Precarious Doubt-Boost: All terrain within 20 feet of initiator becomes difficult terrain for 1 round

Riot of Despair-Stance: Creatures within 30 feet cannot gain morale bonuses, automatically fail checks to stabilize, and take 1d6 extra damage for every ally of theirs that has fallen in combat.

4th

Bring to Knee-Strike: Strike knocks foe prone and staggers for initiation modifier rounds.

Cackling Mockery-Counter: gain DR 20/- against an attack, make bluff check against foe who attacked you, forcing them to attack you again next round

Foment Helplessness-Boost: Bluff check to cause

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target to lose all beneficial spell effects, reverse morale bonuses for one round

Pinning Iron-Strike: attack deals 4d6 additional damage, target must save or be entangled

5th

Brutal Misdirection-Counter: Make a bluff check to turn foe's attack or charge against another target of your choice.

Dastard's Blades-Boost: Gain +5d6 sneak attack die, treat creatures adjacent to their allies as flat-footed

Feed on Unease-Boost: Gain a +10 bonus to all damage rolls against penalized creatures for one round.

Isolating Blow-Strike: attack deals 6d6 additional damage, creature loses ability to hear or communicate with allies.

Standing Death-Boost: Make bluff check to appear alive and unharmed, even if you are unconscious or dead

6th

Conviction Breaker-Strike: Make a full attack against a target, must save or become shaken after each strike

Scavenger's Leer-Counter: When a foe makes an attack roll or casts a spell, make a bluff check to negate it.

Fight-Taking Steel-Strike: Attack deals 2d4 points of strength damage plus 2 points of strength bleed

Stance of Sown Mistrust-Stance: Creatures within 30 feet treat no other creatures as allies

7th

Cackling Madness-Boost: Foes within 40 feet must attack an ally within range

Crippling Wound-Strike: Attack deals 8d6 additional damage and 2d6 bleed damage, imposing an increasing penalty on all rolls for each round the bleed continues

Malfeasant Deception-Counter: Make bluff check to avoid attack, treat attacker and all other creatures within 30 feet as flat-footed if you succeed.

8th

Kingbreaker-Boost: On hitting a creature, make bluff check to grant all other creatures a -4 penalty on all die rolls and to AC.

Leaden Hyena Stance-Stance: May force creatures within 30 feet of you to roll twice and take lower result

Poisoned Will-Strike: attack deals 10d6 additional damage and 2 points of Wisdom Bleed.

9th

Taste of Defeat-Boost: Make a bluff check against the opponent, causing them to automatically fail their next saving throw.

MANEUVER DESCRIPTIONS

1ST LEVEL

CLIMACTIC BUTCHERY

Discipline: Leaden Hyena (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

DESCRIPTION

You drive your weapon deep into the foe, ensuring that it won't be getting up any time soon. Make an attack which deals 2d4 additional damage. If the target is reduced to 0 or fewer hit points by this attack, they automatically fail any attempts to stabilize until they are above 1 hp again.

CRUEL HYENA'S FACADE

Discipline: Leaden Hyena (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

Assuming a swaggering gait, you perplex and destabilize foes with your movements. On a successful feint attempt, the target is shaken and flat-footed for the duration of the feint.

FALSE COMMAND

Discipline: Leaden Hyena (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Close (25 ft + 5 ft/level)

Target: One creature

DESCRIPTION

Assuming a tone of authority, you bark a misleading order at a creature within range. Make a bluff check against the creature, opposed by their sense motive check or AC, whichever is higher. If you succeed, the target moves 10 feet in a direction of your choosing. This action does not provoke an attack of opportunity.

INCITE BETRAYAL

Discipline: Leaden Hyena (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Close (25 ft + 5 ft/level)

Target: One creature

Save: Will Negates

Duration: 1 round.

DESCRIPTION

Spurring the target into a fit of rage, you send them against their own ally. One creature within range must make a will save (DC 11 + your initiation modifier). On a failure, the target takes its next action to make an attack against one creature of your choosing.

MALIGNANT PUNISHER STANCE

Discipline: Leaden Hyena (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

You brace yourself to evade oncoming attacks and to injure those who fail to hit you. While in this stance, you gain a +1 dodge bonus to AC, which increases by +1 at 5th level and every 4 levels thereafter. In addition, when a creature misses you with a melee attack, they take damage equal to half your initiator level (minimum 1).

SAVAGING STEEL

Discipline: Leaden Hyena (Strike)
Level: 1
Initiation Action: 1 standard action
Range: Melee or Ranged
Target: One creature

DESCRIPTION

Your steel cuts into your foe, opening deep wounds in their body. Make an attack roll against a creature within range. On a successful hit, the attack deals an additional 1d6 points of bleed damage, which can be stopped by a DC 15 Heal check or by any effect that magically heals hit point damage.

2ND LEVEL

SADISTIC VITALITY

Discipline: Leaden Hyena (Boost)
Level: 2
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: 1 round

DESCRIPTION

Like a ravenous beast, you feed off the destruction your weapons cause. When you initiate this boost, you gain temporary hit points equal to your initiator level. These temporary hit points last for 1 round/level,

and are limited to a maximum of half your normal number of hit points. This boost only works if you have damaged a creature this round.

FACE ME

Discipline: Leaden Hyena (Boost)
Level: 2
Initiation Action: 1 swift action
Range: Close (25 ft + 5 ft/level)
Target: 1 creature/level
Duration: 1 round
 Saving Throw: Will negates

DESCRIPTION

With a snarl, you cow your opponents out of trying to escape. Any creatures you select must make a will save (DC 12 + your initiation modifier). On a failed save, they cannot take any actions that would place them further away from you than they were when you initiated this boost for 1 round. Moving towards you is acceptable, as is remaining equidistant to you.

TEAR BANNER

Discipline: Leaden Hyena (Strike)
Level: 2
Initiation Action: 1 standard action
Range: Melee or Ranged
Target: One creature
Duration: 1 round

DESCRIPTION

The injury inflicted by your attack shakes the faith of other creatures around the target. Make an attack roll against a creature within range. On a successful hit, the target and all of its allies within 30 feet take a -2 penalty on attack rolls for 1 round.

WEIGHT OF DEFEAT

Discipline: Leaden Hyena (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: Melee
Target: One creature
Duration: 1 round

You guard against a foe's attack, goading them in to stop them from protecting themselves. Upon initiating this counter, you gain DR 10/- against a single attack. The creature who made the attack suffers a -4 penalty to AC for one round.

WOUND-GOUGING BLADE

Discipline: Leaden Hyena (Strike)
Level: 2
Initiation Action: 1 standard action
Range: Melee or Ranged

PARASITES & PARAGONS

Target: One creature

Duration: instantaneous, see text

DESCRIPTION

Your weapon buries itself in the wounds of your foe, amplifying their suffering by several factors. Make an attack roll against a creature. On a successful hit, any bleed damage that the target is taking is increased by 50%, with the save DC being required to stop the bleeding increasing by 5. If the target creature is not already bleeding, it takes 2d4 points of bleed damage (this is not affected by the 50% increase of this maneuver). In addition, any creatures attempting to stop the bleeding using magic must make a caster level check (DC 15 + your initiator level) or else have the spell fail to stop the bleeding.

3RD LEVEL

ERODE RESOLVE

Discipline: Leaden Hyena (Strike)

Level: 3

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Duration: 1 round

DESCRIPTION

Striking a critical point, you halt a foe in their tracks. Make an attack roll against the target creature. On a hit, the attack deals an additional 3d6 points of damage and the target becomes fatigued for one round.

LEVERAGE DISMAY

Discipline: Leaden Hyena (Boost)

Level: 3

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

Drawing upon your opponent's unease, you lash out against them with the force of many threats at once. The next time that you strike a creature with an attack, the attack deals an additional 1d6 points of damage for every creature within 20 feet of the target that is not an ally of the target, to a maximum of your initiation modifier.

PRECARIOUS DOUBT

Discipline: Leaden Hyena (Boost)

Level: 3

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You unleash a terrific display that discombobulates nearby creatures into staying out of your reach. When you initiate this boost, all terrain within 20 feet of your position is considered difficult terrain for all creatures save for you and your allies. If you move, the radius of terrain you affect changes to surrounding your new position.

RIOT OF DESPAIR

Discipline: Leaden Hyena (Stance)

Level: 3

Prerequisites: One Leaden Hyena Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

You become the incarnation of your foes' ruin, bringing down upon them all the mistakes that they have made and driving them back. While in this stance, all enemies within 30 feet are incapable of gaining the benefits of morale bonuses, and automatically fail any checks that they make to stabilize. In addition, enemies within 30 feet of you take an additional 1d6 points of damage from all attacks for every ally of theirs that has been reduced to 0 hit points in this encounter.

4TH LEVEL

BRING TO KNEE

Discipline: Leaden Hyena (Strike)

Level: 4

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Duration: See text

DESCRIPTION

Striking a low blow against your opponent, you take them off their feet and dispose of their fighting ability temporarily. Make an attack roll against a creature. On a successful hit, the target is knocked prone and must make a Fortitude Save (DC 14 + your initiation modifier). On a successful save they are staggered for 1 round. On a failure, all of the creature's movement speeds are reduced to 0 for a number of rounds equal to your initiation modifier. becomes staggered for a number of rounds equal to your initiation modifier.

CACKLING MOCKERY

Discipline: Leaden Hyena (Counter)

Level: 4

Prerequisites: One Leaden Hyena Maneuver

Initiation Action: 1 immediate action

Range: Close (25 ft + 5 ft/level)

Target: One creature

Duration: 1 round

DESCRIPTION

You steel yourself against an attack and laugh off the injury, forcing the target to press the assault against you in spite of themselves. When you initiate this counter, you gain DR 20/- against the next attack that hits you. If such an attack hits, make a bluff check opposed by the target's sense motive check or their AC, whichever is higher. On a success, the target must attack only you next round. You may initiate this counter in response to an adjacent ally being attacked, causing the attack to automatically hit you instead if you are in reach of the attack (this activates the DR and other effects as normal)

FOMENT HELPLESSNESS

Discipline: Leaden Hyena (Boost)

Level: 4

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 swift action

Range: Close (25 ft + 5 ft/level)

Target: One creature

Duration: 1 round

DESCRIPTION

Mocking your opponent's feeble efforts, you instill within them a great deal of self-doubt that hampers their combat abilities. Make a bluff check against the target against their opposed sense motive check or their AC, whichever is higher. On a success, any morale bonuses that the target possesses instead become penalties of equal amount, and any harmless spells that are affecting the target lose their effect for one round.

PINNING IRON

Discipline: Leaden Hyena (Strike)

Level: 4

Prerequisite: One Leaden Hyena Maneuver

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Save: Reflex negates

Duration: 1 round

DESCRIPTION

You attempt to run your opponent through with a weapon, trapping them in place. Make an attack roll against the opponent. On a successful hit, the attack

deals an additional 4d6 points of damage and the target must make a reflex save (DC 14 + your initiation modifier) or be entangled for one round.

STHOLEVEL

BRUTAL MISDIRECTION

Discipline: Leaden Hyena (Counter)

Level: 5

Prerequisite: Two Leaden Hyena Maneuvers

Initiation Action: 1 immediate action

Range: Close (25 ft + 5 ft/level)

Target: One creature

Duration: Instantaneous

DESCRIPTION

Before your foe can put down their weapon, you deceive them into attacking another target. When a creature makes an attack roll, charges, or casts a spell, you may make a bluff check against the target's opposed sense motive check or their AC, whichever is higher. On a success, you choose one creature in range of the attacker to be the target of the attack, charge, or spell (if it is an area spell, the spellcaster must target an area that includes the target creature).

DASTARD'S BLADES

Discipline: Leaden Hyena (Boost)

Level: 5

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You disquiet your target around its allies, taking the opportunity to launch your weapon deep into a vulnerable point. For 1 round, you gain +5d6 dice of sneak attack, as the rogue class feature. In addition, any creature that you attack that is adjacent to one of their allies is considered flat-footed against your attacks.

FEED ON UNEASE

Discipline: Leaden Hyena (Boost)

Level: 5

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

The moans and curses of your enemies are like a song to your ears, fueling you with passion to finally end their misery. Until the end of your next turn, any

PARASITES & PARAGONS

attacks you make against creatures who possess a penalty to attack rolls as a result of a condition or ability (including a circumstantial penalty such as Armiger's Mark) deal +10 damage.

ISOLATING BLOW

Discipline: Leaden Hyena (Strike)

Level: 5

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Save: Will Partial

Duration: 1 round

DESCRIPTION

The agonizing ringing of your weapons in your opponent halts them from listening to or communicating with their allies. Make an attack roll against a creature. On a successful hit, the attack deals an additional 6d6 points of the damage and the target must make a will save (DC 15 + your initiation modifier). On a failed save, the target cannot communicate with allies for one turn, meaning that it cannot understand what anyone else is saying nor can anyone understand what they are saying (this effect includes empathic connection such as telepathy). This does not interfere with the verbal components for spellcasting.

STANDING DEATH

Discipline: Leaden Hyena (Boost)

Level: 5

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

DESCRIPTION

You place yourself in a position where you seem to constantly threaten creatures, even if you cannot do anything. When you initiate this boost, make a bluff check. For the duration of this boost, every time a creature damages you, they must make a perception check opposed by the result of your bluff check. If they do not beat your result, they become shaken for one round and think that you have taken no damage from the attack even when you have. While the effects of this counter remain active, you continue to threaten squares as normal for the purpose of flanking.

6TH LEVEL

CONVICTION BREAKER

Discipline: Leaden Hyena (Strike)

Level: 6

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 full-round action

Range: Melee or Ranged

Target: One creature

Save: Will partial

Duration: 1 round (see text)

DESCRIPTION

Tearing through your opponent with untamed voracity and sadism, you hammer out a rhythm that continually weakens their resolve. Make a full attack against the target, with each successful strike forcing them to make a will save (DC 16 + your initiation modifier) or be shaken for 1 round. These penalties stack on top of each other, evolving to frightened and panicked as normal. If a target is already panicked, any failed will save extends the duration of panicked by 1 round.

SCAVENGER'S LEER

Discipline: Leaden Hyena (Counter)

Level: 6

Initiation Action: 1 immediate action

Range: Close (25 ft + 5 ft/level)

Target: 1 creature

Duration: Instantaneous

DESCRIPTION

You grin mirthfully at your opponent, making them second-guess their action. When a creature within range attempts to attack, cast a spell, or use a spell-like or psi-like ability, you may make a bluff check opposed by their sense motive check or their AC, whichever is higher. On a success, the target's attack automatically misses or the spell they are casting fails.

FIGHT-TAKING STEEL

Discipline: Leaden Hyena (Strike)

Level: 6

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Duration: Instantaneous

DESCRIPTION

Your foe becomes wholly rattled as its body is torn apart, its might pouring from every gash in its body. Make an attack roll against a creature. On a successful hit, the attack deals an additional 2d4 points of strength damage and causes 2 points of strength bleed every round. This bleeding can be stopped by a Heal check (DC 15 + your initiator level) or by healing magic. However, any creature that attempts healing magic on the target must make a caster level check with a DC identical to the Heal check or have the spell fail to stop the bleeding.

STANCE OF SOWN MISTRUST

Discipline: Leaden Hyena (Stance)

Level: 6

Prerequisites: Two Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

You distill away any sense of camaraderie or trust that your foes possess, replacing it with dread. Enemies within 30 feet of you are no longer treated as allies to other creatures and can't provide or benefit from flanking, use or benefit from teamwork feats or aid another actions, or allow other creatures to move through their space. Any spell or effect that requires a willing target fails if used on an affected creature, and even harmless effects require an attack roll (if applicable) and require affected creatures to attempt a saving throw to resist their effects (if a save is allowed).

~~7th:093V3L~~

CRACKLING MADNESS

Discipline: Leaden Hyena (Boost)

Level: 7

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 standard action

Range: 40 feet

Target: All creatures

Duration: Instantaneous

DESCRIPTION

With raving madness that deprives even hardened soldiers of their wits, you turn the oncoming tide of opponents against each other. Make a bluff check as part of performing this maneuver, opposed by a sense motive check or AC of each creature within range, whichever is higher. Any creature whose check you beat must make an attack against a creature of your choice within reach to the best of their ability.

CRIPPLING WOUND

Discipline: Leaden Hyena (Strike)

Level: 7

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Duration: Instantaneous

DESCRIPTION

Inflicting a massive and strategically-placed wound, you leave your target pouring blood as they become increasingly weaker. Make an attack roll against a

creature, dealing 8d6 damage and 2d6 bleed damage on a successful hit. The bleeding can be cured by a Heal check (DC 15 + your initiator level) or by magical healing. However, any attempting to magically Heal the creature must make a caster level check (DC equal to the Heal check DC) or have the spell fail to stop the bleeding. For every round that the bleeding persists, the target suffers a cumulative -1 penalty on attack rolls, AC, and saving throws.

MALFEASANT DECEPTION

Discipline: Leaden Hyena (Counter)

Level: 7

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

Dodging through a foe's attack in a dramatic and impressive manner, you render your other attackers unprepared for what happens next. When a creature attacks you, make a bluff check opposed to the attack roll. If your check beats the roll, you avoid the attack, and the attacker and all creatures within 30 feet (excluding your allies) become flat-footed for one round.

~~6th:093V3L~~

KINGBREAKER

Discipline: Leaden Hyena (Boost)

Level: 8

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: see text

Target: One creature

Duration: 1 round/level

DESCRIPTION

Few things rattle an army quite like seeing one of their own struck down, and you capitalize upon this fact ruthlessly. When a creature is struck by one of your attacks, you may initiate this boost to cause the creature and all of its allies within 30 feet to become wracked with discomfort. The target creature and its allies suffer a -4 penalty to AC and to all D20 rolls for one round/level.

LEADEN HYENA STANCE

Discipline: Leaden Hyena (Stance)

Level: 8

Prerequisite: Three Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

PARASITES & PARAGONS

DESCRIPTION

The grotesque saunter of your movements causes foes around you to constantly second-guess their abilities, bringing about defeat from within. While in this stance, whenever a creature within 30 feet of you attempts an attack roll, skill check, or saving throw, you may force them to roll twice and take the lower result.

POISONED WILL

Discipline: Leaden Hyena (Strike)

Level: 8

Prerequisites: Three Leaden Hyena Maneuvers

Initiation Action: 1 standard action

Range: Melee or Ranged

Target: One creature

Duration: Instantaneous

DESCRIPTION

War is the ultimate desecration of one's mind, and as the bloodshed continues a victim only becomes more unstable. Make an attack roll against a creature. On a success, the target takes 10d6 additional points of damage alongside 2 points of Wisdom Bleed. This wisdom bleed can be stopped with a successful diplomacy check (DC 10 + your initiator level), and any ability that you possess that increases the DC of bleed effects increases this DC.

