

ROLEPLAYING GAME COMPATIBLE

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A Fated Meeting

Iuna stepped out warily onto the coliseum floor, to a thunderous silence. There was no applause, of course, because the stadium seats were all empty. It had been one of the conditions for the duel to even take place.

"After all," the hulking, stinking orc had claimed, spittle flying from his hideously misshapen tusks as he spoke, "elven prowess with archery and magic is well known. I wouldn't want a cowardly assassin to spoil the fight."

She had ground her teeth at that insult to her peoples' honor—as well as her own—but had agreed to the condition, anyway. If that was the only price she had to pay to keep her people safe, so be it. Besides, she could still answer the insult now, on the field of battle.

Whoever the orc was, he was clearly insane, and needed to be dealt with. As far as Iuna was able to determine, he had appeared two or three years ago, claiming to be the reincarnation of Gortag, an orcish chieftain of a bygone age, who had ascended into myths and legends for unifying all the orcish tribes under a single banner. This "new" Gortag apparently had a similar idea, and between grandiose talk of establishing a proper orcish empire and his ability to manifest the spirit of Gortag, he had apparently won over enough of his kin, for he had suddenly emerged from the mountains with a massive army.

And naturally, he had pointed that army straight at the nearest group of elves he could find. War had erupted almost immediately, and her people had not been ready. The massive hordes had swept over her people's defenses, destroying them almost as an afterthought. Their border defenses were designed to protect against raids, light skirmishes, and the occasional trespassing forester, not to repel a seemingly endless tide of orcs. Thankfully, her people included some of the most brilliant tacticians in the mortal world, who had spent whole centuries devoted to nothing but strategy. They were soon able to drive the fighting out of their home, and out onto the plains. There the battle had waged for quite some time, driven to a stalemate as the orcs pitted their numbers against the elves' tactics.

It was during this time that "Gortag's" personal battle prowess became apparent. He would often be found at the head of a charge, his body armored in an ruby-red energy which writhed and twisted, his massive double-headed axe of raw spiritual matter cleaving enemies in twain. His primal bellowing would shake the elves to their core, while seeming to enrage and invigorate his own marauders. It was also during this time that Iuna's own talents came to the fore, as the orcish warchief was not the only one who could channel the fighting prowess of a racial ancestor. Iuna was blessed by Ertanis Stargem, the elf father, and used these blessings in battle, manifesting her own spiritual weapons and armor, these an emerald green. She would dance across the battlefield as though her body were lighter than air, slicing her foes to ribbons with the elf father's large but delicately-balanced blade.

The orcs had certainly learned to recognize her, as they began to flee before "the Green Lady" whenever she appeared. She had thought that "Gortag" had feared and avoided her as well, for the two had yet to meet on the field of battle, but now she was beginning to think that perhaps he had simply been saving the encounter for a time when they would not be interrupted. Her own people had quickly recognized her power as well, and in a very short time she was promoted all the way to a general. It was then that she learned the horrible truth: despite winning nearly every encounter with the orcs, the elves were losing the war. The casualties were simply too high, the orcish hordes too massive. She had known, even as a foot soldier, that the death toll was great, but she had never imagined this. Even if they continued to kill them off at a rate of 10 to 1, it would not be enough.

And so she proposed, first to the council of generals, and then to the orcs under a flag of parley, that they settle this costly war another way: with a duel. Their champion would be this "reincarnation" of Gortag, and the elvish champion would be her, fighting with the aid of Ertanis Stargem. Indeed, those two had been bitter enemies in life, and it was against Ertanis that Gortag's war to destroy the elves had come to a grinding halt. The fact that the two of them were here seemed to demand a rematch between the two mythic figures. They had settled on this place, a crumbling stone coliseum, for the battle. The day, the hour, of the fight had arrived. Here she could put her life on the line to protect the thousands of elves who would surely die if this war went on any longer. Here she could defend the honor of the elf father, by granting him the chance to once again protect his people from certain annihilation.

The doors on the opposite end of the coliseum flew open with a thundering crash, slamming off their hinges and falling to the dusty stone floor. The orcish chieftain, "Gortag," sauntered out. He held no weapons, and his chest was bare, revealing a number of ugly, wicked-looking scars criss-crossing his torso. Once he was within a few yards of her, he called out to her, a sneer visible on his lips as he did so.

"Are you ready to watch history change before your eyes, little elf?"

Iuna was almost relieved at the gloating. Surely someone this brash and arrogant couldn't be a real threat. Or, at least, he was far less of a threat than he would have been otherwise. She could use his arrogance to her advantage. However, all she said was "let us begin." Then she called out to the elf father, in her heart, asking to draw upon his skill and power once more, in the defense of her people. She felt an enormous swelling sensation in her chest, and swirling green energy surrounded her like a wreath, flowing about her person until it settled into the form of armor and a sword. She felt ancestral power flowing through her body, and knew that she was ready.

Meanwhile, the orc had called upon his own source of power, and was now covered in the blood-red spirit-hides of dozens of fearsome animals, his thick arms holding aloft a massive double-headed orcish axe. Iuna could feel power radiating off of him, as well. She had never been this close to the orc when he was transformed. She hadn't imagined he had this much raw force. She didn't have time to ponder the fact, however, for with a snarled battlecry, the orc threw himself at her, his axes a hurricane of death whirling through the air. Iuna leaped to one side, lashing out with her own spiritual weapon as the orc passed her by, landing a glancing blow on the orc's side.

This was the eternal struggle of elf versus orc, which had gone on since the days of Ertanis and Gortag, boiled down to a microcosm, played out by two lone warriors. The orc charged again, and again she nimbly side-stepped the blow, only to realize, too late, that the other axe was swinging right into the spot she had stepped. It sliced cleanly into her thigh as the orc rushed passed her. Mercilessly, he whirled around and charged her again. This time she didn't dodge, but moved to meet him head-on, instead. As he swept down with his axe she swept up with her own blade, and they met with a deafening ring.



Introduction

This book expands on the spirit warrior class, first introduced in A Necromancer's Grimoire: Spirit Warriors, by providing six new exemplars for a spirit warrior to manifest. Unlike the exemplars from the previous book, these exemplars do not have opposites (though some do have other restrictions as to who can manifest them), and so the total number of combinations of exemplars available to a spirit warrior has more than doubled.

While the first book focused on exemplars

from real-world mythology, such as Gilgamesh, Mordred, Susanoo, and the like, the exemplars from this book follow a different theme. Each is a mythical "first" or progenitor of a fantasy race. Some are literally the father of their race, such as Ertanis Stargem, the first elf. Others are more metaphorical firsts, such as Gortag, who unified the orcs under a single banner. In some cases the race in question is something slightly different, such as Lycaon, who was the first werewolf, or Moran, who became the first revenant.

In all cases, though, the exemplars from this book exist as larger-than-life figures from the dawn of prehistory, whose power can be called upon by those who know the secret, lending their martial prowess to warriors of today.

In addition to the new exemplars, this book also includes everything you need to play the spirit warrior class. Players interested in more exemplars for their spirit warrior should consider taking a look at the original *A Necromancer's Grimoire: Spirit Warriors.*

Spirit Warrior

"You think that because my power is borrowed it is not mine? I have made a pact with the elf-father, and he has granted me a mastery of blades that can only come from one of his immortal existence. I am a greater warrior than I could ever be on my own, and with this power, I shall do great things, the likes of which most of us could only dream."

~Iuna Tolariel, spirit warrior

Spirit warriors channel the essence of great, legendary heroes called exemplars. These mighty warriors, long dead, have ascended to a state of semi-divinity through cult worship and similar, and can now be called down to aid devout warriors in battle, lending their strength and skills to the warrior in question. As such, spirit warriors are amongst the most powerful and versatile of melee combatants, using borrowed power to mete out death and destruction on their foes. Throughout history, a small but significant number of heroes have risen to exemplar status. Though only six are presented here, that doesn't mean that others don't exist. Even if a spirit warrior knew of more exemplars, however, she must stay in favor with the exemplars whose power she borrows in order to be able to call upon them when she needs them, and so spirit warriors are limited to only three such exemplars.

Making a Spirit Warrior

Nearly all spirit warriors are melee fighters of some kind. Though their ability to channel ancient warriors provides them with boosts to their ability scores, and also creates spectral arms and armor for them to use during battle, making them a potent force on the battlefield, the exemplar doesn't do all of the work, and the spirit warrior must still train to stay in perfect fighting condition if she wants to be successful as a warrior.

Ability Scores: A spirit warrior's choice of ability scores will depend heavily on which exemplars she intends to use the most, and how she intends to use them. Each exemplar stresses a different ability score, but a spirit warrior needs a high Wisdom in order to channel her exemplar for extended periods of time. Most spirit warriors will also benefit from a high Strength, allowing them to deal more damage, a high Dexterity to increase their AC, and a high Constitution to give them the durability necessary to withstand several rounds of combat.

Races: Elves are by far the most common amongst spirit warriors; between their reverence for the dead and their love of martial arts as an art form, they are a natural fit for the class. Humans come second, and create far more cults and churches devoted to the worship of various exemplars than elves, who are more likely to view their devotion to a given exemplar as a personal matter. Dwarves typically find a spirit warrior's abilities too close to magic to to be trusted, and gnomes and halflings rarely develop much of an interest in borrowing the combat skills of another, either preferring to avoid melee entirely, or preferring to use their own blend of tactics and tricks, rather than following in the footsteps of another.

Alignment: Spirit warriors can be of any alignment, as can exemplars. Though their devotion to their chosen exemplars can often push a spirit warrior towards the lawful end of the spectrum, those spirit warriors who follow particularly chaotic exemplars, such as Lycaon or Gortag, are very rarely lawful. Similarly, those who primarily associate themselves with Ertanis are almost always good-aligned, while those who primarily follow Moran are typically evil.

> Starting Age: As monk Starting Gold: 3d6 x 10 gp Hit Die: dio

Class Skills

The spirit warrior's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Intelligence modifier

Class Features

All of the following are class features of the spirit warrior.

Weapon and Armor Proficiency: A spirit warrior is proficient with all simple and martial weapons, as well as any weapons associated with one of her exemplars. Spirit warriors are proficient with light armor, as well as any armor associated with one of their exemplars.

Exemplar Bond: A spirit warrior can call upon the power of a variety of mythic warriors, known as exemplars. A spirit warrior begins play with the ability to channel three different exemplars of her choice. She does not gain access to more exemplars as she increases in level, but rather her bond with these three exemplars grows deeper, and she gains access to more of their power.

Unlike the exemplars of A Necromancer's Grimoire: Spirit Warriors, none of the spirit warriors in this book have an opposed exemplar. That said, several of them do require that the spirit warrior be of a certain race in order to use their powers, as these exemplars' identities are intricately tied to their race. Only elven characters can manifest Ertanis Stargem, for example, while only dwarven characters can manifest Torgrin Stonefist.

A spirit warrior's choice of exemplars will have a major impact on a number of her other class features. A spirit warrior can only choose infusions and devotions from exemplars she has chosen to associate with, and each exemplar's manifestation is different, granting access to different abilities and powers. A full explanation of the benefits provided by each exemplar is provided below, along with a short description of their personalities and the legend of how they became an exemplar.

Manifest Exemplar (Su): As a swift action which does not provoke attacks of opportunity, a spirit warrior can call upon one of her chosen exemplars, drawing on his power to grant her exceptional abilities in combat. This has a number of benefits, which take a variety of different forms depending on the nature of the exemplar being manifested.