ON THE LEVEL

TASTE OF DEFEAT

Discipline: Leaden Hyena (Boost)

Level: 9

Prerequisites: Four Leaden Hyena Maneuvers

Initiation Action: 1 swift action

Range: Close (25 ft + 5 ft/level)

Target: One creature

Duration: 1 round

DESCRIPTION

With a mischievous glare, you leave a target thinking that their demise is inevitable, breaking their will to fight. Make a bluff check against the target's opposed sense motive check or their AC, whichever is higher. On a success, you force the target to automatically fail the next saving throw that they are forced to make, even if that effect does not originate from you.

MANGLED GEAR

From arcane artificers whose study goes beyond magical technique to the junkyard scrappers who cobble together an armory from mechanical refuse, understanding of equipment and machinery is a valued asset to any in the face of conflict. Whether to bring out the best in their own tools or force out the worst in their foes', disciples of the Mangled Gear interact heavily with equipment in combat, frequently earning the mantles of "battle tinker" or "steelscraper". Nicknames aside, many a force benefits greatly from the aid of a Mangled Gear discipline, whose mechanical alterations both magical and technological can make an incredible difference in the face of a well-armed enemy.

The associated skill for Mangled Gear is Disable Device. The associated weapon groups are Firearms, Light Blades, and Hammers.

The Mangled Gear discipline combines knowledge of magic and technology, operating upon an understanding of these forces around them, and as such can be selected by any class. All [Mangled Gear](#) maneuvers are considered either supernatural or technological abilities, chosen at the time the first maneuver from this discipline is selected.

1st level

Make it Work-Boost: Automatically succeed on next Use Magic Device check or glitch roll

Quick-Fingered Draw-Stance: May retrieve and stow items quicker

Sabotage-Strike: Make a disable device check in place of a sunder check, deal 1d6 additional damage with sunder

Short Out-Counter: Make a disable device check to prevent use/activation of item

Steelscraper's Attitude-Stance: Do not provoke attacks of opportunity when sundering, ignore half level in hardness when making a sunder attempt

Thump the Engine-Boost: Reroll one attack roll, glitch roll, or damage roll.

2nd level

Breaker's Dodge-Counter: Make a sunder attempt against an attacker's weapon, success causes attack to miss.

Energy Retention-Boost: Device drains no charges when used for one round

Delaying Defiance-Counter: Delay an ability's effects for one round

Jam the Gears-Strike: Creatures hit with the attack take 2d6 extra damage and are staggered, can be used to hold a mechanism in position.

Shutdown Shot-Strike: 1d6 additional damage, target may not be able to use spells or items for 1 round.

3rd level

Emergency Application-Boost: retrieve a stowed item and use it as part of the same action as initiating this boost.

Mangled Gear Stance-Stance: All equipment and magic within 30 feet suffers an increasing chance of mishap.

Optimum Performance-Boost: Next attack made with a weapon deals +2d6 additional damage and ignores hardness

Repurpose Power-Counter: Made a disable device check to negate a certain amount of energy damage, may direct it into an item to grant it extra charges

4th level

Conductive Retaliation-Counter: Make a disable check to deflect ranged touch attack, fire it back at opponent.

Saboteur's Guile-Boost: Make a disable device check, add result to next sunder damage roll

Shatter the Barrier-Strike: attack deals 4d6 extra damage, target takes a penalty to saving throws equal to ¼ initiator level.

Systemic Bypass-Boost: until end of next turn, immune to divinations and bypass magical defenses

5th level

Battle Tinker's Parry-Counter: Gain DR 20/- against an attack, increase hardness of all equipment by your initiator level.

Blackout Blitz-Strike: Make a number of disable device checks to sunder equipment equal to the number of attacks you can make, may move 5 feet between checks.

Don't Die On Me-Boost: Grants a device 5 charges, negates broken condition

Energy Scavenger-Strike: Attack and make a dispel attempt on a creature or effect, deal 4d6 additional damage and cast whatever you just dispelled.

6th level

Energized Doom-Boost: Double charge cost while doubling damage of attack

Failsafe Reserves-Stance: Equipment cannot glitch or have its effects suppressed

Lockdown Strike-Strike: Attack deals 6d6 additional points of damage, shuts down machines, can paralyze creatures.

Redirect Energy-Counter: change target of spell/item

7th level

Fearsome Backfire-Counter: Make a disable device check to cause activated item or spell to explode

Scrapper's Glee-Strike: Make a full attack in which you do not provoke attacks of opportunity for sundering, ignore DR and hardness and deal double damage to objects.

RULES ELEMENT: SUNDER

GMs are not likely to encounter usage of the sunder special attack quite as often as the Mangled Gear discipline introduces into a campaign.

If a GM adds Mangled Gear to their game they should be very familiar with rules for sunder, hardness, and repairing items (both magical and mundane). Beyond this, determining the effects of the broken condition for equipment and other items should be considered when preparing encounters.

Additionally, long-term presence of the Mangled Gear discipline may disrupt Wealth-by-Level for a PC party if they do not have access to repair abilities or magic. GMs are encouraged to monitor PC wealth levels to ensure correct balance of expected gear and its attending mechanical benefits.

Second Surge-Boost: Spell/Item effect that took effect last turn occurs again

8th level

Full Overdrive-Boost: All benefits you gain from items are increased by 2 for one round

Keep the Flame Alive-Stance: While in this stance, items do not deplete charges.

Shockwave Breakdown-Strike: Attempt to sunder an object, continually sundering other equipment the target is carrying

9th level

Total Shutdown-Strike: Make an attack against a creature, target may lose all magical and technological effects for 1 round.

MANEUVER DESCRIPTIONS

1ST LEVEL

MAKE IT WORK

Discipline: [Mangled Gear](#) (Boost); **Level:** 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

PARASITES & PARAGONS

DESCRIPTION

With a sudden surge of supernatural inspiration, you find a workaround to the faults of any equipment you carry. You automatically succeed on the next Use Magic Device check you make. Alternatively, if you use a piece of timeworn technology and roll for a glitch, you may expend this boost before seeing the result to cause the item to instead function normally. This boost does not work for checks involving items whose caster or manifester level is greater than your initiator level.

QUICK-FINGERED DRAW

Discipline: [Mangled Gear](#) (Stance); **Level:** 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

You keep your hands primed to seize any piece of equipment you possess from your person quickly. While in this stance, any action required to draw or stow an item on your person is made one step quicker (full-round action to standard action, standard action to move action, move action to swift action, swift action to free action). If your initiator level is at least 10th, the action is instead made two steps quicker.

SABOTAGE

Discipline: [Mangled Gear](#) (Strike); **Level:** 1
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: one object
Duration: instantaneous

DESCRIPTION

Seizing an opening, you target the weakest points on your opponent's equipment. Make a sunder attempt using a disable device check in place of an attack roll. On a success, you ignore all of the item's hardness and deal 1d6 additional points of damage to it.

SHORT OUT

Discipline: [Mangled Gear](#) (Counter); **Level:** 1
Initiation Action: 1 immediate action
Range: close (25 feet + 5 feet/level)
Target: One creature or object
Duration: instantaneous

DESCRIPTION

You unleash a disruptive pulse which inhibits normal function of abilities. Whenever a creature casts a spell, manifests a power, or uses an item, you may perform this counter and make a disable device check opposed by the CMD of the wielder of the item. On a success, the item fails to function.

STEELSCRAPPER'S ATTITUDE

Discipline: [Mangled Gear](#) (Stance); **Level:** 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

You glean vulnerabilities in the weapons of your enemies, figuring out how to easily render them ineffective. While in this stance, you do not provoke attacks of opportunity for attempting to sunder objects, and ignore up to half your initiator level in hardness whenever you attempt a sunder check.

THUMP THE ENGINE

Discipline: [Mangled Gear](#) (Boost); **Level:** 1
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: One weapon
Duration: Instantaneous

DESCRIPTION

Unsatisfied with your result, you give an item an additional kick of power. After you see the result of an attack roll, glitch roll, or damage roll, you may use this boost to reroll the roll. You must accept the second result, even if it is lower.

2ND LEVEL

BREAKER'S DODGE

Discipline: [Mangled Gear](#) (Counter); **Level:** 2
Initiation Action: 1 immediate attack action
Range: melee or ranged attack
Target: one object used by a creature to attack you
Duration: instantaneous

DESCRIPTION

As a foe raises their weaponry, you intercept their attack by going after their equipment. When a creature makes an attack roll against you, you may make a sunder check against the weapon they are using. If you succeed, the attack misses and the weapon takes sunder damage as normal.

DELAYING DEFIANCE

Discipline: [Mangled Gear](#) (Counter); **Level:** 2
Initiation Action: 1 immediate action
Range: close (25 feet + 5 feet/2 levels)
Target: One effect
Duration: see text

DESCRIPTION

As a surge of energy is unleashed, you suppress

CODEx OF BLOOD

its effects for a brief duration. You may perform this counter when a spell effect would be created or when a creature uses an item (not a weapon) which would have some sort of magical or other effect. The effect you target is delayed, and activates in 1 rounds rather than immediately. This does not shorten the duration of the effect, just pushes it forwards in time.

ENERGY RETENTION

Discipline: [Mangled Gear](#) (Boost); **Level:** 2
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: One object
Duration: 1 round

DESCRIPTION

You imbue an object with a coating of energy that enables it to be used without diminishing its internal energies. The next use of that item expends one fewer charge than normal so long as it occurs within the duration of this boost.

JAM THE GEARS

Discipline: [Mangled Gear](#) (Strike); **Level:** 2
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: one creature or object
Duration: see text
Saving Throw: Fortitude Partial (affects objects)

DESCRIPTION

Your attack inhibits the movement of some crucial component in a machine, arcane pattern, or even a creature's body. Make an attack against the target. On a hit, the attack deals 2d6 additional points of damage. If the target is a creature, it must succeed on a fortitude save or be staggered for 1 round. If the target is an object, it must make a fortitude save or be locked in its current position for 1 round/level. Locked vehicles cannot move, while locked ranged weapons cannot be fired and locked weapons which expend charges act as if they were powered off. Other pieces of equipment may also be affected in various ways at GM's discretion

SHUTDOWN SHOT

Discipline: [Mangled Gear](#) (Strike); **Level:** 2
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: one creature
Duration: 1 round
Save: Fortitude Partial

DESCRIPTION

You unleash a burst of energy with your attack which renders their magical and mechanical abilities ineffectual. Make an attack roll against a creature. If it hits,

the attack deals 1d6 additional damage and the target must succeed on a fortitude save or lose the ability to cast spells, manifest powers, or use items they have to manually activate (such as spell completion items or items that use charges) for 1 round.

3RD LEVEL

EMERGENCY APPLICATION

Discipline: [Mangled Gear](#) (Boost); **Level:** 3
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 swift action
Range: personal
Target: You
Duration: Instantaneous

DESCRIPTION

Rapidly, you procure and activate an item in your employ. As part of the action to perform this boost, you draw an item of any sort from your person and use it (this includes things such as wands, potions, and other use-activated items, but not weapons).

MANGLED GEAR STANCE

Discipline: [Mangled Gear](#) (Stance); **Level:** 3
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 swift action
Range: 30-foot radius centered on you.
Target: You
Duration: stance

DESCRIPTION

You activate a signal which makes the usage of equipment or magic difficult. All creatures and objects within the are take a -5 penalty on concentration checks as well as to the DCs to dispel any effects upon them. In addition, all items which use magic or advanced technology are treated as timeworn technological items, rolling on the appropriate glitch table each time they are used (use the pharmaceutical glitch table for spell trigger or spell completion items). Your own equipment is unaffected by this stance.

OPTIMUM PERFORMANCE

Discipline: [Mangled Gear](#) (Boost); **Level:** 3
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: One weapon
Duration: 1 round

DESCRIPTION

You create an energy field around a weapon which enables it to perform to its greatest potential. The

PARASITES & PARAGONS

weapon deals an additional +2d6 damage on the next hit and ignores damage reduction and hardness.

REPURPOSE POWER

Discipline: [Mangled Gear](#) (Counter); **Level:** 3
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: instantaneous

DESCRIPTION

As energy flows towards you, you attempt to redirect it into your equipment. When you would be damaged by an effect which deals any sort of energy damage, you may attempt a disable device check. The amount of energy damage is reduced by the result of your disable device roll, and for every 5 points of damage negated in this way one object on your person which uses charges gains a single charge.

4TH LEVEL

CONDUCTIVE RETALIATION

Discipline: [Mangled Gear](#) (Counter); **Level:** 4
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 immediate action
Range: close (25 feet + 5 feet/2 levels)
Target: see text
Duration: instantaneous

DESCRIPTION

As an energy attack comes towards you, you manipulate the energy to fire it back at your assailant. When you are targeted by a ranged touch attack or any other effect which would fire a nonsolid projectile (such as laser weapons or other energy weapons), make a disable device check opposed by the attack roll of the effect. If you succeed, the attack turns on a target of your choice within range, targeting their AC and on a hit dealing damage as if they had been originally targeted (spell resistance still applies).

SABOTEUR'S GUILF

Discipline: [Mangled Gear](#) (Boost); **Level:** 4
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: 1 round

DESCRIPTION

You analyze a foe's equipment and pinpoint its weakest point, enabling you to easily deal immense damage to it. Make a disable device check as part of

initiating this boost. The next time you deal damage to something with a sunder check, add the result of the check to your damage roll.

SHATTER THE BARRIER

Discipline: [Mangled Gear](#) (Strike); **Level:** 4
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: One creature or object
Duration: 1 round/level

DESCRIPTION

You launch an attack at a foe or object with the aim to cripple its defenses. Make an attack roll against a creature or object. On a hit, the attack deals and additional 4d6 points of damage and imposes a penalty on all of the target's saving throws equal to $\frac{1}{4}$ your initiator level (minimum 1) for the duration of this maneuver.

SYSTEMIC BYPASS

Discipline: [Mangled Gear](#) (Boost); **Level:** 4
Prerequisite(s): One Mangled Gear Maneuver
Initiation Action: 1 swift action
Range: personal
Target: you
Duration: 1 round

DESCRIPTION

You create an energy field around yourself which blocks divinatory and protective effects, enabling you to move through them with ease. While this boost is active, you cannot be perceived with any sort of divination effect, clairsentience effect, or any piece of equipment which modifies senses (such as tremor boots, veemods, or even truesight goggles). In addition, any attacks you make or maneuvers you perform resolve as if the target is being affected by *Antimagic Field*, *Antitech Field*, and *Null Psionics Field*. This does not affect the maneuver or other abilities that you are using to affect the target, but nullifies any defensive abilities they may possess.

5TH LEVEL

BATTLE TINKER'S PARRY

Discipline: [Mangled Gear](#) (Counter); **Level:** 6
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 immediate action
Range: personal
Target: You
Duration: instantaneous

DESCRIPTION

Just as you have learned to destroy others' equipment, you have figured out how to fortify your own. You may activate this boost whenever you or your equipment would be damaged. You gain DR 20/- against the source of the damage, and the hardness of all equipment you are carrying has its hardness increased by your initiator level against the source of damage.

BLACKOUT BLITZ

Discipline: [Mangled Gear](#) (Strike); **Level:** 5
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 full-round action
Range: melee or ranged attacks, see text
Target: objects within range, see text
Duration: Instantaneous

DESCRIPTION

You rush across the battlefield with tools in hand, tearing apart anything in your way. Make a number of sunder attempts equal to the number of attacks you could make in a full attack, using a disable device check in place of an attack roll for each sunder attempt. These sunder attempts do not provoke attacks of opportunity. After each attempt you make, you may move 5 feet without provoking attacks of opportunity.

DON'T DIE ON ME

Discipline: [Mangled Gear](#) (Boost); **Level:** 5
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: One object
Duration: 1 round

DESCRIPTION

You pump a surge of energy through a piece of equipment, enabling it to perform normally in spite of problematic circumstances. The item loses the broken condition for the duration of this boost, and gains 5 charges which last for the duration of this boost. Any non-instantaneous effect generated by an item benefiting from this boost ends as soon as this boost expires.

ENERGY SCAVENGER

Discipline: [Mangled Gear](#) (Strike); **Level:** 5
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 standard action
Range: melee or ranged attack, see text
Target: one creature or object, see text
Duration: instantaneous, see text

DESCRIPTION

Your attack disrupts the energies around your targey, releasing them and enabling you to use them for your-

self. Make an attack roll against a creature, object, or location. On a success, you may make a dispel check against an effect affecting your target as per *Dispel Magic*, using your initiator level as your caster level and your initiation modifier as your spellcasting ability modifier. If you succeed on dispelling a spell, you may cast that same spell as a spell-like ability as a free action as part of initiating this maneuver, using the original caster level and spellcasting ability modifier.

6TH LEVEL

ENERGIZED DOOM

Discipline: [Mangled Gear](#) (Boost); **Level:** 6
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: One weapon
Duration: 1 round

DESCRIPTION

You overload a weapon with energy, causing it to consume energy at an unusual speed but become much more potent. Any time a creature makes an attack with the weapon, it consumes twice as many charges as it would normally (if the weapon does not use charges, it instead deals 1d6 points of damage to you every time you attack with it). If an attack with the weapon deals damage, the damage is doubled (this does not double damage from sources of precision damage such as critical hits or sneak attack, but doubles damage from all other sources).

FAILSAFE RESERVES

Discipline: [Mangled Gear](#) (Stance); **Level:** 6
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: personal
Target: You
Duration: Stance

DESCRIPTION

You shield yourself against effects which would disrupt the normal function of your equipment. While in this stance, your equipment never suffers any sort of glitching or mishaps from failing a skill check, and its effects cannot be suppressed by abilities such as *Antimagic Field*, *Antitech Field*, or even more powerful abilities such as *Mage's Disjunction*. This ability is considered an extraordinary ability.

LOCKDOWN STRIKE

Discipline: [Mangled Gear](#) (Strike); **Level:** 6
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 standard action

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Range: melee or ranged attack
Target: one creature or object
Duration: 1 round/level
Saving Throw: Fortitude Partial, see text

DESCRIPTION

You channel a disruptive burst of energy through your attack, either rendering a piece of equipment or a creature's body nonfunctional. Make an attack or sunder attempt which does not provoke an attack of opportunity. Either way, it deals 6d6 additional points of damage. If an object is targeted, it is rendered nonfunctional for the duration of this maneuver. If a creature is struck, it must succeed on a fortitude save or be paralyzed for the duration of this maneuver. This affects creatures which are normally immune to paralysis, but creatures are allowed a new save every round to escape paralysis.