The most basic part of the manifestation is that spiritual versions of the exemplar's chosen weapon (or weapons) and armor manifest on the character's person. Though this gear appears translucent and spectral, it is in fact perfectly solid, and functions identically to normal gear of that sort. If the character is already holding a weapon or wearing armor, that gear is instead transformed into the appropriate type. As part of this process, it loses any and all magical enhancements or abilities, and is completely overridden by the manifested weapon or armor. If the spirit warrior is not wearing armor or wielding weapons, the manifested gear simply

Table	e 1-1: The Spirit	Warrio	r		
	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+1	+2	+0	+0	Devotion, Exemplar Bond, Manifest Exemplar
2	+2	+3	+0	+0	Infusion
3	+3	+3	+1	+1	Armor Bonus +1, Infusion
4	+4	+4	+1	+1	Infusion, Weapon Enhancement +1
5	+5	+4	+1	+1	Infusion, Weapon Property +1
6	+6/+1	+5	+2	+2	Infusion
7	+7/+2	+5	+2	+2	Armor Bonus +2, Infusion
8	+8/+3	+6	+2	+2	Infusion, Weapon Enhancement +2
9	+9/+4	+6	+3	+3	Infusion, Weapon Property +2
10	+10/+5	+7	+3	+3	Infusion
11	+11/+6/+1	+7	+3	+3	Armor Bonus +3, Infusion
12	+12/+7/+2	+8	+4	+4	Infusion, Weapon Enhancement +3
13	+13/+8/+3	+8	+4	+4	Infusion, Weapon Property +3
14	+14/+9/+4	+9	+4	+4	Infusion
15	+15/+10/+5	+9	+5	+5	Armor Bonus +4, Infusion
16	+16/+11/+6/+1	+10	+5	+5	Infusion, Weapon Enhancement +4
17	+17/+12/+7/+2	+10	+5	+5	Infusion, Weapon Property +4
18	+18/+13/+8/+3	+11	+6	+6	Infusion
19	+19/+14/+9/+4	+11	+6	+6	Armor Bonus +5, Infusion
20	+20/+15/+10/+5	+12	+6	+6	Greater Devotion, Weapon Enhancement +5

Table 1-1: The Spirit Warrior

appears in place. The spirit warrior never needs to equip her manifested armor or draw her manifested weapon. In the case of exemplars who do not wear armor, any armor worn by the spirit warrior vanishes into nothingness for the duration of the manifestation.

While manifesting an exemplar, the spirit warrior gains an enhancement bonus to a number of ability scores. The exact nature of this bonus depends on the exemplar being manifested and the level of the spirit warrior. Each exemplar has a primary ability score and two secondary ability scores associated with it. Spirit warriors who are manifesting an exemplar gain an enhancement bonus to that exemplar's primary ability score equal to 2 plus 2 per 5 class levels the spirit warrior possesses (for example, a 3rd level spirit warrior channeling Lycaon would gain a +2 bonus to her Wisdom, while a 5th level spirit warrior channeling Torgrin would gain a +4 bonus to her Constitution). A spirit warrior manifesting an exemplar also gains a +2

enhancement bonus to both of that exemplar's secondary ability scores (for example, a spirit warrior manifesting Ertanis would gain a +2 bonus to Strength and Intelligence, regardless of level).

Additionally, while manifesting an exemplar, a spirit warrior gains access to all infusions and devotions associated with that exemplar, as long as she has unlocked them. A spirit warrior can never benefit from an infusion or devotion which she has not unlocked, nor can she benefit from one exemplar's devotion or infusions while manifesting another exemplar.

Manifesting an exemplar in this way is exceptionally mentally taxing, and it is difficult to maintain such a connection for long. At the beginning of each round in which the spirit warrior is manifesting an exemplar, she must succeed on a Will save (DC 10 + the number of infusions the spirit warrior has unlocked for that exemplar + 2 per previous attempt) or lose her concentration, immediately ending the manifestation, and causing her to become exhausted for 10 minutes. When this exhaustion subsides, the spirit warrior is fatigued for another 10 minutes before fully recovering from this shock. A spirit warrior can willingly stop manifesting an exemplar as a standard action which does not provoke attacks of opportunity. Doing so renders her fatigued for 1 minute.

A spirit warrior cannot manifest an exemplar while fatigued or exhausted.

Devotion: At 1st level, a spirit warrior chooses an exemplar which she favors above all others, known as her primary exemplar. When manifesting that exemplar, she gains the benefits of his devotion ability as a reward for her faith.

Infusions: At 2nd level, and each level indicated on Table 1-1: The Spirit Warrior, the spirit warrior unlocks a new infusion. Each spirit warrior has eight infusions, and each infusion has a level assigned to it between 1 and 6. In order to unlock an infusion, the spirit warrior must meet a number of prerequisites. First, the infusion must belong to one of the exemplars she is associated with. Second, she must have unlocked all the infusions belonging to that exemplar which are of a lower level than the infusion she intends to take. Finally, each level of infusion has a minimum class level which the spirit warrior must meet in order to take infusions of that level. These minimums are listed on Table 1-2: Infusion Level Requirements.

Table 1-2: Infusion Level

Requirements

Infusion Level Minimum Character Level

1	1
2	5
3	8
4	11
5	14
6	17

A number of infusions grant the spirit warrior access to bonus feats while the spirit warrior is manifesting that exemplar. As long as the spirit warrior has unlocked that infusion, she counts as having those feats for the purposes of anything which requires those feats as a prerequisite. If she does not actually possess those feats, then she only gains access to any feats, class features, or abilities which require those feats as a prerequisite while she is gaining the benefits of the infusion (for example, if a spirit warrior has the elven grace infusion of Ertanis, but does not otherwise have the feat Dodge, she is still able to take any feats which require Dodge as a prerequisite. However, she is only able to use those feats while she is manifesting Ertanis).

Unless otherwise specified, all infusions which replicate spells use the spirit warrior's class level as the caster level, and her ability score modifier for that infusion's exemplar's primary ability score to determine the difficulty of saving throws and similar information.

Armor Bonuses (Su): When the spirit warrior reaches 3rd level she gains an armor bonus to AC whenever she manifests an exemplar. The exact nature of this bonus varies depending on the exemplar she is manifesting, as described in the exemplar's entry. This bonus is in addition to the armor that appears when she is manifesting that exemplar, and increases at 7th level and every four levels thereafter.

If, while manifesting an exemplar, the spirit warrior is wearing any armor other than the armor that appears with the manifestation (or, in the case of Lycaon, any armor), she loses the benefits of this class feature for as long as she is wearing that armor.

Weapon Enhancement (Su): When the spirit warrior reaches 4th level, the weapons she manifests become more powerful. Whenever she manifests an exemplar, the weapon it creates gains a +1 enhancement bonus on attack and damage rolls. At 4th level, and every four levels thereafter, this bonus increases by 1 (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level). the exemplar she is manifesting creates multiple weapons or double-weapons, she may choose to either have only a single weapon gain the benefit, or to have each weapon gain ½ the full bonus, rounded down (to a minimum of one). This ability always manifests as an enhancement bonus, rather than special abilities, which are handled separately.

Weapon Properties (Su): When the spirit warrior reaches 5th level, the weapons she manifests become more powerful still. Whenever she manifests an exemplar, she can choose to add a special ability to any weapon it creates. She can add any one of the weapon special abilities listed in that exemplar's description which has an enhancement bonus value of +1.

At every four levels beyond 5th (9th, 13th, and 17th), the value of the enhancement a spirit warrior can add to her manifested weapon improves to +2, +3, and +4, respectively. A spirit warrior can choose any combination of weapon special abilities that does not exceed the total allowed by the spirit warrior's level, and all of the special abilities are chosen from amongst those listed in the manifested exemplar's description. In the case of exemplars which manifest multiple weapons or double weapons, the spirit warrior may divide her special ability allotment between multiple weapons, but is still restricted to a total enhancement bonus value determined by her level.

The weapon ability or abilities are selected each time the spirit warrior manifests that exemplar, and once chosen cannot be changed until she ends the manifestation and begins a new one.

Greater Devotion: At 20th level, a spirit warrior gains the greater devotion of her primary exemplar. See each exemplar's description, below, for more information about its greater devotion.

Exemplars

Included here is a list of the six exemplars with which spirit warriors most commonly associate themselves. In addition to the description of what kinds of bonuses the exemplar grants, a brief description of that exemplar's personality and legend are also included.

Ertanis Stargem, Shade of the Elf Father

When the world was still young, there weren't countless different races of elves – there was just one race of elves. The father of this race was Ertanis Stargem, who was both a skilled swordsman and a powerful mage. Ertanis is said to have first mastered many of the elven arts, such as swordplay, spellcraft, poetry, and the like. Throughout his long lifetime he raised many children, elves of differing appearances and dispositions. His sons would each go on to father their own races of elf, such as drow, high elf, wood elf, and the like.

Ertanis loved all of his sons, and all their sons, and all their sons after them. Even when the drow went on their own dark path and withdrew to the underdark, he continued to love and cherish them as his own people, aiding them as he would any other elven community, and hoping that one day the bitter enmity between them and other elves would heal and become a thing of the past.

For millennia, Ertanis served as a mentor and teacher to his people, travelling from one elven community to another, passing on the knowledge and wisdom he had accumulated from hundreds of lifetimes, for Ertanis was truly immortal. In addition to teaching the secrets of magic and swordsmanship, Ertanis would also act as an advisor to the elves, helping elvish kings to rule with wisdom and grace.

One day, however, Ertanis arrived at an elven kingdom in a panic. When he inquired with the elven king, Ertanis learned that the kingdom was going to be attacked by the army of an orcish empire, the likes of which the world had never seen, all because the elves had refused to pay tribute to the orcish emperor. Ertanis advised that they simply pay the tribute, for surely the gold was not worth as much as their lives, but the elven king responded that they had tried that, but the orcish emperor had refused, saying it was too late, that they must pay for

their pride.

Ertanis could not bear to see his people suffer, and so he told the elven king that he would take care of the matter, but that his people should be ready to defend themselves in case he failed. Then, he set out alone to meet the orcish hordes.

Ertanis was ancient, even by elf standards, but as an immortal, his body remained in the same condition at had been in at the height of his youth. When the orcish hordes closed in upon him, he danced around them gracefully, slicing them to ribbons with his deadly curved blade. So terribly did he outmatch the orcs, in fact, the he slew ten thousand on his own before they finally fell back, and their leader, an orc named Gortag, met him on the field of battle. Ertanis slew Gortag, but was mortally wounded in the process, and he died later that day, after further thinning the orcish numbers. Between his brave sacrifice to save his beloved people, and his masterful display of swordsmanship, Ertanis ascended to become an exemplar.

Ertanis Stargem was a proud and noble swordsman. He would bide his time before making his strike, waiting for his opponents to slip up and leave an opening for his attack. Ertanis always wished for his children to get along and work together, and it broke his heart when he was forced to banish his eldest son to live within the confines of the earth. Spirit warriors who choose to manifest Ertanis share his patient nature, and those that are truly devoted to Ertanis will shed the confines of their elven race and become one with all elven bloodlines.

Prerequisite: Must have the elf subtype. Primary Ability Score: Dexterity Secondary Ability Scores: Strength and Intelligence

Weapon: Elven curve blade Weapon Properties: Bane (animals and humanoid [orc] only), defending, ghost touch, keen, and wounding.

Armor: Chain shirt Armor Bonus: Ertanis Stargem grants a dodge bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Master Elven Swordsman (Ex): While manifesting Ertanis Stargem, a spirit warrior with this devotion treats all swords as finesse weapons and may add half her Dexterity modifier (rounded down) to damage rolls made with her manifested weapon, in addition to her Strength modifier.

Greater Devotion:

Elven Bloodline Unification (Ex): While manifesting Ertanis Stargem, a spirit warrior with this greater devotion becomes one with all elven races, granting her a number of new abilities. She gains darkvision 120 feet and spell resistance equal to 10 + her spirit warrior level. Additionally, she can cast deeper darkness, feather fall, fly, glitterdust, and minor image at will as spell-like abilities. Finally, while manifesting Ertanis Stargem, the spirit warrior is immune to harmful mind-affecting effects, and is constantly affected as though by the spell pass without trace.

Infusions:

1st-level:

Elven Grace (Ex): While manifesting Ertanis Stargem, a spirit warrior with this infusion gains the benefits of the Dodge and Combat Reflexes feats.

Elven Prowess (Ex): While manifesting Ertanis Stargem, as a free action while making an attack with her manifested weapon, a spirit warrior with this infusion can roll her attack roll twice, and take the better result. The spirit warrior can use this ability any number of times per day, but only once each time she manifests Ertanis Stargem.

2nd-level:

Elven Stride (Su): While manifesting



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Ertanis Stargem, a spirit warrior with this infusion gains a bonus to her base land speed equal to 5 feet per infusion of Ertanis Stargem that the spirit warrior possesses., and she may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect her.

Lithe Armor (Ex): While manifesting Ertanis Stargem, a spirit warrior with this infusion is no longer hindered by her armor's maximum Dexterity bonus.