REDIRECT ENERGY

Discipline: [Mangled Gear](#) (Counter); **Level:** 6
Prerequisite(s): Two Mangled Gear Maneuvers
Initiation Action: 1 immediate action
Range: close (25 feet + 5 feet/2 levels)
Target: see text
Duration: Instantaneous
Saving Throw: Reflex Negates

DESCRIPTION

Sensing an oncoming attack, you steer it towards another target. When a creature casts a spell or makes an attack roll, you may force the target to make a reflex save. If they fail, you may choose to have the effect target any target or location within its eligible range. Although this ability does not automatically identify the effect you are altering, it does give you a sense of its range and what targets it is capable of affecting.

7TH LEVEL

FEARSOME BACKFIRE

Discipline: [Mangled Gear](#) (Counter); **Level:** 7
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 immediate action
Range: close (25 feet + 5 feet/2 levels)
Area: 30 foot-radius centered on target.
Target: one object or creature
Duration: Instantaneous
Saving Throw: Reflex half, see text

DESCRIPTION

Sensing the eldritch or electrical energies at work, you quickly disrupt them to violently harm their user. Whenever a creature casts a spell, manifests a power, or uses an item, you may perform this counter and make a disable device check opposed by the

CMD of the caster, manifester, or wielder of the item. On a success, you cause the item to not only fail to work but also to explode violently in a 30-foot radius, dealing 1d6 damage per initiator level to the target and all creatures within the area (Reflex save half).

SCRAPPER'S GLEE

Discipline: [Mangled Gear](#) (Strike); **Level:** 7
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 full-round action
Range: melee or ranged attacks
Target: creatures or objects attacked
Duration: Instantaneous

DESCRIPTION

You let loose with a brutal flurry of attacks with the intent to decimate your opponent's arsenal. Make a full-attack action. While you do so, you ignore any damage reduction or hardness possessed by targets, do not provoke attacks of opportunity for making sunder attempts, and deal double damage to any object you attempt to sunder.

SECOND SURGE

Discipline: [Mangled Gear](#) (Boost); **Level:** 7
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: close (25 feet + 5 feet/2 levels)
Target: see text
Duration: see text

DESCRIPTION

You cause a burst of power which replicates a recent effect. When you initiate this boost, choose one spell effect, power effect, or item effect which occurred within range. The effect occurs again with the same area or target and the same duration as the original. However, you are considered to be the caster, manifester, or otherwise activator of the effect, and once it has activated may control it as you wish (for example, if you used this boost to replicate a summon monster spell, you may command the summoned monster). You cannot use this boost on any ability which would take longer than a full-round to create in the first place.

8TH LEVEL

FULL OVERDRIVE

Discipline: [Mangled Gear](#) (Boost); **Level:** 8
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: personal
Target: You
Duration: 1 round

CODEx OF BLOOD

DESCRIPTION

You amplify the effects of magical and technological equipment you carry, making them absurdly powerful for a short duration. For the duration of this boost, all numerical benefits you receive from equipment are increased by 2.

KEEP THE FLAME ALIVE

Discipline: [Mangled Gear](#) (Stance); **Level:** 8
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 swift action
Range: personal
Target: You
Duration: Stance

DESCRIPTION

You produce a constant outflow of energy from your body, keeping your equipment in peak shape. While in this stance, items of any sort that you use do not have their charges depleted if you use them. This stance does not function for items whose caster or manifester level exceed half your initiator level.

SHOCKWAVE BREAKDOWN

Discipline: [Mangled Gear](#) (Strike); **Level:** 8
Prerequisite(s): Three Mangled Gear Maneuvers
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: see text
Duration: instantaneous

DESCRIPTION

As you strike an object, you overcharge it with energy so that it explodes and violently disrupts any nearby equipment. Make a sunder attempt against an object that does not provoke an attack of opportunity. If you succeed, the target takes an additional +10d6 damage from the sunder attempt which ignores hardness. If you break the object you are trying to sunder, you may transfer any excess damage to other equipment the target possess or to the target themselves as you choose. If you so wish, you may target a creature directly with this strike, in which case the strike still deals +10d6 additional damage while ignoring damage reduction and hardness.

9TH LEVEL

TOTAL SHUTDOWN

Discipline: [Mangled Gear](#) (Strike); **Level:** 9
Prerequisite(s): Four Mangled Gear Maneuvers
Initiation Action: 1 standard action
Range: melee or ranged attack
Target: One creature
Duration: 1 round
Save: Will Negates

DESCRIPTION

Your attack sends a powerful energy field coursing through the target, rendering their equipment and enhancements ineffectual. Make an attack roll against a creature. On a success, the target is treated as if they and any of their equipment had failed their saves against an area *Mage's Disjunction* spell, an area *Unravel Psionics* power, and an area *Technological Rapture* power (but never as if they had rolled a natural 1). The duration of these effects is 1 round rather than the normal duration.

PSIONIC POWERS

MECHANICAL RAPTURE

Discipline Psychokinesis
Level Psion/Wilder 9

MANIFESTING

Display Visual
Manifesting Time 1 standard action

EFFECT

Range Close (25 ft. + 5 ft./2 levels)
Area All technological effects and technological items within a 40-ft.-radius burst, or one technological item (see text)
Duration 1 minute/level
Saving Throw Fort negates; **Power Resistance** No
Power Points 17

DESCRIPTION

The ultimate weapon in the face of ever-escalating conflict is the ability to invalidate your opponent's greatest assets. Such a power can only be described as Rapture. All technological effects and technological items within the radius of the power, except for those that you carry or touch, are raptured. Technological items must make a Fortitude save or lose all charges, and those that do not use charges have their effects suppressed for 1 minute/level. Robots in the area must succeed on a fort save or be dazed for the duration of the power, becoming staggered if they succeed. An item in a creature's possession uses its own Fortitude save bonus or its possessor's Fortitude save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You can also use this power to target a single item. The item gets a Fortitude save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to rapture. If successful, the artifact's power unravels, and it is destroyed.

MARTIAL TRADITIONS

THE FORSAKEN DOES

Alignment: Any Nonlawful

Symbol: A gray doe whose entire body is covered in vicious lacerations

Discipline: [Leaden Hyena](#)

Oath: Forsaken Does vow to leave behind the painful and pointless conflicts which have up until now defined them and pledge to fight for no nation or force save the ultimate end of all wars. Taking their weapon, a forsaken doe is initiated as they destroy every remnant of their lives on the battlefield, from heraldry to pictures to keepsakes given to them by their fellow soldiers. As the last emblems are obliterated, the forsaken doe offers this oath.

From this day forward, there will be no cause or banner which will command my wrath, no ambition which demands blood is worthy of support. Rather, let me be the bane of every crusader, every tyrant who seeks to use violence to fulfill their goals. Whenever zealotry emerges, I will be there to humble its participants, to remind them how futile their cause is, and to make sure their destructive ways are put to an end.

Allegiance Benefit: A Forsaken Doe gains a +2 bonus to saving throws against mind-affecting and divination effects. In addition, the DC of diplomacy checks to influence a Forsaken Doe is increased by 2. A Forsaken Doe who breaks their oath by swearing allegiance to a cause loses all of these bonuses. However, renunciation of the cause alongside a painful trial to prove one's disloyalty can enable a character to re-enter the Forsaken Does.

Description: War turns even the most noble men and women into monsters, reduces the greatest ideals to ash as violence and brutality overtake everything. On the battlefield, there is no negotiation, no high-mind exchange beyond that of body and weapon. The Forsaken Does are soldiers who have witnessed the worst atrocities that war has to offer, and in their wake have renounced their causes and destroyed their banners. As cruel or benevolent as these fallen soldiers may be, they all share a common belief: that no war is justified and that all soldiers must either be deterred or killed. Since beings of conflict cannot be reasoned with, the Forsaken Does have made it their mission to utterly destroy all those who would foment great conflict, offering no mercy or respite to any who raise steel.

Members of the Forsaken Does give no orders and demand no fealty, for these are the things that many of them most despise, the things they blame for the seizure of their very humanity. Rather, they are individuals with a specific set of values, willing to provide relief to those who seek to escape the horrors of war

and equally determined to exterminate those who would further such violence. The vast majority of Does are men and women who were once soldiers but fled their forces after witnessing horrible acts, although there are plenty of war orphans and refugees who study under the more experienced Does to take revenge on those who deprived them.

The Does are known to keep comprehensive track of their dead, and the logbooks of this organization go back centuries to the very first troops who abandoned their posts and rebelled against their abusive commanders. When a Forsaken Doe is killed trying to stop a conflict or save those enraptured by it, the funeral services offered are powerful and heartfelt. It is said that a Doe funeral is never entirely forgotten for the emotion and honor displayed in putting a weary soul to rest.

Almost every nation knows and fears the gray, unadorned armor of the Forsaken Does, and demands for the morale of their country and for the maintenance of their military efforts that any known members of the Forsaken Does be killed on sight. To the common people, however, the Forsaken Does are seen as anything from heroes to simply lost souls, striking back against the organized violence which has taken so much from them. In some areas ravaged by war, it may be more likely for a militant farmgirl to seek tutelage under a Doe rather than enlisting in the local military.

Common Tasks: A Forsaken Doe is not obligated to take orders, for so many of them are weary of such tyranny. Rather, they are given philosophical charges to go out into the world and spread the ideas of the Does through word and blade alike. If they see warfare, either in the words of warhawk politicians or the marching of soldiers on the streets, a Doe is often obligated to restrict or end the ability of the conflict to harm others (either by killing the responsible individuals or diminishing their public perceptions to the point where they are no longer obeyed). Forsaken Does also provide services to ex-soldiers, which include providing for them, protecting them from those who may search for them, and if the time comes burying them.

Available Services: Forsaken Does command a vast array of historical records and weapons from all across the world, and if they see value in a person's individual actions may provide them with access to these tools. Furthermore, Forsaken Does will often intervene in major conflicts in the name of stopping the fighting, and their composure of ex-soldiers means that there are plenty of formidable fighters in their ranks. Finally, the Forsaken Does may provide tutelage, care, and funerary services to those who desire them.

USING THE FORSAKEN DOES IN CITY OF 7 SERAPHS

The Forsaken Does of Hyraeatan were founded by Lightbringers who swore off service to rulers after Hyandil's IncurSION. Many of the Parities, particularly the Sanguine Sovereignty and the Temple of Coin consider the organization little better than terrorists but early recognition by the Hands of Onus protected them from overt actions. Many of the Parities allow dual membership in the Does, particularly the Obligated and Ashborn. The House of Heights, Sanguine Sovereignty, and Temple of Coins do not allow members to take the vows and remain in good standing.

The does have taken to meeting in Vinechoke Park, a Nearing park in the Archives near the Pact District portals. The proximity of the Pacts doesn't do much to ease tensions with the Temple of Coin but helps to maintain anonymity among radical members of the organization with Quikpaths and Latticeways near the park and the warrens of the Archives itself allowing members to disperse to safehouses elsewhere in the City should any grow too zealous in their activities. While disavowing "leadership" the organization's registered representative is Khoola Lim (Hands of Onus LN female centaur vizierAM 12). She often has enough sheaves of papers, permits, and rulings on her person as to fill her saddlebags and isn't afraid to go over them with each Warden questioning the Does' activities.

THE PRIMEVAL LODGE

Alignment: Any

Symbol: A cougar's head, often carved of wood

Discipline: [Brutal Crocodile](#)

Oath: Members of the Primeval Lodge are instructed to wrestle a powerful beast into submission before an audience, delivering the following oath while they hold it down.

The duty of every creature is to nature, and so it is my duty to preserve nature's balance. To kill and be killed is part of the cycle of life, but I will see that such acts are carried out only with purpose and with sustainability. Above all, the beasts of the world must be protected by those who will stand with them, and from this day forward I am one of the dutiful beings who will observe, understand, and protect the sanctity of nature.

Allegiance Benefit: Members of the Primeval Lodge gain a primary slam attack which deals damage appropriate for their size (1d6 for medium creatures). This attack also has the grab property. Finally, members of the Lodge may exchange one discipline they have access to for the Brutal Crocodile Discipline. A member of the Primeval Lodge who forsakes his oath by performing an act of immense destruction against nature loses this slam attack.

DESCRIPTION

Although the preservers of nature are most frequently depicted as druids or other workers of divine magic, there exist many individuals with an inclination to learn from and protect the wilds without channeling supernatural power. Naturalists, doctors, monastics, and explorers all aim to do their part in shielding the wild places of the world from harm, and as a result have established an organization dedicated to understanding and preserving the mundane wonders around them. This organization has become known as the Primeval Lodge, a sanctuary and fighting force for all those who wish to defend the world's natural splendors and to understand the intricacies and powers which nature wields.

The Lodge has emissaries all across the world, oftentimes in many academic fields. Refusing to be simple warriors, members of the Primeval Lodge stress the wisdom which comes from study of the natural world, observing the way a boa constrictor fells its prey or how a tree bends to protect itself in a storm. Through this knowledge, members of the Lodge figure out more about the laws of nature and create ways to apply them in life. This philosophy yields not only great students of war but also a great deal of impressive zoologists, botanists, and biologists. To a member of the Lodge, the science of martial arts is just an aspect of these larger ideas.

The Primeval Lodge is helmed by a grand chief, a person who has demonstrated a willingness to lead as well as a conviction towards understanding and protecting the wilderness. The leaders among the Lodge are often scientists, although a view dedicated soldiers have existed among them over the years. Although members of the Lodge are often looked down upon by druidic circles, the two groups share many common goals: to understand nature and protect it from harm by an increasingly industrial world.

Common Tasks: The Primeval Lodge issues many missions which range from benign to forceful. Normally, these goals are centered on gathering new information about the environment or informing others about their discoveries. However, when an environment is threatened, the Lodge may request more direct action, such as confronting those behind the destruction or straight-up eco-terrorism in the name of protecting the wilds.

Available Services: Many members of the Primeval Lodge are well-studied, and are more than willing to share any discoveries they have made. Their records on a wide variety of life forms are impressive, and are often called upon by those wishing to figure out a certain ecological problem that is facing their nation. Many Lodge members also serve as excellent guides, scouts, and wilderness combatants if called upon to do so.

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USING THE PRIMEVAL LODGE IN CITY OF 7 SERAPHS

The Verge of the Orchard holds the Primeval Lodge of Hyraeatan. The organization has existed in various incarnations for longer than most can recall. The current grand chief is Emyriel of the Groves (Ashborn [Chrysalis Covenant] CG female shadow fey eclipseCo7S 3/ summonerAPG [locus commander*] 14). Emyriel has managed to keep the Paraties from outright banning membership in the Lodge via a careful balancing act of displeasures. As a reincarnate of the Ashborn she has managed to have her former life's roles as a member of the Chrysalis Covenant recognized. While neither organization holds her in high rank or esteem she uses her connections to actively recruit for the Primeval Lodge.

Wardens and Parity agents of the organization often find so long as their vows are kept they are allowed to put the Lodges business aside for Parity work. The sole exception to this is when a member discovers a new or relatively ancient port or other Lattice connection. Myriel expects to be made aware so that she can assess whether exploration and Parity reach should be allowed into undisturbed natural settings. She may ask members to go against Parity affiliations if she deems are world needs to be left pristine.

THE WARSMITH BROTHERHOOD

Alignment: Any neutral

Symbol: Two crossed hammers over a sword

Discipline: [Mangled Gear](#)

Oath: Warsmiths enter into the group by crafting an impressive piece of equipment in a display of their skill and dedication and placing it before the masters of the Brotherhood in a show of loyalty. It is at this point that they are tattooed with the mark of the Brotherhood, which is created with an animate needle operating in time with the initiate as he utters the following oath:

The works of an artist should be tools to benefit all entities, never to be confined to a certain side nor nation. It will be my duty to spread the teachings of technological advancement across the world so that artificers will no longer be bound to secrecy by their creed, so that every innocation can be disseminated for the good of all. All beings are worthy to understand innovation, and I will ensure that no creature is deprived of the benefits of mechanical progress.

Allegiance Benefit: Members of the Warsmith Brotherhood gain a +2 bonus on all checks made as part crafting a piece of equipment, and gain a +2 bonus on all checks made to identify equipment. In addition, they may exchange one discipline they have access to for the [Mangled Gear](#) discipline.

A Warsmith who intentionally keeps secret techniques

from the Brotherhood loses the benefits on skill checks. He may re-enter the group and thus regain the benefits by disclosing the secrets he has kept as well as by revealing a new technique he himself has discovered.

Description: Arms races often define conflicts, with all engaged factions constantly attempting to devise new weapons to gain the upper hand. The sciences are often compromised in the name of warfare, the greatest minds of a generation exploited in the name of victory. As a deterrent to this, a group of master weaponsmiths and arcanists met in secret to exchange their most powerful and deadly techniques with each other, giving the others no reason to fear for enemy craftsmen using a technique beyond the others. The lives saved by this organization by averting panic and paranoid escalation are many, but this is far from what the Warsmiths pride themselves on. To the warsmiths, the most important virtue in their work is the spread of knowledge, the sharing of arcane and mechanical techniques so that everyone can benefit from their employ. The mission of the warsmiths is to create a world where technology and magic enable every creature to want for nothing, making all conflict unneeded and thus enabling the advance of the sciences in a sensible, human manner. If reaching this goal means putting themselves in the line of fire, the warsmiths are absolutely willing to wind up in a few fights and deliver some hurt.

Warsmiths are permitted in all but the most extreme societies, for a leader would be foolish not to accept a constant inundation of new technologies. Some warsmiths even fight for their nations on the battlefield, and are widely lauded for their expertise in creating equipment and adapting to dangerous circumstances. However, no warsmith is to keep information from other warsmiths, and will regularly meet to disclose any new discoveries and information which they believe could benefit the cause of the organization. All politics end when two warsmiths meet, and even those on opposite sides of a conflict are expected to put away their grudges to exchange knowledge. The leaders of the warsmiths are the most experienced among them, the craftsmen who have made the greatest discoveries or have endured the greatest hardships in the name of obtaining and sharing knowledge. Their leadership is mostly that of teachers, explaining the values and techniques of the organization to younger recruits. Many of the high council also serve as chroniclers, organizing great libraries of information regarding magic and technology.

Common Tasks: Warsmiths are often expected to collect or smuggle information out of secretive nations so as to balance the playing field. If the warsmith serves a nation, they are asked to disclose whatever

their contemporaries are working on. In other cases, these duties may involve going behind enemy lines and collecting intelligence on certain groups. In addition to this, warsmiths are expected to create and discover in their own accord as well, working on experiments either magical or scientific or creating new pieces of equipment which they believe can benefit intelligent life overall. It is also customary for warsmiths to meet with other members whenever the opportunity presents itself, exchanging whatever knowledge they have acquired.

Available Services: As many of the warsmiths are immensely skilled artisans, one can turn to them to acquire powerful equipment and magical gear if they wish to purchase it. The warsmiths do not discriminate as to who they sell to. What's more, the Warsmith Brotherhood owns many vast libraries of martial, scientific, and magical lore, and is more than willing to share its knowledge with any who possess an inclination to learn.