3rd-level:

Elven Swordsmanship (Ex): While manifesting Ertanis Stargem, a spirit warrior with this infusion may make a single attack with her manifested weapon as a standard action; this attack is a melee touch attack and the attack deals additional damage equal to the number of Ertanis' infusions she possesses. This extra damage is precision damage. She can use this ability a number of times per day equal to half the number of Ertanis' infusions (rounded down) she possesses.

4th-level:

Shadow Stride (Su): While manifesting Ertanis Stargem, a spirit warrior with this infusion may meld into a shadow and emerge from another one as a move action. This ability functions as the spell dimension door, except she can only transport herself and she can take actions after using this ability. Her caster level for this ability is treated as equal to her spirit warrior level. She can use this ability a number of times per day equal to the number of Ertanis' infusions she possesses.

5th-level:

Master Elven Swordsmanship (Ex): While manifesting Ertanis Stargem, a spirit warrior with this infusion may make one extra attack with her manifested weapon when she makes a full attack action.

6th-level:

Shades of the Past (Su): Once per day, while manifesting Ertanis Stargem, a spirit warrior with this infusion gains the ability to summon an army of shadowy elven soldiers. This ability summons a number of elven inherjar warriors equal toid4 + half the number of Ertanis' infusions the spirit warrior possesses. These warriors fight on her behalf as though summoned with the spell summon monster IX. She can summon these immortal warriors once every 7 days. Einherjar summoned this way are 10th-level warriors and they are unable to use their oversoul transformation; they arrive with an unenchanted mithral shirt and an unenchanted mithral elven curve blade. They attack anyone the spirit warrior commands them to fight until they or their opponents are slain, or until the spirit warrior stops manifesting Ertanis Stargem, whichever comes first. Summoned einherjar have the following ability scores: Str 18, Dex 22, Con 18, Int 12, Wis 12, Cha 10. More information about the einherjar template can be found in Appendix 1 at the end of this book.

Gortag the Half-blood, First Warchief of the Orcish Horde

Gortag the Half-blood was raised neither by his orcish father nor by his human mother. Instead, he was given to a monastery as an infant, for his mother had not wanted the child, and did not feel she could take care of it. The monastery took the young Gortag in, and endeavored to instill in him a sense of civilization and order, in an attempt to circumvent his wild orcish blood.

Their efforts were not entirely in vain, though in truth all they did was arm Gortag with a knowledge of proper discipline and order, and the virtues of these things. Though he was content to live in the monastery as a youth, as he grew older he began to think more and more about his people, how they lived like savage animals, and how he could take the lessons of the monks to them, to improve their place in life. Once he became an adult, he set out to do exactly that.

The orcs at this time lived in squalid and festering holes in the ground, and had barely managed to master fire, let alone metal crafting or leather working. They balked at him when he said he came to lead them to a glorious golden age, and threw stones and worse things at him. But Gortag was determined to bring his people to glory at any cost. He challenged the orcish leader to a duel, killed him, and took command. That was only one local tribe of orcs, but after a few winters of instilling discipline and some modicum of civilization into the orcs now under his command, Gortag's orcs were a force to be reckoned with. He led them to war against the other tribes, making it known that the other orcs would either join him, or die. Before long, he was the commander of a vast empire of orcs that had footholds in five kingdoms.

The human kingdoms feared and respected his armies so much that not only did they agree to cede the ancestral territories of the orcs to this new empire, but also agreed to pay tribute to the orcish throne. He had succeeded, and brought the orcs to a greatness the likes of which they had never imagined.

But there was one kingdom, a kingdom of elves, which, though it would cede the orcs' land, would not agree to pay tribute. This enraged Gortag, who had grown proud in the face of his success, and he bent all the might of his people against the elves, determining to wipe them from the face of the earth.

The battle did not go well, and his horde was devastated, and Gortag himself slain. Within a generation, the great orcish empire had disintegrated back into hundreds of squabbling tribes, each led by power-hungry chieftains with no regard for the greater orcish good. Gortag had succeeded in bringing about his golden age, but he had also brought it to an abrupt end, leaving only a brief, glimmering period of true glory. Though he ultimately died a disgrace, his past deeds were enough to allow him to ascend as an exemplar.

Gortag was a fierce warrior skilled in the use of the orc double axe. Even though he was only a half-orc, he fought with the ferocity of ten pure-blooded orcs. His fierce and savage nature was tempered by the patience and ideals of the monastery that raised him. Spirit warriors that manifest Gortag are filled with the ferocity of the fearsome spirits of all their orcish ancestors.

> Prerequisite: Must have the orc subtype. Primary Ability Score: Strength.

Secondary Ability Scores: Constitution and Wisdom.

Weapon: Orc double axe.

Weapon Properties: Bane (humanoid [elf] or humanoid [human] only), mighty cleaving, speed, vicious, and wounding.

Armor: Hide armor.

Armor Bonus: Gortag the Half-Blood grants an enhancement bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Chieftain's War Cry (Su): As a swift action, while manifesting Gortag the Half-Blood, a spirit warrior with this devotion can unleash a powerful war cry, inspiring her allies and harming her enemies. All allies (including the spirit warrior herself) that can hear the spirit warrior gain a morale bonus on saving throws against fear effects and a competence bonus on attack rolls. These bonuses are equal to 1/4 the spirit warrior's class level (rounded down, minimum +1). Additionally, as she makes the cry, all enemies that can hear the spirit warrior become shaken. These effects last for a number of rounds equal to the number of Gortag's infusions the spirit warrior possesses. This is a sonic, mind-affecting fear effect. The spirit warrior can use this ability three times per day, but only once per time she manifests Gortag the Half-Blood

Greater Devotion:

Aura of the True War Chief (Su): While manifesting Gortag the Half-Blood, a spirit warrior with this greater devotion inspires fear in her enemies and fills her allies with a portion of her tremendous power. Each ally (not including herself) within 30 feet of her gains damage reduction equal to 1/4 the number of Gortag's infusions the spirit warrior possesses (rounded down). This damage reduction cannot be overcome by any means. Additionally, they gain a +2 morale bonus to their Strength scores. Finally, whenever she attacks with her manifested weapon, she may choose to have each opponent with fewer Hit Dice than the spirit warrior that is within 30 feet of her must



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succeed on a Will save (DC 10 + 1/2 her spirit warrior level + the number of Gortag's infusions she possesses) or become shaken (panicked if the opponent has 4 Hit Dice or fewer). An opponent that succeeds on the saving throw is immune to the spirit warrior's aura for 24 hours. For allies this ability is a mind-affecting effect, and for opponents it is a mind-affecting fear effect.