USING THE WARSMITHS IN CITY OF 7 SERAPHS

The Warsmiths of Hyraeatan represent one of the rarest collaborations. The order was founded by a partnership of Steamwalkers and Thundershildren. These members are often regarded with suspicion by their Parities by all but the wisest members. Insightful leadership can't deny the benefits to martial and arcane development they have been provided. Vassoon Eshlal (Steamwalkers CG male vanara magusUM [sublime warmage*] 12) has earned the ire of the Temple of Coin by pressing for restrictions on the use of patents in the City.

The leader's arguments have made him allies in the Blackblades and Chrysalis Covenant for sharing both knowledge and advanced martial techniques. The House of Heights has many members that find the rapid emergence of these new technologies to be disruptive and unpredictable. Some Eternals have added their voices to the resistance the Warsmiths face in Parity Council meetings.

MARTIAL SIMPLE CLASS TEMPLATES

A GM can change up a monster by altering its appearance, adding a simple template, or giving it class levels. Of these options, adding class levels is the most time-consuming for busy GMs, but it also results in a monster that is truly different. To simplify that process, a GM can apply a simple template that adds a class's key features to a creature without drastically altering all of its statistics.

Simple class templates function in much the same way as all other simple templates. They enable GMs

to customize creatures by giving them the flavor and abilities of classes without the complexity of adding class levels.

The rules below list the exact changes to make to the base stat block if you have the time to completely rebuild it, such as between sessions when you are planning the next game. The two methods result in creatures of similar (if not identical) abilities. These templates grant their respective classes' class features. Many of these function slightly differently than the original class ability, as noted in the templates. For the purpose of these abilities, a class' effective level for the purpose of abilities cannot go below 1.

Maneuvers: A number of these templates grant the ability to initiate maneuvers as a member of the class on which the template is based. These creatures also ready and regain maneuvers in the same manner as the class. The creature uses its hit dice as its effective initiator level.

Each of the templates listed below increase the creature's CR by +1 if it is of 6 Hit Dice or fewer or by +2 if it is of 7 Hit Dice or more.

HARBINGER CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [harbinger](#).
Special Attacks: Dark Claim (as a [harbinger](#) whose level equals their hit dice -3), Accursed Will (as a harbinger whose level equals their hit dice -3), SQ Grim News (as a harbinger whose level equals their hit dice -3)
Ability Scores +4 Constitution, +4 Intelligence

MEDIC CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Medic](#)
SQ Medic's Training, Triage (as a medic whose level equals their hit dice -3), Medic's Expertise (learns one for every two hit dice it possesses, minimum 1)
Ability Scores +4 Constitution, +4 Wisdom

MYSTIC CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Mystic](#)
Special Attacks Animus (as a [mystic](#) whose level equals their hit dice -3), Elemental Attunement,

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Elemental Glyph (as a mystic whose level equals their hit dice -3)

Ability Scores +4 Dexterity, +4 Wisdom

PARASITE CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Parasite](#)
Special Attacks Animus (as a [parasite](#) whose level equals their hit dice -3), Siphon (as a parasite whose level equals their hit dice -3), Crippling Siphon (one for every 5 hit dice it possesses)

Ability Scores +4 Constitution, +4 Charisma

RAJAH CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Rajah](#)
Special Attacks Royal Mandate, Vasselage (does not add ½ level to attack roll), Veilweaving (as a rajah whose level equals their hit dice -3, cannot bind veils)

Ability Scores +4 Dexterity, +4 Charisma

STALKER CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Stalker](#)
Special Attacks Combat Insight (as a [stalker](#) whose level equals their hit dice -3), Deadly Strike (as a stalker whose level equals their hit dice -3)

Ability Scores +4 Dexterity, +4 Wisdom

VOLTAIC CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Voltaic](#)
Special Attacks Spark of Inspiration (as a [voltaic](#) whose level equals their hit dice -3), High Voltage (as a parasite whose level equals their hit dice -3), Path of the Storm (one for every 4 hit dice it possesses)

Ability Scores +4 Constitution, +4 Intelligence

WARDER CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Warder](#)
Special Attacks Defensive Focus (as a warder whose level equals their hit dice -3)

SQ Aegis (as a [warder](#) whose level equals their hit

dice -3), Armiger's Mark (as a warder whose level equals their hit dice -3)

Ability Scores +4 Strength, +4 Intelligence

WARLORD CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Warlord](#)
Special Attacks Gambit (learns one plus one additional gambit for every 5 hit dice it possesses)
SQ Tactical Presence (as a [warlord](#) whose level equals their hit dice -3), Dual Tactical Presence (if at least 14 hit dice), Warlord's Presence (if at least 18 hit dice)

Ability Scores +4 Strength, +4 Charisma

ZEALOT CREATURE

Maneuvers: Learns a number of maneuvers as indicated on Table: Monster Maneuver Progression taken from disciplines available to the [Zealot](#)
Special Attacks Zeal (as a [zealot](#) whose level equals their hit dice -3), Commitment
SQ Collective (as a [zealot](#) whose level equals their hit dice -3), Telepathy

Ability Scores +4 Strength, +4 Charisma

Table: Monster Maneuver Progression

Monster HD	Maneuvers Known	Maneuvers Readied	Stances
1-3	2	2	1
4-6	3	2	1
7-9	4	3	2
10-12	5	4	2
13-15	6	4	3
16-18	7	5	3
19-21	8	6	4
22-24	9	6	4
25+	10	7	5

APPENDIX A: [Path of War/Lords of Night](#) REFERENCE MATERIAL

ELEMENTAL FLUX

Equal parts martial discipline and magical art form, the discipline of [Elemental Flux](#) is a martial art that is said to have roots in the bloodlines of genies and their mortal descendants. By tapping their magical natures, they were able to pioneer a style of fighting that channeled their innate magic into a cohesive fighting style. Those descended from these original genie battle masters passed their talents down through the generations, and the discipline proliferated from there. In the current day, practitioners of [Elemental Flux](#) blend arcane elemental energies with martial strikes to create a dizzying array of quasi-arcane, magic-infused attacks that spell devastation and ruin to enemies. [Elemental Flux](#)'s associated skill is [Spellcraft](#), and its associated [weapon groups](#) are light blades, monk, and thrown.

Maneuvers from this discipline are universally [supernatural](#) in nature, drawing as they do on the initiator's ability to manipulate the elements. As such, they are supernatural abilities. In addition, many maneuvers within the [Elemental Flux](#) discipline may be augmented and improved by spending one or more points of [animus](#) (see the [mystic](#) base class or the [Tap Animus](#) feat for more details) when initiating the maneuver. Unless otherwise noted, you can only augment an individual maneuver once. Unlike a mystic's normal animus augmentations, the number of animus points spent on Elemental Flux augmentations is not limited by your mystic level. Instead, you can spend a maximum amount of animus augmenting a maneuver equal to one point plus one additional point of animus for every seven initiator levels you possess. If you have the ability to augment your maneuvers in other ways, such as from a class feature or other ability, this cannot be combined with the augments of Elemental Flux maneuvers; you must choose which augmentation type to use when initiating the maneuver.

Active Elements: Many Elemental Flux maneuvers deal damage of the initiator's active element's associated energy type. The four available active elements (and their associated energy type) are air (electricity), earth (acid), fire (fire), and water (cold). A character that knows at least one Elemental Flux maneuver chooses his active element when he readies his maneuvers, and can change it by focusing as a standard action. A character can only have one active element at a time. An Elemental Flux maneuver that deals energy damage gains that damage type as a descriptor. If a character is [psionic](#), they can change their active energy type whenever they change their active element, and vice versa. A psionic character's active energy

type need not match their active element.

Order of Presentation: In the maneuver lists and descriptions, the maneuvers are grouped alphabetically by level.

Initiator Level: Some maneuvers effects depend on the initiator level, which is usually the character's level in the class that provides access to martial maneuvers. The word "level" in the maneuver lists always refers to initiator level.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the maneuver descriptions.

Discipline Restrictions Some disciplines carry specific restrictions on when they can be used, as well as specific rules for those disciplines, as defined in that discipline's maneuver list.

ELEMENTAL FLUX MANEUVER LIST & SUMMARIES

1ST LEVEL

Eldritch Shield: Counter^A – You gain energy resistance 10 against a single attack or effect.

Elemental Nimbus: Stance – You gain variable offensive effects based on your active element.

Embrace the Elements: Stance – You gain variable defensive effects based on your active element.

Fluctuation Movement: Boost – You gain a movement method or bonus based on your active element.

Spark Strike: Strike^A – Your attack deals +2d4 energy damage.

Variable Flux: Strike – Your attack has an additional effect based on your active element.

2ND LEVEL

Arcane Shield: Counter^A – You make a Spellcraft check to generate a small shield of force to defend against an attack.

Degrade Resistance: Boost^A – Your attacks for one round ignore 10 points of energy resistance of your active element's associated energy type.

Eldritch Fang: Boost^A – Your next attack this round deals +1d4 force damage, overcomes damage reduction, and may stagger the target.

Elemental Strike: Strike^A – Your attack has an additional effect based on your active element, and can be augmented for extra damage.

Energy Spark: Strike^A – As part of an attack, you fire a ray that deals 3d6 points of energy damage. You can augment to fire a second ray.

3RD LEVEL

Elemental Flux Stance: Stance – Your attacks deal

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+2d6 energy damage. In addition, you gain energy resistance 15 and an additional effect based on your active element.

Energy Jolt: Strike^A – You fire a ray that deals 3d6 points of energy damage, plus an additional effect based on your active element.

Lance of Power: Strike^A – You create a 30-foot line that deals 5d6 points of energy damage, plus an additional effect based on your active element.

Raging Flux: Strike^A – Your melee attack deals +4d6 energy damage and pushes the target back 5 feet for every 10 points of damage dealt.

4TH LEVEL

Arcane Torrent: Strike^A – You fire missiles of force that deal 6d6 points of damage unless the target succeeds at a Reflex save. You can augment to instead fire an area barrage of missiles.

Assay Resistance: Boost^A – Your next attack ignores 25 points of energy resistances, overcomes damage reduction, and deals +2d6 energy damage.

Eldritch Consumption: Counter – Make a Spellcraft check to negate a spell or power targeting you; if you succeed, you heal 5 hit points per level of the effect.

Energy Hammer: Strike^A – Your attack deals +6d6 energy damage, plus an additional effect based on your active element.

5TH LEVEL

Elemental Drive: Strike^A – You fire a ray that deals 9d6 points of energy damage and bull rushes the target.

Elemental Absorption: Counter – You become immune to your active element's associated energy type, instead healing for half the damage that would be dealt for one round.

Elemental Vortex: Strike^A – Your attack deals +8d6 energy damage, plus an additional effect based on your active element.

Enter the Vortex: Stance – You can fire blasts of energy that deal 4d6 damage, and gain a movement type based on your active element.

6TH LEVEL

Eldritch Energy Hammer: Strike^A – Your attack affects the target as if by a *greater dispel magic*, dealing additional damage if you dispel an effect.

Elemental Destruction Ring: Strike^A – You create a 20-foot burst around you that deals 12d6 points of energy damage, plus an additional effect based on your active element.

Eldritch Fang Flurry: Boost – Your attacks for one round deal +3d6 force damage, overcome damage reduction, and a struck creature must make a Forti-

tude save or become blinded for one round.

Nexus of Elemental Retribution: Stance – You gain resistance 30 to acid, cold, electricity and fire. Some of the damage you absorb is stored and can be unleashed as a burst around you.

Shatter Resistance: Boost^A – Your attacks deal +4d6 energy damage for one round. In addition, you ignore energy resistance for one round, and creatures immune to energy damage take half damage, rather than none. You can augment to also reduce the spell resistance of creatures struck.

7TH LEVEL

Cascade of Elemental Wrath: Strike^A – Make a full attack. Each attack deals additional damage equal to 1d6 + your initiation modifier, and you can change your active element as a free action after each attack.

Force Majeure: Strike^A – Your melee attack deals +14d6 energy damage. All the damage dealt by the attack is considered energy damage, rather than its normal type. You can augment to instead deal force damage.

Redirecting Flux: Counter^A – Make a Spellcraft check to redirect a magical effect to a new target.

8TH LEVEL

Elemental Breach: Boost – Your attacks for one round ignore energy resistances and immunities, and overcome damage reduction. Any damage of your active element's associated energy type is increased by 50%.

Master of the Elements: Stance – You transform as if under the effect of the *elemental body III* spell.

Zephyr Flux: Strike^A – You transform into energy, teleporting across the battlefield and dealing damage to creatures you touch.

9TH LEVEL

Strike of Elemental Devastation: Strike^A – You fire five elemental rays, each dealing energy damage and an effect based on the element of the ray.

1ST LEVEL

ELDRITCH SHIELD

Discipline: Elemental Flux (Counter); **Level:** 1

Initiation Action: 1 [immediate action](#)

Range: Personal

Target: Self

Duration: One attack or effect

DESCRIPTION

By drawing upon the elements, you are capable of defend-

CODEx OF BLOOD:

ing against energy effects. You can initiate this counter when you are affected by an attack, spell, or effect that deals [acid](#), cold, fire, electricity, or sonic damage. You gain [energy resistance](#) 10 to each of those energy types against that attack, spell, or effect.

Animus augmentation: You may spend one point of animus to increase this [energy resistance](#) to 20.

ELEMENTAL NIMBUS

Discipline: Elemental Flux (Stance); **Level:** 1

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: Stance

DESCRIPTION

Channeling the strength of the elements lends your attacks strength and fury. While you maintain this stance, you gain one of the following benefits, based on your active element:

- **Air:** You gain a +2 bonus on [attack rolls](#) against opponents wearing metal [armor](#), and your attacks deal an additional 1d6 points of electricity damage. At initiator level 10th, the bonus on [attack rolls](#) increases to +4 and the additional damage increases to 3d6.
- **Earth:** The strength of the earth empowers your weapon, causing it to deal damage as if it was one size category larger. Starting at initiator level 10th, your weapons instead deal damage as if they were two size categories larger.
- **Fire:** Your attacks deal additional fire damage equal to your initiation modifier. At initiator level 10th, this damage increases to be equal to twice your initiation modifier.
- **Water:** When you successfully hit an opponent with an attack, they must succeed at a [Fortitude](#) save (DC 11 + your initiation modifier) or become [staggered](#) for one round. A creature cannot be [staggered](#) by this stance more than once per round. The save DC for this stance's effect increases by +1 at initiator level 5th and at every four initiator levels thereafter.

Embrace the Elements

Discipline: Elemental Flux (Stance); **Level:** 1

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: Stance

DESCRIPTION

By filling yourself with the fundamentals of an element, you are capable of altering how your body defends itself in the realm of martial combat. While you maintain this stance, you gain one of the following effects, based on your active element:

- **Air:** You gain a +2 [dodge bonus](#) to your AC and the benefit of the [Deflect Arrows](#) feat, even if you do not meet the normal prerequisites. This [dodge bonus](#) increases by +1 for every six initiator levels you possess.
- **Earth:** You gain a +2 [natural armor bonus](#) on AC and a +4 [resistance bonus](#) on [CMD](#) to resist [bull rush](#), [grapple](#), and [trip](#) attempts. These bonuses increase by +1 for every six initiator levels you possess.
- **Fire:** You gain a +4 bonus on [initiative](#) checks and you gain the benefits of the [endure elements](#) spell. The bonus on [initiative](#) checks increases by +1 for every six initiator levels you possess.
- **Water:** You gain a +2 bonus on [Reflex](#) saving throws and a +4 [competence bonus](#) on [Acrobatics](#) checks. These bonuses increase by +1 for every six initiator levels you possess.

FLUCTUATION MOVEMENT

Discipline: Elemental Flux (Boost); **Level:** 1

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: One round

DESCRIPTION

Coating your feet in the power of the elements, you alter your movement to grant you a burst of speed and maneuverability. This boost has one of the following effects, based on your active element:

- **Air:** You can make a single jump this round as a free action, with a +10 bonus to your [Acrobatics](#) check.
- **Earth:** Your movement ignores difficult terrain for one round.
- **Fire:** Your base land speed increases by 10 feet for one round.
- **Water:** You can make one turn of up to 90 degrees as part of the move when charging this round.

SPARK STRIKE

Discipline: Elemental Flux (Strike); **Level:** 1

Initiation Action: 1 [standard action](#)

Range: Melee or ranged attack

Target: One creature

Duration: Instant

DESCRIPTION

By letting the power of the elements flow through you

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and into your attack, you're able to strike true with raw primal energies at your unlucky foe. Make an attack. If it hits, it deals weapon damage as normal plus an additional 2d4 points of damage of your active element's associated energy type.

Animus augmentation: You may spend one point of animus to increase this strike's additional damage to 3d4.

VARIABLE FLUX

Discipline: Elemental Flux (Strike); **Level:** 1

Initiation Action: 1 [standard action](#)

Range: Melee or ranged attack

Target: One creature

Duration: Instant

DESCRIPTION

Filling your weapon with the power of the elements, you lash out with barely-contained eldritch power. Make an attack. If it hits, it deals weapon damage as normal plus one of the following effects, based on your active element:

- **Air** If the target is wearing metal [armor](#), wielding a metal shield, or wielding a weapon mostly composed of metal, you gain a +4 bonus on your [attack roll](#)
- **Earth:** If your attack hits, the target must succeed at a [Will](#) save or become [sickened](#) for one round.
- **Fire:** If your attack hits, the target must succeed at a [Reflex](#) save or [catch on fire](#) for 1d4 rounds.
- **Water:** If your attack hits, the target must succeed at a [Fortitude](#) save or become [fatigued](#) for one round.

Saving throws against this strike are DC 11 + your initiation modifier.

2ND LEVEL

ARCANE SHIELD

Discipline: Elemental Flux (Counter)[force]; **Level:** 2

Initiation Action: 1 [immediate action](#)

Range: Personal

Target: Self

Duration: Instant

DESCRIPTION

You rely on your unique insight into eldritch powers to create a shield of energy that protects you from an attack. You can initiate this counter in response to a melee or ranged attack (including [touch](#) or ranged [touch](#) spell attacks) being made against you. Make a [Spellcraft](#) check, using your opponent's [attack roll](#) as the DC. If you succeed, the attack is negated. This is a force effect, and may be used to block [incorporeal](#) attacks.

Animus augmentation: You may spend one point of animus to have the force shield crumble slowly after the attack rather than vanishing instantly, granting you a +2 [shield bonus](#) to your AC until the start of your next turn.

DEGRADE RESISTANCE

Discipline: Elemental Flux (Boost); **Level:** 2

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: 1 round

DESCRIPTION

As a disciple of the Elemental Flux, you understand how to use elements to assault those normally resistant to them. When you initiate this boost, your attacks ignore the first 10 points of [energy resistance](#) to your active element for one round.

Animus augmentation: You may spend one point of animus to cause your first attack during the duration of this boost to deal an additional 1d6 points of damage of your active element's associated energy type.

ELDRITCH FANG

Discipline: Elemental Flux (Boost)[force]; **Level:** 2

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: 1 round

DESCRIPTION

You fill your strike with eldritch energy that overwhelms the senses of your target. After initiating this boost, the next attack you make this round deals an additional 1d4 points of force damage and automatically overcomes [damage reduction](#). If it hits, the target must succeed at a [Fortitude](#) save (DC 12 + your initiation modifier) or become [staggered](#) for one round.

Animus augmentation: You may spend one point of animus to increase the additional damage of this boost to 2d4.

ELEMENTAL STRIKE

Discipline: Elemental Flux (Strike); **Level:** 2

Initiation Action: 1 [standard action](#)

Range: Melee or ranged attack

Target: One creature

Duration: Instant

DESCRIPTION

You channel the fluctuating power of the elements to land an empowered blow. Make an attack. If it hits, it deals weapon damage as normal plus one of the following effects, based on your active element:

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- **Air:** If your attack hits, the target must succeed at a [Reflex](#) save or be knocked [prone](#) from the force of the blow.
- **Earth:** If your attack hits, the target must succeed at a [Reflex](#) save or take an additional 2d6 points of [acid](#) damage at the start of your next turn.
- **Fire:** If your attack hits, the target must succeed at a [Reflex](#) save or be [blinded](#) by the smoke and flames for one round.
- **Water:** If your attack hits, the target must succeed at a [Fortitude](#) save or become [nauseated](#) for one round from the chilling cold.
- Saving throws against this strike are DC 12 + your initiation modifier.

Animus augmentation: You may spend up to three points of animus to increase the initial additional damage of this strike by 1d6 per point of animus spent and increase the save DC of this strike by +1 per point of animus spent.

ENERGY SPARK

Discipline: Elemental Flux (Boost); **Level:** 2
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [swift action](#)
Range: 30'
Target: One or more creatures
Duration: Instant

DESCRIPTION

You fill the air with elemental energy, which explodes as you strike your target. When you make an attack (including a strike), you can initiate this boost to fire a ray of energy at a creature within 30 feet. This ray requires a ranged [touch attack](#) to hit and deals 3d6 points of damage of your active element's associated energy type.

Animus augmentation: You may spend two points of animus to create an additional ray. The rays may be fired at the same or different targets, but both rays must be aimed at targets within 30 feet of you.

3RD LEVEL

ELEMENTAL FLUX STANCE

Discipline: Elemental Flux (stance); **Level:** 3
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [swift action](#)
Range: Personal
Target: Self
Duration: Stance

DESCRIPTION

Filling both your body and soul with the power of the elements, you open yourself up to new powers. While you maintain this stance, your attacks deal an additional 2d6 points of damage of your active

element's associated energy type, you gain [energy resistance](#) 15 to your active element's associated energy type, and you gain one of the following effects, based on your active element:

- **Air:** Your speed and perception are heightened, granting you a +4 bonus on [initiative](#) checks and a +4 [dodge bonus](#) to your AC.
- **Earth:** The strength and durability of the earth suffuses your bones, granting you [DR 5/adamantine](#).
- **Fire:** Your body is filled with warmth and [healing](#) light, granting you [fast healing](#) 1. In addition, you glow like a [torch](#) as if under the effect of a light spell.
- **Water:** Your body is inured against debilitating effects, granting you a +2 bonus on all saving throws.

ENERGY JOLT

Discipline: Elemental Flux (Strike); **Level:** 3
Initiation Action: 1 [standard action](#)
Range: 30'
Target: One creature
Duration: Instant

DESCRIPTION

You fill the opponent with harmful elemental energy, dealing damage and causing them to suffer debilitating effects. You fire a ray against an opponent within 30 feet. This ray requires a ranged [touch attack](#) to hit and deals 3d6 points of damage of your active element's associated energy type. This strike also has one of the following effects, based on your active element:

- **Air:** If your ray hits, the target must succeed at a [Fortitude](#) save or be pushed 15 feet away from you in a direction of your choice.
- **Earth:** If your ray hits, the target takes an additional 1d6 points of [acid](#) damage at the start of your next turn, and must succeed at a [Fortitude](#) save or be [sickened](#) for a number of rounds equal to your initiation modifier.
- **Fire:** If your ray hits, the target must succeed at a [Reflex](#) save or take an additional 2d6 points of fire damage at the start of your next turn.
- **Water:** If your ray hits, the target must succeed at a [Fortitude](#) save or become [entangled](#) for a number of rounds equal to your initiation modifier.

Saving throws against this strike are DC 12 + your initiation modifier.

Animus augmentation: You may spend up to three points of animus to increase the initial damage of this strike by 1d6 per point of animus spent and increase the save DC of this strike by +1 per point of animus spent.

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LANCE OF POWER

Discipline: Elemental Flux (Strike); **Level:** 3
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [standard action](#)
Range: 30'
Area: 30' line
Duration: Instant

DESCRIPTION

With a swing of your blade, you release a rippling line of elemental energy. When you initiate this strike, you create a 30-foot line of energy that deals 5d6 points of damage of your active element's associated energy type to each creature within its area. This strike also has one of the following effects, based on your active element:

- **Air:** The crack of thunder accompanying the lightning deafens creatures for a number of rounds equal to your initiation modifier.
- **Earth:** The [acid](#) spray also creates a greasy, oily slick, causing creatures who fail their [Reflex](#) saves to drop items they are holding as if affected by the [grease](#) spell.
- **Fire:** The intensity of the flaming blast adds an additional +1 point of damage per die and [dazes](#) each target for a number of rounds equal to your initiation modifier.
- **Water:** The icy blast makes surfaces very slippery, and creatures who fail their [Reflex](#) saves slip on the ice and fall [prone](#).

Creatures caught in the line can make a [Reflex](#) save (DC 13 + your initiation modifier) to take half damage and negate the added effect.

Animus augmentation: You may spend up to five points of animus to increase the damage of this strike by 2d6 per point of animus spent and increase the save DC of this strike by +1 per point of animus spent. The number of points of animus you may spend augmenting this maneuver is not limited by your level; you may always spend up to five points, although the total damage [dice](#) for this maneuver may not exceed your initiator level (up to a maximum of 15d6). For example, a 7th-level initiator could spend five points of animus augmenting this maneuver, adding a +5 bonus to his save DC, but he would still only deal 7d6 points of damage.

RAGING FLUX

Discipline: Elemental Flux (Strike); **Level:** 3
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [standard action](#)
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

You know how to strike with such eldritch force that it drives your foes backwards. Make an attack. If it hits, it deals weapon damage as normal plus an additional 4d6 points of damage of your active element's associated energy type. For every 10 points of damage you deal, the target of this attack is pushed 5 feet away from you in any direction. If this movement causes the target to collide with a solid object (such as a tree or a wall), it takes an additional 1d6 points of bludgeoning damage from striking the surface.

Animus augmentation: You may spend one point of animus to push the target an additional 5 feet.

4TH LEVEL

ARCANE TORRENT

Discipline: Elemental Flux (Strike); **Level:** 4
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [standard action](#)
Range: 60'
Target: One creature
Duration: Instant

DESCRIPTION

You unleash a sudden burst of eldritch energy that surges towards a distant foe. When you initiate this strike, select a target within 60 feet. Magical missiles of explosive force swiftly fly at this target, dealing 6d6 points of force damage to the target unless it succeeds at a [Reflex](#) save (DC 14 + your initiation modifier).

Animus augmentation: You may spend two points of animus to instead fire a barrage of force missiles. Instead of this strike's normal effect, you create a 15-foot burst within 60 feet of you, affecting each creature within its area as if you had targeted them.

ASSAY RESISTANCE

Discipline: Elemental Flux (Boost); **Level:** 4
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [swift action](#)
Range: Personal
Target: Self
Duration: 1 round

DESCRIPTION

By directly targeting the elemental essence that suffuses all creatures, you overcome an opponent's defenses with a powerful attack. Your next attack ignores the first 25 points of [energy resistance](#) to your active element's associated energy type, automatically overcomes [damage reduction](#), and deals an additional 2d6 points of damage.

Animus augmentation: You may spend one point of animus to increase this boost's additional damage to 3d6.

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ELDRITCH CONSUMPTION

Discipline: Elemental Flux (Boost); **Level:** 4
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [immediate action](#)
Range: Personal
Target: Self
Duration: Instant

DESCRIPTION

You have such an intimate understanding of the underlying nature of magic that you can capture its essence and feast on it to rejuvenate yourself. You can initiate this counter in response to being targeted by a spell, [spell-like ability](#), power, or psi-like ability. Make a [Spellcraft](#) check (DC 11 + the effect's caster or manifester level). If you succeed, the effect is countered, and you heal 5 [hit points](#) per level of the effect you countered.

ENERGY HAMMER

Discipline: Elemental Flux (Strike); **Level:** 4
Prerequisites: One Elemental Flux maneuver
Initiation Action: 1 [standard action](#)
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

As you advance your training, you learn to unleash ever more powerful bursts of energy. Make an attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage of your active element's associated energy type. This strike also has one of the following effects, based on your active element:

- **Air:** If your attack hits, the target must succeed at a [Fortitude](#) save or become [deafened](#) for 1d4 rounds.
- **Earth:** If your attack hits, the target must succeed at a [Will](#) save or become [stunned](#) for 1d4 rounds.
- **Fire:** If your attack hits, the target must succeed at a [Reflex](#) save or become [blinded](#) for 1d4 rounds.
- **Water:** If your attack hits, the target must succeed at a [Fortitude](#) save or become [nauseated](#) for 1d4 rounds.

Saving throws against this strike are DC 14 + your initiation modifier.

Animus augmentation: You may spend points of animus up (up to your maximum for augmenting Elemental Flux maneuvers) to increase the additional damage of this strike by 1d6 per point of animus spent and increase the save DC of this strike by +1 per point of animus spent.

5TH LEVEL

ELEMENTAL DRIVE

Discipline: Elemental Flux (Strike); **Level:** 5
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [standard action](#)
Range: 30'
Target: One creature
Duration: Instant

DESCRIPTION

You charge your weapon with kinetic and elemental energy, driving them back with a wave of elemental power. You fire a ray against an opponent within 30 feet. This ray requires a ranged [touch attack](#) to hit and deals 9d6 points of damage of your active element's associated energy type, and you attempt a [bull rush](#) against your target, calculating your [CMB](#) using your initiation modifier and initiator level in place of your [Strength](#) modifier and [base attack bonus](#).
Animus augmentation: You may spend one point of animus to gain a +5 bonus on your [bull rush](#) attempt.

ELEMENTAL ABSORPTION

Discipline: Elemental Flux (Counter); **Level:** 5
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [immediate action](#)
Range: Personal
Target: Self
Duration: 1 round

DESCRIPTION

You learn to suffuse your being with an element to such a degree that its presence heals you instead of harming you. You can initiate this counter at any time to gain [immunity](#) to your active element's associated energy type for one round. While under the effect of this counter, attacks and effects that deal energy damage of that type instead heal you for half of the damage they would normally deal.

ELEMENTAL VORTEX

Discipline: Elemental Flux (Strike); **Level:** 5
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [standard action](#)
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

A whirling vortex of elemental energy engulfs your foe just as your blade lands. Make an attack. If it hits, it deals weapon damage as normal plus an additional 8d6 points of damage of your active element's associated energy type. This strike also has one of the following effects, based on your active element:

PARASITES & PARAGONS

- **Air:** If the target is wearing metal [armor](#), wielding a metal shield, or wielding a weapon mostly composed of metal, you and your allies gain a +4 bonus on [attack rolls](#) against the target until the start of your next turn, regardless of whether or not your attack hits.
- **Earth:** If your attack hits, you may make a free [trip](#) attempt that does not provoke [attacks of opportunity](#), with a bonus on the attempt equal to your initiation modifier.
- **Fire:** If your attack hits, the target must succeed at a [Reflex](#) save or [catch on fire](#) for 2d4 rounds, and become [sickened](#) from the pain for as long as they are burning.
- **Water:** If your attack hits, the target must succeed at a [Fortitude](#) save or become [entangled](#) for a number of rounds equal to your initiation modifier.

Saving throws against this strike are DC 15 + your initiation modifier.

Animus augmentation: You may spend up to three points of animus to increase the additional damage of this strike by 1d6 per point of animus spent and increase the save DC of this strike by +1 per point of animus spent.

ENTER THE VORTEX

Discipline: Elemental Flux (Stance); **Level:** 5
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [swift action](#)
Range: Personal
Target: Self
Duration: Stance

DESCRIPTION

Riding on the currents of elemental energy, you gain the benefit of a new form of movement. While you maintain this stance, you gain the ability to throw blasts of elemental energy as if using a ranged weapon. These blasts are considered to be part of the thrown weapon group, have a range increment of 30 feet, and deal double damage on a [critical hit](#). Attacks made with these blasts are ranged [touch](#) attacks that deal 4d6 points of damage of your active element's associated energy type. In addition, you gain one of the following effects, based on your active element:

- **Air:** You gain a fly speed equal to your base land speed, with good maneuverability.
- **Earth:** You gain a [burrow](#) speed equal to your base land speed, and you gain [tremorsense](#) with a range of 30 feet. In addition, you can breathe freely while underground.
- **Fire:** You gain a +4 [circumstance bonus](#) on [initiative](#) checks and your base land speed increases by 30 feet.
- **Water:** You gain a swim speed equal to twice your base land speed, and you also gain the [aquatic](#) and [amphibious](#) subtypes.

6TH LEVEL

ELDRITCH ENERGY HAMMER

Discipline: Elemental Flux (Strike); **Level:** 6
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [standard action](#)
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

You know how to destroy the bonds that hold magic together just as easily as you can forge them. Make an attack. If it hits, it deals weapon damage as normal, and you affect the target as if you had cast a targeted greater [dispel magic](#) on it. Make a dispel check against the spell with the highest [caster level](#) affecting the target, using your initiator level as your [caster level](#) for the check. If you do not successfully dispel that spell, compare the same result to the spell with the next highest [caster level](#). Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. You can only end one spell with this maneuver. If you successfully dispel a spell affecting the target, your target takes 1d6 points of force damage for each level of the effect dispelled.

Animus augmentation: You may spend up to three points of animus to gain a +2 bonus on your dispel check per point of animus spent.

ELEMENTAL DESTRUCTION RING

Discipline: Elemental Flux (Strike); **Level:** 6
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 [standard action](#)
Range: 20'
Area: 20' radius burst, centered on you
Duration: Instant

DESCRIPTION

You [whip](#) the elements around you into a fury, then unleash the energy at all the foes who surround you. When you initiate this maneuver, you release a 20-foot burst of energy centered on you that deals 12d6 points of damage of your active element's associated energy type to any creatures in the area. You do not take damage from this burst. This strike also has one of the following effects, based on your active element:

- **Air:** The flash of lightning blinds targets for 1d4 rounds.
- **Earth:** The [acid](#) is gummy and sticky, applying a -4 penalty to targets' [Dexterity](#) scores and a -2 penalty to [attack rolls](#) for 1d4 rounds. In addition, targets take 1d6 points of [acid](#) damage at the start of each of their turns for a number of rounds equal to your initiation modifier.

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- **Fire:** The intense heat and pain from the blast dazes targets for one round.
- **Water:** Targets become [staggered](#) for 1d6 rounds from the intense chill.

Creatures caught in the burst can make a [Reflex](#) save (DC 16 + your initiation modifier) to take half damage and negate the added effect.

Animus augmentation: You may spend any number of animus points to augment this strike, regardless of your level. For every point of animus you spend, this strike's damage increases by 1d6. The total damage dice for this maneuver may not exceed your initiator level (up to a maximum of 20d6).

ELDRITCH FANG FLURRY

Discipline: Elemental Flux (Boost)[force]; **Level:** 6

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: 1 round

DESCRIPTION

Striking at your foes with elemental fury, you aim to disable his opponents in addition to harming them. After initiating this boost, all attacks you make for one round deal an additional 3d6 points of force damage and automatically overcome [damage reduction](#). In addition, any opponent hit by one of your attacks must succeed at a [Fortitude](#) save (DC 16 + your initiation modifier) or become [blinded](#) for one round. Multiple hits do not extend the duration of this blinding effect, though they do prompt multiple saves.

NEXUS OF ELEMENTAL RETRIBUTION

Discipline: Elemental Flux (Stance); **Level:** 6

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: Stance

DESCRIPTION

You can absorb and redirect the flow of elemental power, syphoning away energies that would harm you and making them your own. While you maintain this stance, you gain [energy resistance](#) 30 to [acid](#), cold, electricity, and fire. Any time your resistance reduces damage of one of those types, it is stored in a pool of up to twice your initiator level. As a [swift action](#), you can unleash your stored energy, creating a 20-foot burst centered on you that deals damage of your active element's associated energy equal to the amount stored, then reducing the pool to 0. You do not take damage from this burst. Creatures caught within the area can make a [Reflex](#) save (DC 16 + your initiation modifier) to take half damage.

SHATTER RESISTANCE

Discipline: Elemental Flux (Boost); **Level:** 6

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 [swift action](#)

Range: Personal

Target: Self

Duration: 1 round

DESCRIPTION

You know that the might of the elements can overwhelm any defense. After initiating this boost, all attacks you make for one round ignore [energy resistance](#) of your targets, and creatures with an [energy immunity](#) still take half damage, rather than no damage. In addition, all of your attacks deal an additional 4d6 points of damage of your active element's associated energy type for the same duration.

Animus augmentation: You may spend two points of animus to lower the [spell resistance](#) possessed by those damaged by your attacks by 10 for the duration of this boost.

7TH LEVEL

CASCADE OF ELEMENTAL WRATH

Discipline: Elemental Flux (Strike); **Level:** 7

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 [full-round action](#)

Range: Melee or ranged attack

Target: One or more creatures

Duration: Instant

DESCRIPTION

Each slash of your blade releases more and more eldritch power, overwhelming your enemies with the power of your strikes. Make a full attack. Each attack deals damage entirely of your active element's associated energy type, and additional damage equal to 1d6 + your initiation modifier. During your full attack, you can change your active element as a [free action](#) once after each subsequent attack.

Animus augmentation: You may spend two points of animus to make an extra attack during this strike at your highest [attack bonus](#).

FORCE MAJEURE

Discipline: Elemental Flux (Strike); **Level:** 7

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 [standard action](#)

Range: Melee or ranged attack

Target: One creature

Duration: Instant

PARASITES & PARAGONS

DESCRIPTION

You infuse your weapon with pure elemental power, striking with a force beyond mere steel. Make an attack. If it hits, it deals weapon damage as normal plus an additional 14d6 points of damage. Unlike with a normal attack, all damage dealt by this attack is to be considered to be of your active element's associated energy type (including weapon damage, weapon enchantments, and bonuses from a high strength or from feats).