Infusions:

1st-level:

Double Weapon Warrior (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion gains the benefits of the Two-Weapon Fighting and Double Slice feats.

Warlord's Ferocity (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion remains conscious and can continue to fight even if her hit point total is below o. She is still staggered and loses 1 hit point each round. A spirit warrior still dies when her hit point total reaches a negative amount equal to her Constitution score.

2nd-level:

Improved Warlord's Ferocity (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion no longer loses 1 hit point each round while fighting at 0 or fewer hit points. Additionally, she isn't staggered. She still dies if she has negative hit points equal to or in excess of her Constitution score. This infusion requires the warlord's ferocity infusion or the ferocity special quality.

Orcish Weapon Master (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion gains the benefits of the Power Attack and Improved Two-Weapon Fighting feats.

3rd-level:

Orcish Fury (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion can make extremely destructive attacks when using the Power Attack feat. She can impose a penalty to her AC in order to gain an equal bonus to her damage rolls in addition to the regular penalties and extra damage granted by the Power Attack feat. The chosen penalty can be any amount the spirit warrior desires, except that it cannot exceed the number of Gortag's infusions she possesses.

4th-level:

Shrug Off Damage (Ex): While manifesting Gortag the Half-Blood, a spirit warrior with this infusion gains damage reduction. Subtract 1 point of damage per two Gortag's infusions she possesses (rounded down) from the damage the spirit warrior takes each time she is dealt damage from a weapon or a natural attack. Damage reduction can reduce damage to o, but not below o. This stacks with similar damage reduction the spirit warrior may possess from other sources.

5th-level:

Eternal Warrior (Su): Once per day as an immediate action, while manifesting Gortag the Half-Blood, a spirit warrior with this infusion who is brought o hit points or fewer can temporarily become an unstoppable fighting force. While in this unstoppable state, she gains regeneration equal to the number of Gortag's infusions she possesses. This regeneration can only be overcome by weapons that count as epic. She continues to regenerate for a number of rounds equal to her Constitution modifier.

6th-level:

Orcish Frenzy (Su): Three times per day as a standard action, while manifesting Gortag the Half-Blood, a spirit warrior with this infusion can enter an orcish frenzy. While frenzying, the spirit warrior can make one additional attack per round at her highest base attack bonus, as if she were under the effects of a haste spell. Additionally, she gains a morale bonus equal to half the number of Gortag's infusions she possesses to all attack and damage rolls made with her manifested weapons. This frenzy persists for as long as she continues to manifest Gortag.

Torgrin Stonefist, the Earthen Ancestor of the Dwarves

According to dwarven legend, Torgrin Stonefist was the first dwarf, from whom all other dwarves came. The myths say that he first came into being when life was breathed into a rock, which came then to move and speak and truly live. Torgrin had a natural instinct to dig and carve tunnels through the earth, and that is precisely what he did, hollowing out a huge area beneath the surface of the world, a network of massive tunnels and huge underground chambers that rivaled the surface for splendor, and would one day be home to thousands of underground species. For centuries, Torgrin was content to simply dig tunnels through the earth, but one day he became weary of being alone.

Torgrin carved himself a wife in his own image from a vein of mithral, and, after praying to the dwarven gods, breathed life into it in the same way the he, himself, had come to be. He and his wife were happy for some time, but eventually they, too, grew lonely, and wished to have children.

Torgrin and his wife carved children out of rock, and earth, and adamantine, and steel, and iron, but no matter how hard they prayed, no life came to their creations. By this time, Torgrin had come to meet creatures of flesh, however, and so he instead prayed that his body could be changed like theirs, so that he and his wife could have children. This wish was granted, and Torgrin became the proud father of many great dwarven nations.

During this time though, his masterpiece, the great underground chasms he had created, had become infested with other subterranean races, and they refused to surrender the territory to his dwarven kin. So, instead, Torgrin set out with an army of his children to the elemental plane of earth, where he began carving out a place for his kin. He established several strongholds of dwarven lords before attracting the wrath of an elemental prince of earth, who marshaled his armies against the dwarves. Torgrin fought valiantly to defend his home, hacking apart earth elementals as though they were clods of earth, but eventually he was overwhelmed. His daring in trying to conquer an infinite plane allowed him to ascend to the status of exemplar.

Torgrin was a strong and surefooted warrior. He was slow and patient like the mountain stone, but when angered he would attack relentlessly like an avalanche of stone. Spirit warriors that manifest Torgrin feel at one with the ground beneath their feet.

Prerequisite: Must have the dwarf subtype. Primary Ability Score: Constitution. Secondary Ability Scores: Strength and Wisdom.

Weapon: Dwarven urgrosh.

Weapon Properties: Bane (humanoid [goblin] or humanoid [orc] only), defending, flaming, flaming burst, and thundering.

Armor: Full plate.

Armor Bonus: Torgrin Stonefist grants an enhancement bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Earthen Might (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this devotion who is standing on the ground may add her Wisdom modifier to any melee damage rolls she makes. Additionally, her attacks ignore an object's hardness if it is less than or equal to 5 times the number of Torgrin's infusions she possesses (minimum 5).

Greater Devotion:

At One with the Earth (Su): While manifesting Torgrin Stonefist, a spirit warrior with this devotion gains a bonus to CMB and CMD equal to twice the number of Torgrin's infusions she possesses. This bonus applies only as long as both the spirit warrior and her opponent are in contact with the ground. Additionally, she gains a burrow speed equal to her land speed. While burrowing in this way, the spirit warrior can pass through stone, dirt, crystal, or metal as easily as a fish swims through water. The spirit warrior can even burrow through lava, though she takes fire damage as normal if she does so. Her burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of her presence. A move earth spell cast on an area containing a burrowing spirit warrior flings her back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Infusions:

1st-level:

Dwarven Urgrosh Specialist (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains the benefit of the Two-Weapon Fighting and Weapon Focus (dwarven urgrosh) feats.

Relentless Pursuit (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains the benefit of the Step Up feat. Additionally, she can ignore difficult terrain created by rubble, broken ground, or steep stairs when she takes a 5-foot step.

2nd-level:

Dwarven Urgrosh Master (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains the benefits of the Improved Two-Weapon Fighting and Weapon Specialization (dwarven urgrosh) feats.

Immovable Obstacle (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains the benefits of the Stand Still feat. Additionally, she gains a competence bonus equal to twice the number of Torgrin's infusions she possesses to her CMD when resisting a bull rush or trip attempt while standing on the ground.

3rd-level:

Earthen Senses (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains tremorsense to a range of 10 feet for each of Torgrin's infusions she possesses, and her darkvision increases to 120 feet. Additionally, as long as both she and her opponent are in contact with the ground, she cannot be flanked.

4th-level:

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Earthen Urgrosh Fighting (Ex): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains the benefit of the Greater Two-Weapon Fighting feat. Additionally, if she succeeds on a bull rush check by 5 or more and pushes her target into a solid barrier, the target takes and additional 2d6 points of damage for every 5 feet that they were pushed. If this damage is enough to break the barrier (after applying hardness), it does so, and the target can continue to be pushed past the barrier. If the spirit warrior possesses the earthen might devotion, ignore the barrier's hardness when determining whether or not it is broken.

5th-level:

Magic Resistant (Su): While manifesting Torgrin Stonefist, a spirit warrior with this infusion gains spell resistance equal to 10 + her spirit warrior level. This resistance can be lowered for 1 round as a standard action.

6th-level:

Earthen Body (Su): Once per day as a move action, while manifesting Torgrin Stonefist, a spirit warrior with this infusion can take on many of the properties of the very stone that the dwarves originated from. This ability functions as the *stoneskin* spell, except it protects from a maximum of 200 points of damage instead of only 150 points and its effects last for as long as you continue to manifest the dwarf or until it is discharged.

Primothas, Father of the Titans

Primothas and his children, the titans, were old while the world was still young. Both Primothas and his children are very near to the divine. His children looked to him for guidance, but he pushed them away, not wishing to tell them how to live their lives. Without their father's guidance many of his children became jealous of the gods. They longed for the same adulation and worship that the gods received from their mortal followers. For countless years this jealousy festered within many of his children, growing into a deep-seated hatred of both the gods and their mortal worshipers. These titans, filled with rage and envy, would become known as thanatotic titans. Eventually this hatred grew too much to bear for many of

the titans, and they began to wage war on the mortal world. The goal of this war was to exterminate all of the gods' mortal followers and then, when the gods were weakened from the loss of their followers, the titans would swoop in and slay them all, replacing the gods themselves.

When Primothas and his remaining children heard of this war the other titans were waging on the gods, they were horrified. Primothas was filled with sorrow and regret, and he began to blame himself for his children's fall into hatred and jealousy, thinking that if he had been more involved with his children, perhaps this wouldn't have happened. While Primothas wallowed in self-doubt, his remaining children went to the aid of the mortal world and the gods. They fought to protect the world from their crazed brethren, but their numbers were small compared to the jealous titans. It was only by sacrificing much of their power to the gods that they began to turn the war in their favor.

Primothas was moved by his children's sacrifice, and he decided to add the entirety of his own power to the divine energy sacrificed by his children. In the process of sacrificing so much power, however, Primothas ceased to exist. With the addition of Primothas's power, the other titans were able to banish their evil brethren to the abyss. His great sacrifice allowed Primothas to transform into an exemplar.

Primothas is a strong and wise exemplar. He uses his titanic strength to crush all who stand in his way. His massive size and power are transferred to spirit warriors who manifest Primothas. Spirit warriors that manifest Primothas become living instruments of Primothas's will, and strive to ensure that his evil children never escape from their abyssal prison.

Primary Ability Score: Strength. Secondary Ability Scores: Constitution and Wisdom.

Weapon: Greatclub.

Weapon Properties: Anarchic, bane (outsider [evil] or outsider [lawful] only), holy, shocking, shocking burst, and thundering.

Armor: Breastplate.

gains the ability to wield weapons as if she were one size category larger. Additionally, her weapon manifests as a weapon for a creature that is one size category larger than she is and it deals triple damage against inanimate objects.

Greater Devotion:

Body of the Titan (Su): While manifesting Primothas, a spirit warrior with this greater devotion becomes one size category larger. The benefits of this size increase are as follows: she gains a +4 size bonus to her Strength score, a -2 penalty to her Dexterity score, a +1 size bonus to CMB and CMD, and a -1 size penalty to AC and attack rolls. Finally, her natural armor increases by +4. This increase stacks with any other increases to the spirit warrior's natural armor.

Infusions:

1st-level:

Powerful Strike (Ex): While manifesting Primothas, a spirit warrior with this infusion gains the benefits of the Power Attack and Vital Strike feats.

Size of the Titan (Su): Three times per day, while manifesting Primothas, a spirit warrior with this infusion gains the ability to increase her size as a move action. This ability functions as the enlarge person spell. This effect automatically ends if the spirit warrior stops manifesting Primothas for any reason.

and-level:

Titan Rush (Ex): While manifesting Primothas, a spirit warrior with this infusion who hits an opponent with a charge attack may initiate a bull rush as a free action. This does not require her to move into her opponent's square and does not provoke an attack of opportunity. If her combat maneuver check is successful, she pushes her target as normal.

Titanic Endurance (Ex): While manifesting Primothas, a spirit warrior with this infusion gains the benefits of the Diehard and Endurance

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Armor Bonus: Primothas grants a natural armor bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Maul of the Titans (Ex): While manifesting Primothas, a spirit warrior with this devotion feats.

3rd-level:

Mighty Blow (Ex): While manifesting Primothas, a spirit warrior with this infusion may perform an awesome blow combat maneuver as a standard action. If her maneuver succeeds against a corporeal opponent, her opponent takes manifested weapon damage and is knocked flying 10 feet in a direction of her choice and falls prone. She can only push the opponent in a straight line, and the opponent can't move closer to her than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 3d6 + the spirit warrior's Strength modifier points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

4th-level:

Sundering Strike (Ex): While manifesting Primothas, a spirit warrior with this infusion may perform a special sunder combat maneuver that damages both the item and its wearer; additionally, this attack ignores damage reduction and hardness as if the spirit warrior were using an adamantine weapon.