Animus augmentation: You may spend three points of animus to instead infuse your strike with raw arcane energy, unaligned to any elemental forces. If you do, your attack deals force damage rather than elemental damage.

REDIRECTING FLUX

Discipline: Elemental Flux (Counter); **Level:** 7
Prerequisites: Three Elemental Flux maneuvers
Initiation Action: 1 [immediate action](#)
Range: Personal
Target: Self
Duration: Instant

DESCRIPTION

our mastery of the Elemental Flux discipline knows how to read and alter the flow of magical energy. You can initiate this counter when you are targeted by a spell, power, [spell-like ability](#), or psi-like ability. Make a [Spellcraft](#) check (DC 15 + the effect's caster or manifester level). If you succeed, you can redirect that effect to another target of your choice within the spell's range. If the effect has multiple targets, you can choose to change all of its targets to other valid targets within range.

Animus augmentation: You may spend up to three points of animus when initiating this counter, gaining a +2 bonus on your [Spellcraft](#) check per point of animus spent.

8TH LEVEL

ELEMENTAL BREACH

Discipline: Elemental Flux (Boost); **Level:** 8
Prerequisites: Three Elemental Flux maneuvers
Initiation Action: 1 [swift action](#)
Range: Personal
Target: Self
Duration: 1 round

DESCRIPTION

As a master of the Elemental Flux discipline, you know how to overwhelm the defenses of your targets and expose their weaknesses to the elements. After initiating this boost, your attacks for one round ignore all energy resistances and energy immunities and

automatically overcome [damage reduction](#). Additionally, any damage you deal of your active element's associated energy type is increased by 50% for the same duration.

MASTER OF THE ELEMENTS

Discipline: Elemental Flux (Stance); **Level:** 8
Prerequisites: Three Elemental Flux maneuvers
Initiation Action: 1 [swift action](#)
Range: Personal
Target: Self
Duration: Stance

DESCRIPTION

You attune your very form to roiling elemental energies and merge with them. While you maintain this stance, your type changes to [outsider](#) ([native](#)) and you gain your active element as a subtype. In addition, you are treated as if you were under the effects of the [elemental body III](#) spell. You may continue to wield weapons, wear [armor](#), and use other items while in this form, and your new body does not damage or otherwise adversely affect your equipment.

ZEPHYR FLUX

Discipline: Elemental Flux (Strike) [[teleportation](#)]; **Level:** 8
Prerequisites: Three Elemental Flux maneuvers
Initiation Action: 1 [full-round action](#)
Range: 120'
Target: One creature, plus creatures equal to initiation modifier
Duration: Instant

DESCRIPTION

Upon reaching supreme levels of understanding in this discipline, you may transmute your entire being into elemental energy and travel in the blink of an eye across the battlefield, leaving a wake of devastation behind you. When you initiate this strike, select a primary target and a number of secondary targets within 30 feet of the primary target equal to your initiation modifier. A creature cannot be both a primary target and a secondary target. Your path across the battlefield deals 14d6 points of damage to the primary target and 7d6 points of damage to secondary targets. All damage is of your active element's associated energy type.

This strike also has one of the following effects, based on your active element:

- **Air:** Any target who fails its save is [dazed](#) by the electrical jolt for one round.
- **Earth:** Any target who fails its save is [deafened](#) from the seismic vibrations for 1d3 rounds.
- **Fire:** Any target who fails its save is engulfed in cinders and smoke, becoming [blinded](#) for 1d3

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rounds.

- **Water:** Any target who fails its save is [nauseated](#) for 1d3 rounds from the bone-chilling cold.

All targets can make a [Reflex](#) save (DC 18 + your initiation modifier) to take half damage and negate the added effect. After this strike concludes, you can move to any space within 10 feet of a secondary target of this strike without provoking [attacks of opportunity](#). As a [supernatural](#) ability, this strike is not subject to spell resistance.

Animus augmentation: You may spend up to three points of animus to increase the initial damage of this strike by 2d6 (1d6 to secondary targets) per point of animus spent and increase the save DC of this strike by +1 per point of animus spent.

9TH LEVEL

STRIKE OF ELEMENTAL DEVASTATION

Discipline: Elemental Flux (Strike) [[teleportation](#)]; **Level:** 9

Prerequisites: Four Elemental Flux maneuvers

Initiation Action: 1 [full-round action](#)

Range: 30'

Target: Up to five creatures

Duration: Instant

DESCRIPTION

The ultimate expression of elemental power can only be unleashed by a master of the Elemental Flux discipline, and by calling upon the arcane forces of magic as well as the terrific power of the elements, the disciple may crush his opponents under a fierce magical assault. The maneuver creates five distinct blasts of energy, one of each element and one of pure force. These blasts may be fired at the same or different targets, as long as each target is within 30 feet of you. Each blast requires a ranged [touch attack](#) to hit and has one of the following effects if it hits:

- **Air:** A bolt of electrical energy that deals 25 points of electricity damage and staggers the opponent for 1d4 rounds. If the target is wearing metal armor or a metal shield, or wielding a primarily metal weapon then the attack gains a +4 circumstance bonus on hit.
- **Earth:** A [jet](#) of boiling [acid](#) that deals 25 points of [acid](#) damage and blinds the target for 1d4 rounds.
- **Fire:** A stream of sulfurous fire that deals 25 points of fire damage, nauseates the target for 1d4 rounds, and sets them on fire for the same duration.
- **Force:** A hammering blast of arcane force that deals 50 points of force damage.
- **Water:** A freezing beam of cold that deals 25 points of cold damage and the target must suc-

ceed at a [Fortitude](#) save (DC 19 + your initiation modifier) or become [dazed](#) for 1d4 rounds.

Animus augmentation: For each blast, you may spend up to three points of animus to increase its initial damage by 10 per point of animus spent and its save DC (if any) by +1 per point of animus spent. You may spend any number of animus points to augment this strike, regardless of your level. However, each blast must be augmented separately, and you cannot spend more than three points per blast. The blasts of this strike are otherwise immutable; you cannot use abilities such as the mystic's elemental attunement class feature to change the damage types dealt.

UNQUIET GRAVE

([LORDS OF THE NIGHT](#))

Practitioners of Unquiet Grave utilize the power of negative energy, enhancing their attacks with entropic power. Thought to have originated from ancient vampiric warlords, this necromantic discipline is used to scourge living opponents and infuse its practitioners with the powers of undeath. Though somewhat rare, Unquiet Grave remains popular amongst undead warriors, as well as assassins who specialize in living victims.

Maneuvers of the Unquiet Grave discipline are infused with negative energy and the power of undeath. As such, they are supernatural abilities. Additionally, a creature that knows 1 or more Unquiet Grave strikes may expend one of those strikes as a standard action to touch a creature that is healed by negative energy and infuse it with negative energy; the touch heals the creature for 1d8 hit points per level of the expended strike. As usual, a strike must be readied before it may be expended.

Many maneuvers of the Unquiet Grave discipline have additional, or different, effects if the creature that initiates them is undead. These effects are marked "Grave Call" in the maneuvers' descriptions. If an Unquiet Grave maneuver is initiated by a nonundead creature that is healed by negative energy, an undead creature that is healed by positive energy, or a creature with the graveblood subtype, then they may choose whether or not to utilize its grave call each time they initiate that maneuver.

Additionally, some maneuvers of the Unquiet Grave discipline grant temporary hit points. These temporary hit points stack with themselves and with temporary hit points gained through other maneuvers of this discipline, up to a maximum equal to ½ the initiator's normal maximum hit points, and last for up to 1 hour.

PARASITES & PARAGONS

Associated Classes: Harbingers, mystics, stalkers, and warlords may exchange access to one of their martial disciplines for access to the Unquiet Grave discipline. They gain Knowledge (religion) as a class skill if they didn't already have it.

Associated Weapon Groups: Axes, natural, polearms. Scythes are considered discipline weapons for the Unquiet Grave discipline.

Associated Skill: Knowledge (religion).

UNQUIET GRAVE MANEUVER LIST

1ST LEVEL

Bean nighe Attitude: Stance - Gain a prophetic awareness of impending death that increases your saving throws.

Gravekeeper's Hood: Boost - Become immune to blindness for 1 round.

Hungry Stillness Strike: Strike - Make a melee attack and deal an additional 1d8 negative energy damage.

Starving Vampire Stance: Stance - Gain temporary hit points whenever you slay a creature.

Thirsting Axe Strike: Strike - Make a melee attack and gain temporary hit points.

Whisper of Undeath: Counter - Gain negative energy resistance 5, +1 bonus on saving throws vs. death effects and energy drain.

2ND LEVEL

Chilling Grave Defense: Counter - Opponent suffers -4 penalty to Strength and Dexterity in response to an attack.

Headstone Breaking Strike: Strike - Make a melee attack; the victim suffers 4 points of damage to a physical ability score. This ignores undead immunity.

Raging Specter Strike: Strike - Make a melee attack as a touch attack.

Rattling Skeleton Parry: Counter - Gain DR 5/bludgeoning and magic and cold resistance 10 until the beginning of your next turn.

Stalking Ghoul: Boost - Gain a +4 bonus to Stealth checks; move out of cover or concealment without losing Stealth.

3RD LEVEL

Avenging Revenant's Advance: Stance - You are healed by negative energy and harmed by positive energy, and your movement speeds may not be

reduced below ½ their normal values.

Darkened Axe Style: Boost - Your melee attacks deal an additional 2d8 negative energy damage until the beginning of your next turn.

Life Sealing Strike: Strike [Curse] - Make a melee attack, deal an additional 2d8 negative energy damage and your victim cannot benefit from healing.

Wight's Blow: Strike - Make a melee attack, deal an additional 1d8 negative energy damage and your victim gains a negative level.

4TH LEVEL

Hunting Mohrg Strike: Strike - Make a melee attack, deal an additional 2d8 negative energy damage and your victim becomes paralyzed.

Rotting Axe Style: Boost - Your melee attacks ignore hardness and some damage reduction until the beginning of your next turn.

Shrieking Shadow Axe: Strike - Make a melee attack, deal an additional 1d8 Strength damage and gain temporary hit points.

Wretched Ghast Riposte: Counter - Opponent who attacks you becomes sickened and may become nauseated.

5TH LEVEL

Ancient Lich Parry: Counter - Gain spell resistance equal to 15 + your initiator level until the beginning of your next turn.

Flowing Gore Blow: Strike - Make a melee attack, deal an additional 4d8 bleed damage that is difficult to heal.

Howling Banshee Strike: Strike - Make a melee attack, deal an additional 4d8 negative energy damage and your victim becomes deafened.

Mourning Ghost Attitude: Stance - Your armor gains the *ghost touch* special property, and you may move through solid objects as though incorporeal.

6TH LEVEL

Ascending Necromancer Style: Counter - Gain immunity to energy drain and Constitution damage until the beginning of your next turn.

Feasting Wraith Strike: Make a melee attack, deal an additional 2d4 Constitution damage and your victim becomes shaken.

Headman's Descending Axe: Strike - Make a melee attack, deal an additional 6d8 negative energy damage or execute creature at ¼ its maximum hit points or lower and you gain temporary hit points.

Looming Nightwalker Parry: Counter - Gain DR 15/silver and good and negative energy resistance 20

until the beginning of your next turn.

7TH LEVEL

Charging Dullahan's Advance: Stance – You do not provoke attacks of opportunity for moving through threatened squares. Creatures you flank suffer additional negative energy damage from attacks made by you and your allies.

Poltergeist's Wrath: Strike - Make a melee attack at range, deal an additional 6d8 negative energy damage and your victim is knocked prone by phantasmal wrath.

Scything Reaper Riposte: Counter – Opponent attacking you must succeed at a saving throw or gain 2d4 negative levels.

8TH LEVEL

Chilling Mist Sidestep: Counter - Assume a misty form in response to an attack and the attacker suffers 7d8 negative energy damage.

Laughing Demilich Attitude: Stance – Gain undead immunities, flight, and *death knell* fallen enemies.

Soul Drinking Strike: Strike - Make a melee attack, deal an additional 3d4 Intelligence, Wisdom, and Charisma damage.

9TH LEVEL

Pitiless Axe of the Executioner: Strike – Make a melee attack, deal an additional 3d6 Constitution damage and 9d6 bleed damage and leave behind cursed wounds.

MANEUVER DESCRIPTIONS

The maneuvers below are listed first by level, then in alphabetical order.

1ST LEVEL

BEAN NIGHE ATTITUDE

Discipline: Unquiet Grave (Stance)

Level: 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

By reading whispers of impending death, you stay one step ahead of your fate, avoiding even magical attempts on your life. While you maintain this stance, your clothing and equipment takes on a ravaged, blood-splattered appearance, as though you have been horrifically slain; additionally, you gain a +1 insight bonus on saving throws, which improves by 1

at 4th level and again every 4 levels thereafter.

GRAVEKEEPER'S HOOD

Unquiet Grave (Boost)

Level: 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

Drawing on the power that gives sight to the sightless dead, your vision transcends mortal limits. You become immune to the blinded condition for 1 round. *Grave Call:* An undead creature initiating this boost may instead increase their channel resistance by 6 for 1 round.

HUNGRY STILLNESS STRIKE

Discipline: Unquiet Grave (Strike)

Level: 1

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You infuse your weapon with negative energy as you strike your foe. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 1d8 points of negative energy damage.

STARVING VAMPIRE STANCE

Discipline: Unquiet Grave (Stance)

Level: 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

When you assume this stance, you skin gains a deathly pallor, and your canines, if any, sharpen and elongate. While maintaining this stance, whenever you reduce a creature to 0 or fewer hit points, you gain twice that creature's Hit Dice in temporary hit points. The temporary hit points gained from this stance stack with those gained from other Unquiet Grave maneuvers, up to the normal maximum.

THIRSTING AXE STRIKE

Discipline: Unquiet Grave (Strike)

PARASITES & PARAGONS

Level: 1

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

Drawing on the primal hunger of the negative energy plane, you lash out at your victim. Make a melee attack. If it hits, it deals weapon damage as normal and you gain temporary hit points equal to the damage dealt. The temporary hit points gained from this maneuver stack with those gained from other Unquiet Grave maneuvers, to the normal maximum.

WHISPERS OF UNDEATH

Discipline: Unquiet Grave (Counter)

Level: 1

Prerequisites: None

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You infuse yourself with subtle threads of negative energy. When you initiate this counter, you gain negative energy resistance 5, as well as a +1 bonus to saving throws vs. energy drain and death effects, for 1 round.

Grave Call: An undead creature initiating this maneuver instead improves their positive energy resistance by 5 and gains a +1 bonus to saving throws vs. effects with the good and/or light descriptors for 1 round.

2ND LEVEL

CHILLING GRAVE DEFENSE

Discipline: Unquiet Grave (Counter)

Level: 2

Prerequisites: None

Initiation Action: 1 immediate action

Range: Close (25 ft. plus 5 ft. per 2 levels)

Target: 1 creature

Duration: 1 round

DESCRIPTION

You afflict an attacker with the chill of the grave, sapping the strength from their limbs. You may activate this counter in response to a melee or ranged attack being made against you. The creature making that attack suffers a -4 penalty to its Strength and Dexterity for 1 round. Apply these penalties before calculating the attack and damage rolls for the attack (this may cause the attack to miss).

HEADSTONE BREAKING STRIKE

Discipline: Unquiet Grave (Strike)

Level: 2

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You mimic the savage fury of the undying, breaking the bodies of your foes. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 1d4 points of damage to a physical ability score of your choice. This ability damage ignores the normal immunity to physical ability damage enjoyed by undead creatures, though they still cannot suffer Constitution damage.

RAGING SPECTER STRIKE

Discipline: Unquiet Grave (Strike)

Level: 2

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You transmute your weapon into a semi-ethereal state, striking with the undying hate of a specter. Make a melee attack against your opponent's touch AC. If it hits, it deals weapon damage as normal. Unlike normal touch attacks, you may use Power Attack to enhance the damage dealt by this maneuver.

RATTLING SKELETON PARRY

Discipline: Unquiet Grave (Counter)

Level: 2

Prerequisites: None

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

Your flesh shrivels, revealing hard bones that turn aside enemy weapons. When you initiate this counter, you gain DR 5/bludgeoning and magic, as well as cold resistance 10, until the beginning of your next turn. *Grave Call:* Undead creatures initiating this maneuver also improve their natural armor by 1.

STALKING GHOUL

Discipline: Unquiet Grave (Boost)

Level: 2

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You move with the swiftness and cunning of the cannibalistic ghouls. When you initiate this boost you gain a +4 competence bonus to Stealth checks for 1 round. During that time, you do not require cover or concealment to remain hidden using the Stealth skill, which may permit you to move in the open without being detected. You still suffer the usual effects of not having cover or concealment while using Stealth when the duration of this boost expires.

3RD LEVEL

AVENGING REVENANT'S ADVANCE

Discipline: Unquiet Grave (Stance)

Level: 3

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

When you assume this stance, your skin pales and your breath fogs with the chill of the grave. While you maintain this stance, you are healed by negative energy and harmed by positive energy, just as an undead creature is (you gain no other benefit or drawback of being undead). Additionally, the unstoppable vengeance of revenants drives you: your movement speeds may not be reduced to less than ½ their normal value while you maintain this stance.

Grave Call: An undead creature maintaining this stance is healed by cold damage in the same manner that it is healed by negative energy damage instead of the normal effects of this stance. Its movement speeds still cannot be reduced to less than ½ their normal value while it maintains this stance.

DARKENED AXE STYLE

Discipline: Unquiet Grave (Boost)

Level: 3

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You infuse your attacks with negative energy, draining the life of your victims. When you initiate this boost, your melee attacks deal an additional 2d8 points of

negative energy damage for 1 round.

LIFE-SEALING STRIKE

Discipline: Unquiet Grave (Strike) [Curse]

Level: 3

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous and special; see text

DESCRIPTION

You afflict your victim with an entropic curse, sealing their life force away from succor. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 2d8 points of negative energy damage, and your victim must succeed at a Will save or become cursed and unable to heal hit point damage (by any means) for a number of rounds equal to your initiation modifier.

WIGHTS BLOW

Discipline: Unquiet Grave (Strike)

Level: 3

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You call upon the anger of the hungry wight, draining the vital essence of your foes. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 1d8 points of negative energy damage. The creature struck also gains a negative level, which lasts until the end of the encounter.

4TH LEVEL

HUNTING MOHRG STRIKE

Discipline: Unquiet Grave (Strike)

Level: 4

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous and special; see text

DESCRIPTION

Your axe lashes out like a hungry mohrg. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 2d8 points of negative energy damage, and your victim must succeed at a Fortitude save or become paralyzed for 1 round.

PARASITES & PARAGONS

ROTTING AXE STYLE

Discipline: Unquiet Grave (Boost)

Level: 4

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

DESCRIPTION

You draw upon the destructive entropy of the negative energy plane, infusing it into your strikes. When you initiate this boost, your melee attacks ignore hardness and overcome an amount of damage reduction equal to your initiator level for 1 round.

Grave Call: Attacks by undead creatures initiating this boost overcome damage reduction entirely for the duration of this boost.

SHRIEKING SHADOW AXE

Discipline: Unquiet Grave (Strike)

Level: 4

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You wrap your weapon in tenebrous energy that saps the strength of your victims. Make a melee attack. If it hits, it deals weapon damage as normal, plus 1d8 points of Strength damage. You gain temporary hit points equal to twice the Strength damage dealt by this strike. The temporary hit points gained from this maneuver stack with those gained from other Unquiet Grave maneuvers, to the normal maximum.

WRETCHED GHAST RIPOSTE

Discipline: Unquiet Grave (Counter)

Level: 4

Prerequisites: 1 Unquiet Grave maneuver

Initiation Action: 1 immediate action

Range: Close (25 ft. plus 5 ft. per 2 levels)

Target: 1 creature

Duration: 1 round

DESCRIPTION

You afflict an attacker with the charnel stench of the ghastr, ruining their blow. You may initiate this counter in response to a melee or ranged attack being made against you. The creature attacking you becomes sickened for 1 round and must succeed at a Fortitude save or also become nauseated for 1 round. Apply these penalties before calculating the attack and damage rolls for the attack (this may cause the attack to miss or not occur).

5TH LEVEL

ANCIENT LICH PARRY

Discipline: Unquiet Grave (Counter)

Level: 5

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Special (see text)

DESCRIPTION

You shield yourself with webs of entropic energy that sap at magic directed at you. When you initiate this counter, you gain spell resistance equal to 15 plus your initiator level until the beginning of your next turn. *Grave Call:* An undead creature initiating this counter also gains an equal amount of positive energy resistance until the beginning of its next turn.

FLOWING GORE BLOW

Discipline: Unquiet Grave (Strike)

Level: 5

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

Your axe flows forth with negative energy, creating a cursed wound. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 4d8 points of bleed damage. The wound left behind is laced with negative energy; the caster of a healing spell or similar effect must succeed at a caster level check (DC 11 + initiator level) to halt the bleed damage (healing from the spell or effect still occurs even if the check fails to halt the bleeding), and the DC to apply first aid with the Heal skill increases by 5 + your initiation modifier.

HOWLING BANSHEE STRIKE

Discipline: Unquiet Grave (Strike)

Level: 5

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous and special (see text)

DESCRIPTION

Your weapon screams like a grieving banshee as you drive it into your foe. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 4d8 points of negative energy damage, and the creature struck becomes deafened for a number of rounds equal to your initiation modifier.

MOURNING GHOST ATTITUDE

Discipline: Unquiet Grave (Stance)

Level: 5

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

When you assume this stance, your outline smudges gently and your hair and equipment become semi-transparent, as though you had become a ghost. While you maintain this stance, your armor has the *ghost touch* property (even if it is not otherwise magical) and you - along with your worn, carried, or held equipment - may move through solid objects as though you were incorporeal, provided you do not end your movement within a solid object.

6th LEVEL

ASCENDING NECROMANCER STYLE

Discipline: Unquiet Grave (Counter)

Level: 6

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Special (see text)

DESCRIPTION

You wrap yourself in armoring layers of negative energy, shielding your life force with the touch of undeath. When you initiate this counter, you become immune to energy drain and Constitution damage until the beginning of your next turn.

Grave Call: An undead creature initiating this maneuver instead becomes immune to channeling and positive energy damage until the beginning of its next turn.

FEASTING WRAITH STRIKE

Discipline: Unquiet Grave (Strike)

Level: 6

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

Sickly gray tar clings to your blade as you initiate this dread strike. Make a melee attack. If it hits, it deals weapon damage as normal plus 2d4 points of Consti-

tution damage, and your victim becomes shaken for a number of rounds equal to your initiation modifier. A successful Will save halves the Constitution damage and prevents the shaken condition.

HEADSMAN'S DESCENDING AXE

Discipline: Unquiet Grave (Strike)

Level: 6

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You cleave into your foe with an executioner's strike. Make a melee attack. If it hits and your victim is at more than $\frac{1}{4}$ their maximum hit point total, it deals weapon damage as normal, plus an additional 6d8 points of negative energy damage. If your victim is at $\frac{1}{4}$ or less of their maximum hit point total, that creature instead dies (no save) and you gain temporary hit points equal to twice its Hit Dice. The temporary hit points gained from this maneuver stack with those gained from other Unquiet Grave maneuvers, to the normal maximum.

LOOMING NIGHTWALKER PARRY

Discipline: Unquiet Grave (Counter)

Level: 6

Prerequisites: 2 Unquiet Grave maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Special (see text)

DESCRIPTION

You transform your body into shadowy energy, turning blows aside. When you initiate this boost, you gain negative energy resistance 20 and DR 15/silver and good until the beginning of your next turn.

Grave Call: An undead creature initiating this boost gains positive energy resistance 20 instead of negative energy resistance.

7th LEVEL

CHARGING DULLAHAN'S ADVANCE

Discipline: Unquiet Grave (Stance)

Level: 7

Prerequisites: 3 Unquiet Grave maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

PARASITES & PARAGONS

Duration: Stance

DESCRIPTION

Your head vanishes when you assume this stance, leaving behind a dripping, bloody neck stump (this may complicate attempts to identify you). You suffer no ill effects from not having a head, such as blindness or an inability to utilize potions or head slot items. While maintaining this stance, you do not provoke attacks of opportunity for moving through threatened spaces (you may still provoke attacks of opportunity for other reasons). Furthermore, you and other allies within 30 ft. deal additional negative energy damage equal to your initiator level against creatures you are flanking. Your other allies do not necessarily have to also be flanking such creatures. *Grave Call:* Additionally, an undead creature maintaining this stance may imbue its mount with this power; its mount does not provoke attacks of opportunity for moving through threatened squares (it might still provoke attacks of opportunity for other reasons).

POLTERGEIST'S WRATH

Discipline: Unquiet Grave (Strike)

Level: 7

Prerequisites: 3 Unquiet Grave strikes

Initiation Action: 1 standard action

Range: Medium (100 ft. plus 10 ft. per level)

Target: 1 creature

Duration: Instantaneous

DESCRIPTION

You strike out with your weapon and emit a wave of rage and sorrow that brings your victim to their knees. Choose a creature within range, then make a melee attack against that creature (even if you don't threaten the chosen creature). If it hits, it deals weapon damage as normal, plus an additional 6d8 points of negative energy damage, and your victim is knocked prone (no save).

SCYTHING REAPER R/POSTE

Discipline: Unquiet Grave (Counter)

Level: 7

Prerequisites: 3 Unquiet Grave maneuvers

Initiation Action: 1 immediate action

Range: Close (25 ft. plus 5 ft. per 2 levels)

Target: 1 creature

Duration: Instantaneous

DESCRIPTION

You form a scythe of crackling negative energy and sweep it through your attacker, draining their vital essence. You may initiate this counter in response to a melee or ranged attack being made against you. The creature attacking you gains 2d4 negative levels

(Will save half) that last until the end of the encounter.

CHILLING MIST SIDESTEP

Discipline: Unquiet Grave (Counter)

Level: 8

Prerequisites: 3 Unquiet Grave maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Special (see text)

DESCRIPTION

You turn into dark mist that crackles with negative energy. You may initiate this counter in response to a melee or ranged attack being made against you. Until the beginning of your next turn, you are immune to weapon damage, and spells targeted against you have a 50% miss chance. If you initiated this counter in response to a melee attack, the creature attacking you suffers 7d8 points of negative energy damage.

8TH LEVEL

LAUGHING DEMILICH ATTITUDE

Discipline: Unquiet Grave (Stance)

Level: 8

Prerequisites: 3 Unquiet Grave maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

The skin and muscle of your face pull tightly against your skull when you assume this stance, revealing yellow bone studded with phantasmal gemstones that crackle and dance with negative energy. While you maintain this stance, you gain a 100 ft. fly speed (or improve your existing fly speed by 50 ft.) with Good maneuverability, as well as the immunities enjoyed by creatures with the undead type. You do not gain any of the other benefits or drawbacks of being undead (notably, you are not healed by negative energy, nor are you vulnerable to effects that specifically target undead creatures). Additionally, you may use *death knell* as a spell-like ability once per round as a free action, though any bonuses gained this way fade when you leave this stance. *Grave Call:* Undead creatures maintaining this stance do not gain the immunities enjoyed by the undead type; instead, they become immune to positive energy damage and gain DR 20/bludgeoning and good. They still benefit from the other effects of this stance.

SOUL DRINKING STRIKE

Discipline: Unquiet Grave (Strike)

Level: 8

Prerequisites: 3 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

You channel the all-consuming void through your axe, brutally rending your victim's soul. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 3d4 points of Intelligence, Wisdom, and Charisma damage. A successful Will save halves this damage.

9TH LEVEL

PITILESS AXE OF THE EXECUTIONER

Discipline: Unquiet Grave (Strike)

Level: 9

Prerequisites: 4 Unquiet Grave maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: Instantaneous

DESCRIPTION

Your weapon descends in a merciless swing, its cursed edge crawling into the wounds of your victims. Make a melee attack. If it hits, it deals weapon damage as normal, plus an additional 3d6 Constitution damage and 9d8 bleed damage that ignores immunity to bleed. The wound left behind is laced with negative energy; the caster of a healing spell or similar effect must succeed at a caster level check (DC 11 + initiator level) to halt the bleed damage (healing from the spell or effect still occurs even if the check fails to halt the bleeding), and the DC to apply first aid with the Heal skill increases by 9 + your initiation modifier.

Grave Call: An undead creature initiating this maneuver gains temporary hit points equal to twice the Hit Dice of the creature struck. The temporary hit points gained from this maneuver stack with those gained from other Unquiet Grave maneuvers, to the normal maximum.

VEILED MOON

As the stillness of the moon reflected upon a still pond, the spiritualist discipline of Veiled Moon is seen as a strange and esoteric art, whose mysteries are difficult to grasp, and even harder to practice! The practitioners of this discipline are said to be 'half-in, half-out' due to the fact that they seem to be living

in two worlds; in fact, this is not far from the truth. Veiled Moon disciples have grasped connections to the [Astral](#) and [Ethereal](#) planes in their mind through intense meditation and a spiritual devotion to learning the ways of spirits and the natural world, and blended them seamlessly into a martial art so supernatural that it borders on the magical. A potent, yet passive, discipline, its esoteric abilities are often misunderstood. Maneuvers include short distance astral [teleportation](#), ethereal abilities to become incorporeal or use [incorporeal](#) touch attacks to strike foes easily, [force](#) damage strikes, and the ability to cause foes to become incorporeal themselves. The key skill for Veiled Moon is [Stealth](#), and its associated [weapon groups](#) are light blades, double weapons, and spears. The discipline of Veiled Moon and all of its maneuvers and stances are considered to be [supernatural](#) abilities and thus do not function in situations where [supernatural](#) abilities will fail. If the character is on a plane that does not touch the Ethereal, then Veiled Moon maneuvers that specify that they use the Ethereal Plane do not function; all others function normally due to all planes connecting to the Astral Plane. [Teleportation](#) maneuvers require that the destination must be within line of sight to the initiator, and are usable with the [Dimensional Agility](#) line of feats. Also, maneuvers with the [\(teleportation\)](#) tag only apply to the initiator himself, his gear and equipment, and up to 25 pounds of carried objects. Maneuvers and stances that cause the initiator to become [incorporeal](#) also cause the initiator's equipment, and up to 25 pounds of carried items, to become incorporeal. Lastly, maneuvers with the [\[mind-affecting\]](#) tag are considered [enchantment](#) effects for the purposes of saving throws and immunities.

Order of Presentation: In the maneuver lists and descriptions, the maneuvers are grouped alphabetically by level.

Initiator Level: Some maneuvers effects depend on the initiator level, which is usually the character's level in the class that provides access to martial maneuvers. The word "level" in the maneuver lists always refers to initiator level.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the maneuver descriptions.

Discipline Restrictions Some disciplines carry specific restrictions on when they can be used, as well as specific rules for those disciplines, as defined in that discipline's maneuver list.

PARASITES & PARAGONS

Veiled Moon

1ST LEVEL

Inner Sense: Counter – Spiritual senses grant a +2 insight bonus to a saving throw.

Disturbing Blow: Strike – Make an attack against a target; successful strike inflicts a -4 penalty to the target's next d20 roll.

Dimensional Strike: Strike – For a brief moment, the disciple becomes difficult to perceive; resolving the attack against the target as if they were flat-footed.

Leaping Spirit Dance: Stance – This stance grants the disciple a +2 to AC and a +2 to Reflex saves.

Spirit Sensing Stance: Stance – The disciple in this stance gains the scent special ability and can use it to sense incorporeal creatures that are hiding on the Ethereal plane nearby.

Ghost Hunting Blow: Boost – Momentarily grants the disciple's attacks the *ghost touch* property.

2ND LEVEL

Half-Gone: Counter – As an attack targets you, make a Stealth check to become incorporeal to avoid it.

Fading Strike: Strike – Teleport up to your movement speed to an opponent and make an attack.

Cursed Fate: Strike – Make an attack against a target, inflict +2d6 damage -4 to all d20 rolls for one round.

Resonance Strike: Strike - Strike inflicts 3d6 force damage + initiator level damage in lieu of normal damage, and may strike incorporeal creatures without risking a miss chance.

3RD LEVEL

Brilliant Moon: Strike - Make an attack against a foe, attack ignores armor bonuses to AC and inflicts an additional 4d4 points of force damage.

Formless Dance: Stance – Gain the benefits of a *see invisibility* spell and *blur* while the stance is in effect.

Ghostwalk: Boost - Become incorporeal until your next turn.

Altered Penumbra: Counter - Make an opposed Stealth check opposing your attackers Perception check after their attack roll, if you are successful, teleport to any spot within 10-ft. away and leave a *minor image* to be hit in your place.

4TH LEVEL

Ethereal Reminiscence: Become incorporeal for one round, regain twice your ranks in Stealth in

hit points or potentially being lost in the Ethereal briefly.

Flicker Strike: Strike – Teleport to strike an opponent's flat-footed AC and then teleport away.

Breath of the Moon: Strike – Make an attack against a target, target must make save or be confused for 1d4 rounds.

Fading Leap: As a move action, the disciple may teleport to a spot up to twice his movement speed away.

5TH LEVEL

Twisting Ether: Boost – Switch places within 30-ft. via teleportation with target willing ally.

Stance of the Ether Gate: Stance – The disciple flows with dimensional power and may as a move action teleport up to his movement speed, or as a full round action move up to twice his movement speed.

Warp Worm: Strike – Make a touch attack against up to three targets which must be no farther apart than 20-ft. from each other, teleport through them inflicting 10d6 points of force damage and appear up to 15-ft. from the final target.

Essence Shattering Strike: Strike – Make an attack against a target which inflicts an additional 6d6 points of force damage, potentially dazes the target.

6TH LEVEL

Vaporform Crash: Strike - Make a melee attack against an incorporeal target, if successful the disciple becomes incorporeal and the target suffers 12d6 points of force damage and becomes corporeal; the switch in body state lasts for 1d4 rounds.

Phantom Penumbra: Counter - Make a Stealth check opposing the attackers Perception check, if successful, teleport up to 20-ft. away and leave behind 1d6 *major images*.

Spiritual Weapon Stance: Stance – In this stance, the character is treated as having *ghost touch* on offensive and defensive items and weapons, gains spell resistance, and attacks inflict an additional 2d6 points of force damage.

Ether Wave: Strike – The disciple unleashes a potent wave of dimensional energy as a 40-ft. cone inflicting 12d6 points of force damage.

7TH LEVEL

Fade Through: The disciple may teleport up to twice his movement speed as a swift action.

Dispersal Strike: Strike - Target becomes incorporeal and takes 12d6 points of force damage,

on a failed Will their gear does not become ethereal with them, duration until end of next turn.

Flashing Ether Touch: Strike - Make a melee touch attack against a target, if successful teleport the target up to 60-ft. away, deal 10d6 points of damage and knocking them prone.

8TH LEVEL

Eclipsing Moon: Strike - As part of a full round attack, you may teleport up to your movement range between attacks, and continue the full round attack, adding +2 to hit and +4d4 force damage to each strike against a target's flat-footed AC.

Lunar Penumbra: Counter – When targeted by a spell or effect, the disciple may make an opposed Stealth check against the enemy's Perception; success indicates that the two switch positions through teleportation and the enemy suffers the spell or effect instead.

Anchoring Spirit: Stance – Disciple gains the incorporeal subtype; any attempt to teleport into or out of any space within 30-ft. of the disciple automatically fails unless he initiates the effect or willingly allows it.

9TH LEVEL

Banish to the Beyond: Strike – The disciple makes a melee touch attack against a target, and if successful then the foe is banished wholly to the Astral Plane, and they are barred from returning to the Material Plane for 1 hour.

THE VEILED MOON DISCIPLINE

1ST LEVEL

DIMENSIONAL STRIKE

Discipline: Veiled Moon (Strike);
Level: 1
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

By shifting slightly between two worlds, the disciple confuses the senses of his foe so he may land his attack more easily. The initiator initiating this strike causes his foe to be flat-footed to this attack.

DISTURBING BLOW

Discipline: Veiled Moon (Strike) [mind-affecting];
Level: 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: Special

DESCRIPTION

By establishing counter-resonance within the spirit of an enemy with a well-placed blow, the disciple may disrupt and disturb its next action. The initiator must make a melee attack against a target creature, and if successful, cause the target to suffer a -4 penalty to the next d20 roll that he makes.

GHOST HUNTING BLOW

Discipline: Veiled Moon (Boost);
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round

DESCRIPTION

By reaching across the barrier between worlds, the disciple may strike at disembodied spirits as easily he would strike a normal mortal. Any and all of the initiator's attacks made this round, including attacks of opportunity, are made as if the initiator's weapon possessed the ghost touch property. This is an Ethereal plane using maneuver.

INNER SENSE

Discipline: Veiled Moon (Counter);
Level: 1
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

DESCRIPTION

By sensing ripples in the spiritual world around him, the Veiled Moon disciple is capable of better avoiding dangerous effects and situations. This counter grants the disciple a +2 insight bonus to a single saving throw.

SPIRIT SENSING STANCE

Discipline: Veiled Moon (Stance);
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

PARASITES & PARAGONS

DESCRIPTION

By sensing the different patterns all beings that exist have, the senses of the Veiled Moon disciple exceed that of natural beings and move into the realm of supernatural awareness. While in this stance, the initiators gains the scent special ability and he may detect creatures on the Ethereal plane that are near the Material plane within 30-ft. of his position.

CURSED FATE

Discipline: Veiled Moon (Strike) [mind-affecting];

Level: 2

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instant

Saving Throw: Will negates

DESCRIPTION

The disciple can befuddle and bewilder his opponent with this strike, causing a grave imbalance in the psyche of the victim. The initiator must make a successful attack against the target, inflicting an additional 2d6 points of damage and the target must attempt a Will save (DC 12 + initiation modifier) or suffer a -4 to all d20 rolls until the disciple's next turn.

LEAPING SPIRIT DANCE

Discipline: Veiled Moon (Stance);

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

Light as a feather, the Veiled Moon disciple moves gracefully in combat, with the smooth and practiced grace of an incorporeal being. The disciple gains a +2 dodge bonus to AC and a +2 competence bonus to Reflex saves while in this stance so long as he moves at least 10 feet on his turn each round. This bonus increases by +2 at initiator level 9, and by an additional +2 at initiator level 17.

2ND LEVEL

FADING STRIKE

Discipline: Veiled Moon (Strike) (teleportation);

Level: 2

Initiation Action: 1 standard action

Range: Personal

Target: Up to the disciple's movement speed

Duration: Instant

DESCRIPTION

The disciple learns the basic technique at this level for walking between worlds to reach locations that previously could be inaccessible on the mortal world and potentially attack foes at those locales. As a standard action, the initiator may either teleport to a location no farther away than his maximum movement speed, and make an attack action against an opponent as part of the same standard action, or attack an adjacent target and then teleport to a location no farther away than his maximum movement speed. The teleportation destination must be clearly seen by the disciple to teleport to that location, and it must be unoccupied.

HALF-GONE

Discipline: Veiled Moon (Counter) (teleportation);

Level: 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instant

DESCRIPTION

By momentarily slipping through the barrier between the Material and the Astral planes, the Veiled Moon disciple may attempt to avoid an attack by being incorporeal. The initiator makes an opposed Stealth check against the attacker's Perception check; if successful the initiator is incorporeal for that attack (resolve the attack against the initiator as normal for striking an incorporeal target). This counter may be attempted to defend against targeted and area of effect spells, making a Stealth check in place of a Reflex save.

RESONANCE STRIKE

Discipline: Veiled Moon (Strike) [Force];

Level: 2

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instant

DESCRIPTION

By funneling his spiritual power into his attack, the Veiled Moon practitioner may strike an opponent with glowing silvery light on the Material or the Ethereal plane. This strike is resolved as a melee or ranged touch attack, and it inflicts 3d6 + initiator level points of force damage in lieu of normal damage, and this attack may strike incorporeal creatures without suffering reduced damage. This is an Ethereal plane using maneuver.

3RD LEVEL

ALTERED PENUMBRA

Discipline: Veiled Moon (Counter) (Teleportation, Figment);
Level: 3
Prerequisite(s): One Veiled Moon maneuver
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

DESCRIPTION

Position is relative to the Veiled Moon disciple's thinking, and his position in the universe is mutable. Using these principles, the disciple may circumvent reality to remove himself from harms way when necessary. The initiator makes a Stealth check opposing the attacker's Perception check. If successful then the initiator may teleport to any spot within 10- ft. away from his current position and leave a minor image duplicate of himself behind to take the attack of his foe in his place. Minor images created by this counter last for 1d4 rounds or until dispersed. This ability may be used to defend against spells and effects that directly target the initiator with an attack roll (such as ranged touch effects) or for those that allow for a Reflex save. If the attack would still encompass an area to where the initiator is teleporting (such as with the fireball spell he has not vacated), the initiator would still be struck by the attack.

BRILLIANT MOON

Discipline: Veiled Moon (Strike);
Level: 3
Prerequisite(s): One Veiled Moon maneuver
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Instant

DESCRIPTION

By partially phasing a portion of his attack out of this reality, the disciple may ignore certain obstacles, such as armor, when striking at an opponent. The initiator makes an attack roll and ignores the target's armor bonus to AC (unless this armor bonus comes from a force effect, such as mage armor). A successful hit inflicts an additional 4d4 points of force damage from the spiritual power the disciple infuses into the attack.

FORMLESS DANCE

Discipline: Veiled Moon (Stance) [Glamer];
Level: 3
Prerequisite(s): One Veiled Moon maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You

Duration: Stance

DESCRIPTION

The Veiled Moon disciple immerses himself in a sort of dimensional flux, causing him to be able to see what cannot be perceived and seemingly be in many places at once. While in this stance, the initiator gains the benefits of a see invisibility spell and the blur spell.

GHOSTWALK

Discipline: Veiled Moon (Boost) (teleportation);
Level: 3
Prerequisite(s): One Veiled Moon maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round

DESCRIPTION

The initiator steps through to the borderland between the Material and the Ethereal planes, becoming an incorporeal figure in both realities for a few moments. Until the beginning of his next turn, the initiator gains the incorporeal subtype. This is an Ethereal plane using maneuver.

4TH LEVEL

BREATH OF THE MOON

Discipline: Veiled Moon (Strike) [mind-affecting];
Level: 4
Prerequisite(s): One Veiled Moon maneuver
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: 1d4 rounds
Saving Throw: Will negates

DESCRIPTION

The moon is a source of madness, so the legend goes, and by using the principles of lunar cycles on the psyche of mortals, the disciple may temporarily relieve a target of its sanity for a few moments in combat. The initiator must make a melee attack against a target creature, and if successful, in addition to damage the target must make a Will save (DC 14 + initiation modifier) or be confused (as the spell confusion) for 1d4 rounds. After the application of this maneuver, the subject briefly forgets that the initiator exists and thus may not target the initiator while confused.

ETHEREAL REMINISCENCE

Discipline: Veiled Moon (teleportation);

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Level: 4

Prerequisite(s): One Veiled Moon maneuver

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: One round

DESCRIPTION

The ectoplasmic nature of beings on the Ethereal plane allows for the Veiled Moon disciple to briefly transport himself to that realm and use his will to restore some his form by filling his wounds with spectral energies, displacing his injuries but at a great potential risk. As a full-round action, the initiator may become incorporeal for one round and restore twice his ranks in Stealth in hit points to himself. Every time the initiator makes the transition between planes, however, he runs the risk of potentially losing himself there briefly. The initiator initiating this maneuver must make a Will save (DC 14, +1 DC for every time he's initiated this maneuver since he last rested for 8 hours after the first use); if successful, the maneuver works as normal. If the saving throw fails, the initiator does not regain any hit points, instead suffering 2d6 points of damage, and spends the next 2d4 rounds lost in the borderland between the Prime Material Plane and the Ethereal Plane, and when he returns to the Prime, he is fatigued for an hour. This is an Ethereal plane using maneuver.

FADING LEAP

Discipline: Veiled Moon (teleportation);

Level: 4

Prerequisite(s): One Veiled Moon maneuver

Initiation Action: 1 move action

Range: Up to twice movement speed

Target: You

Duration: Instant

DESCRIPTION

With nary a thought and a gesture the Veiled Moon disciple may flow like moonlight from one location to another through the Astral plane, moving faster than his earthly body would allow. As a move action, the initiator may teleport to a location in range of twice the disciple's base movement speed away.

FLICKER STRIKE

Discipline: Veiled Moon (Strike) (teleportation);

Level: 4

Prerequisite(s): One Veiled Moon maneuver

Initiation Action: 1 standard action

Range: Melee attack, movement speed

Target: One creature

Duration: Instant

DESCRIPTION

In a flickering blur of teleportation and movement, the

Veiled Moon disciple may disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away. The initiator may teleport up to his movement speed to a target enemy, make an attack or a combat maneuver (such as disarm or trip) against the foe using its flat-footed armor class or CMD (denying the target his Dexterity bonus due to the surprising nature of the attack), then teleport away up to his movement speed, all without drawing attacks of opportunity for the movement or attack.

5TH LEVEL

ESSENCE SHATTERING STRIKE

Discipline: Veiled Moon (Strike) [Force];

Level: 5

Prerequisite(s): Two Veiled Moon maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instant, 1d4 rounds

Saving Throw: Fort negates

DESCRIPTION

With a powerful strike, the Veiled Moon disciple attacks at the very spirit of his foe with his silver-blue light. The initiator makes an attack against a target creature, and inflicts an additional 6d6 points of force damage and dazes his foe for 1d4 rounds due to the disturbance on a failed Fortitude save (DC 15 + initiation modifier).

STANCE OF THE ETHER GATE

Discipline: Veiled Moon (Stance) (teleportation);

Level: 5

Prerequisite(s): Two Veiled Moon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

DESCRIPTION

By shifting his essence partially into the Astral plane, the disciple finds that moving through that plane as just as easy as moving through the Material plane. While the disciple is in this stance, he may teleport up to his movement speed as a move action, or twice his movement speed as a full-round action, at will. He must see his destination clearly to be able to teleport to it. The initiator may not take any creatures with him when teleporting; only himself and the gear he is carrying plus up to an additional 20 lbs. This stance meets the qualifications for the Dimensional Agility feats, should the initiator wish to take them.

TWISTING ETHER

Discipline: Veiled Moon (teleportation);
Level: 5
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 swift action
Range: 30-ft.
Target: You and willing ally
Duration: Instant

DESCRIPTION

With a nod to his ally, the Veiled Moon adept may sink through the world with his ally and switch places with him for better effect in combat. As a swift action, the initiator may designate a willing ally within 30-ft. and swap places with him via teleportation.

WARP WORM

Discipline: Veiled Moon (Strike) (teleportation) [force];
Level: 5
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 full-round action
Range: Melee touch
Target: Up to three targets
Duration: Instant

DESCRIPTION

By creating temporary breaches between the worlds of the Material and the Astral, the disciple may teleport through a few enemies and emerge from the space between worlds having done his foes great internal harm. The initiator makes a melee touch attack against a target, and may teleport to another target no more than 20-ft. from the first (and do the same for a third target) making another melee touch attack on each subsequent target and inflicting 10d6 points of force damage to all affected. On a failed attack or after the final target, the disciple appears up to 15-ft. from the final target to finish his turn. The touch attacks themselves cannot be unarmed strikes or weapon strikes that inflict damage normally; the disciple must lay their hand against the target in a non-damaging way to initiate this maneuver (even if wielding a weapon in that hand, this can be used by simply touching the target with a fist or back of the hand).

6TH LEVEL

ETHER WAVE

Discipline: Veiled Moon (Strike) [Force];
Level: 6
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: 40-ft.
Area: Cone-shaped emanation

Duration: Instant
Saving Throw: Reflex half

DESCRIPTION

The Veiled Moon disciple concentrates his spiritual energies to his hand tears into the barrier between the Astral and the Material, and releases the energies that form from this in a wracking wave of silvery-blue energy. The initiator unleashes a 40-ft. cone of dimensional energy which inflicts 12d6 points of force damage to all targets within its area with a Reflex saving throw (DC 16 + initiation modifier) for half damage.

PHANTOM PENUMBRA

Discipline: Veiled Moon (Counter) (teleportation, figment);
Level: 6
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 immediate action
Range: Personal, 20-ft.
Target: You
Duration: Instant, 4 rounds

DESCRIPTION

To slip through the worlds is a simple matter for the disciple, and using this to deceive and evade an attacker is effortlessly done. The initiator makes a Stealth check against the attacker's Perception check. If the disciple succeeds he is able to teleport to a position up to 20-ft. away, gain the incorporeal subtype, and leave behind 1d6 major images where his previous position lay. Major images persist until they are slain or until 4 rounds have elapsed and the initiator remains incorporeal until his next turn. This ability may be used to attempt evade spells and effects that directly target the initiator or for those that allow for a Reflex save. This is an Ethereal plane using maneuver.

SPIRITUAL WEAPON STANCE

Discipline: Veiled Moon (Counter) [Force];
Level: 6
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

By channeling ethereal energies along his weapons and his body, the initiator becomes immersed in both worlds, being as solid on the Ethereal Plane as he is on the Material. While in this stance, the initiator's weapons, armor, and equipment are treated as if they had the ghost touch property (ammunition retains the property until used), and his attacks inflict an additional 2d6 points of force damage. As a side- effect of this

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empowerment from the Ethereal plane, this energy acts a buffer against magical attacks, and grants the disciple spell resistance equal to 5 + his initiator level. This is an Ethereal plane using stance.

VAPORFORM CRASH

Discipline: Veiled Moon (Strike) [Force];
Level: 6
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: 1d4 rounds

DESCRIPTION

The Veiled Moon teaches that its disciples must know how to balance the scales between both worlds, so to make a foe real in the Material world, then the disciple must briefly sojourn to the other side. The disciple makes a melee attack against an incorporeal target, and if successful the target loses their incorporeal subtype for 1d4 rounds and takes 12d6 points of force damage (incorporeal foes lose their Charisma bonus to AC and have a Strength score equal to their Charisma score -4; all incorporeal equipment temporarily becomes corporeal with the target). The disciple gains the incorporeal subtype for a like number of rounds (losing his Strength score and gaining a +4 bonus to Charisma and he may apply his Charisma bonus to his AC as a deflection bonus; all of his equipment becomes temporarily incorporeal with him as well). This is an Ethereal plane using maneuver.

7TH LEVEL

DISPERSAL STRIKE

Discipline: Veiled Moon (Strike) [Force];
Level: 7
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One target
Duration: 1d4 rounds
Saving Throw: Will partial

DESCRIPTION

With a powerful strike and flash of silver-blue light, the disciple slams his foe directly into the Ethereal for a few moments, causing it to become ghostly and unreal. The initiator makes an attack on a target creature and if successful, the strike inflicts 12d6 points of force damage in place of normal damage, and the target gains the incorporeal subtype for 1d4 rounds. The target must make a Will save (DC 17 + initiation modifier) to negate the incorporeality portion of this strike or only his body becomes incorporeal and items

held in his hands do not, falling to the ground at their feet. This strike does not function on targets who already possess the incorporeal subtype. This is an Ethereal plane using maneuver.

FADE THROUGH

Discipline: Veiled Moon (teleportation);
Level: 7
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 swift action
Range: Twice the disciple's movement speed
Target: You
Duration: Instant

DESCRIPTION

An advanced technique, the Veiled Moon disciple at this point learns how to fold two points in space around him to appear at another location within the span of a heart beat. The initiator may teleport to a location up to twice his movement speed away as a swift action.

FLASHING ETHER TOUCH

Discipline: Veiled Moon (Strike) (teleportation);
Level: 7
Prerequisite(s): Two Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: Melee attack, 60-ft.
Target: One target
Duration: Instant
Saving Throw: Will negates

DESCRIPTION

With but a touch the Veiled Moon disciple may send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground. The initiator makes a melee touch against a target, and the target makes a Will save (DC 17 + initiation modifier) or is teleported up to 60-ft. away, successful saving throw negating the maneuver. Upon a failed saving throw, the target suffers 10d6 points of damage from reaching high speeds and slamming hard into the ground and are considered prone.

8TH LEVEL

ANCHORING SPIRIT

Discipline: Veiled Moon (Stance); Level: 8
Prerequisite(s): Three Veiled Moon maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

DESCRIPTION

The Veiled Moon disciple pulls himself fully into the Ethereal and manifests a ghostly apparition of his form upon the Material, and in doing so he locks his immediate area for travel through the Ethereal or Astral plane. While in this stance, the initiator gains the incorporeal subtype and anyone within 30-ft. of his position who attempts to use an effect with the (teleportation) type likely fails. The disciple can exclude allied creatures from this effect. Those effected can attempt an opposed initiator level check (using their caster or initiator level) to successfully execute their teleportation effect. Once outside of this stance's range, creatures are no longer affected. If two or more instances of Anchoring Spirit overlap, they cease functioning until separated. This is an Ethereal plane using maneuver.

ECLIPSING MOON

Discipline: Veiled Moon (Strike) (teleportation, force);
Level: 8
Prerequisite(s): Three Veiled Moon maneuvers
Initiation Action: 1 full-round action
Range: Melee attack, movement speed
Target: Special
Duration: Instant

DESCRIPTION

Folding space around his form effortlessly, the disciple is capable of leaps through the ether and attacking through the barrier between the worlds in a series of staccato bursts of silvery-blue light, his image blinking as he strikes. As a full attack action, the initiator may make an attack against a target and then teleport a distance up to his movement speed to a new target to strike again, and each attack is made against the target's flat-footed armor class. He may do this a number of times equal to the number of attacks he possesses on a full attack action (including off hand attacks or secondary attacks), and he may select the same target for each attack but each teleportation must land him in position to make an attack against a target creature (he must attack a target creature at the end of each teleportation). Each attack gains a +2 competence bonus and inflicts an additional 4d4 points of force damage. Secondary attacks such as off-hand attacks and secondary natural attacks only add 2d4 of force damage. The initiator may forgo the first attack of this maneuver to teleport himself into position to use the rest of the attacks of this maneuver.

LUNAR PENUMBRA

Discipline: Veiled Moon (Counter) (teleportation);
Level: 8
Prerequisite(s): Three Veiled Moon maneuvers
Initiation Action: 1 immediate action

Range: Personal. Close (25-ft. + 5-ft./2 initiator levels)

Target: You and one target

Duration: Instant

DESCRIPTION

It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, the Veiled Moon disciple is capable of pulling an incredible trick upon his foe. The initiator makes a Stealth check against his foe's Perception check. If successful he and his attacker switch positions, and the attack that was directed against the disciple now affects the attacker, effectively causing the target to strike itself. This ability may be used to evade spells and effects that directly target the initiator or for those that allow for a Reflex save (but if the initiator is still within the radius of the effect, he still is struck by it).

9TH LEVEL

BANISH TO THE BEYOND

Discipline: Veiled Moon (Strike) (teleportation);
Level: 9
Prerequisite(s): Four Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: Melee touch
Target: One creature
Duration: Special (see text)
Saving Throw: Will partial

DESCRIPTION

The ultimate technique of the Veiled Moon disciple is the ability to lay a mark against a target and shunt it gently into the Astral plane where it may ponder its reasons for crossing the likes of a master. The initiator makes a melee touch attack against a target, who then makes a Will save (DC 19 + initiation modifier). Failure indicates that the target is shifted fully into the Astral plane, body and all, and the target may not return to the Material plane for one hour. If the foe has no way to return to the Material plane after this duration has expired, he is effectively stranded and must find his own way back to his world. If the target succeeds his saving throw, he is still shunted to the Astral plane, but returns automatically to the Material plane after one minute. While in the Astral plane, the target is tethered to his body at the location he occupied before being pushed into the Astral Plane with a silver cord as normal (per astral projection).

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