5th-level:

Shatter the Earth (Ex): Once per day, while manifesting Primothas, a spirit warrior with this infusion gains the ability to damage multiple opponents by slamming her manifested weapon into the ground as a standard action which doesn't provoke attacks of opportunity. This attack inflicts three times her manifested weapon's normal damage on each creature within 10 feet of the spirit warrior (excluding the spirit warrior); a Reflex save (DC 10 + 1/2 her spirit warrior level + $\frac{1}{2}$ the number of Primothas' infusions she possesses) halves the damage. This attack also causes the affected area to become difficult terrain.

Lycaon, the first Lycaonite

Lycaon was the king of an ancient kingdom and is considered by some scholars to be the source of the curse of lycanthropy. There are many variations of how he became the source of this curse, but all of the stories are unified in the curse being a punishment from the gods. Some of the stories say that Lycaon and his 50 sons tried to test the gods by attempting to trick a powerful god into eating a meal that had the entrails of a child mixed in it. These stories say that these attempts enraged the god, and he struck down Lycaon and his sons, killing them all with lightening. In similar stories, Lycaon and his sons were instead transformed into wolves, while in other variations only Lycaon was transformed into a wolf, while all of his sons were slain by lightening. According to some versions, Lycaon was struck down and transformed into a wolf after sacrificing a child upon the altar of his people's chief deity. These stories all may have ended with either Lycaon's death or transformation, but they tell only half the tale of Lycaon's ascendance into an exemplar.

When Lycaon and his sons were transformed into wolves, they became the bearers of a great curse. While Lycaon spent his new life alone in quiet contemplation, his sons began to spread this dire curse through out the lands. It was not until Lycaon saw the error of his and his sons' ways that he went out to put a stop to the deeds of his wicked children, wishing to show them the path to redemption. Lycaon was unable to save his 50 sons, however, and was forced to kill each of them in turn.

Lycaon then spent the rest of his days helping those his sons had inflicted the curse upon. He helped them learn how to embrace



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and control the beast that now lay inside them. Because of Lycaon's teachings, these newly cursed beings began to call themselves lycaonites, and they then began to go out to find their own place in the world. Not all of the cursed followed Lycaon's teachings, and many of them gave in to the predatory urges of their curse. These, like his own children, Lycaon hunted down and killed when they would not see reason, until one day, in his old age, he was defeated by a younger, stronger werewolf. When Lycaon died, the gods smiled upon him, recognizing the penance that he had served for his earlier sin, and granted him the blessing of becoming an exemplar.

Lycaon is a noble spirit with a dark and troubled past. Within him is a raging beast waiting to be released onto the world. Spirit warriors that manifest Lycaon have a ghostly wolf overlaying them, whose fangs are ready to sink into their enemies. This ghostly wolf is always much larger than the spirit warrior, with the spirit warrior residing in the front half of the spectral wolf.

Primary Ability Score: Wisdom. Secondary Ability Scores: Strength and Dexterity.

Weapon: Wolf fangs (bite attack 1d8 for medium).

Weapon Properties: Bane (animals or magical beasts only), mighty cleaving, speed, vicious, and wounding.

Armor: None.

Armor Bonus: Lycaon, the first lycaonite, grants a natural armor bonus to AC equal to twice the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Spirit of the Wolf (Su): While manifesting Lycaon, a spirit warrior with this devotion gains low-light vision and scent. Additionally, her bite attack always receives twice her Strength modifier to damage and counts as magic and silver for the purpose of bypassing damage reduction. Finally, while manifesting Lycaon, a spirit warrior with this devotion can make as many attacks with her manifested bite attack as her base attack bonus allows.

Greater Devotion:

Blessing of Lycaon (Su): While manifesting Lycaon, a spirit warrior with this greater devotion gains regeneration equal to half the number of Lycaon's infusions she possesses. This regeneration is suppressed by damage done by silver weapons. Additionally, she gains a morale bonus to attack and damage rolls as long as she is exposed to moonlight. This bonus is equal to the number of Lycaon's infusions she possesses.

Infusions:

1st-level:

Swiftness of the Wolf (Ex): While manifesting Lycaon, a spirit warrior with this devotion gains an enhancement bonus to her land speed equal to 5 feet per infusion of Lycaon's that she possesses.

Wolf's Cunning (Ex): While manifesting Lycaon, a spirit warrior with this infusion gains the benefits of the Dodge and Improved Trip feats.

2nd-level:

Ferocity of the Wolf (Ex): While manifesting Lycaon, a spirit warrior with this infusion gains the benefits of the Vital Strike and Improved Vital Strike feats.

Moonlight Stalker (Su): While manifesting Lycaon, a spirit warrior with this infusion gains a bonus to all Stealth skill checks equal to the number of Lycaon's infusions she possesses as long as she is in an area of dim light or darker. Additionally, as long as she is manifesting Lycaon, if she is in an area of dim or darker illumination, she is treated as having concealment even from characters who can normally see perfectly in such conditions.

3rd-level:

Swift Bite (Ex): While manifesting Lycaon, a spirit warrior with this infusion may make a single attack with her manifested weapon as a standard action. Her target is considered flatfooted for this attack and she receives a bonus on this attack's damage roll equal to half the number of Lycaon's infusions she possesses. The spirit warrior may use this ability any number of times per day, but only once each time she manifests Lycaon.

4th-level:

Strike from the Shadows (Ex): While manifesting Lycaon, a spirit warrior with this infusion receives a sacred bonus to all attack and damage rolls made with her manifested weapon against opponents who are denied their Dexterity bonus to AC. This bonus is equal to her Wisdom modifier, and the bonus damage is precision-based.

5th-level:

Guile of the Wolf (Ex): While manifesting Lycaon, a spirit warrior with this infusion gains the benefits of the Greater Trip feat. Additionally, she gains a +4 competence bonus on attack and damage rolls made against prone targets.

6th-level:

Tenacity of the Wolf (Su): While manifesting Lycaon, a spirit warrior with this infusion gains damage reduction equal to the number of Lycaon's infusions she possesses. This damage reduction is overcome by silver weapons. Additionally, each time she manifests Lycaon, she gains a number of temporary hit points equal to double her Wisdom modifier; these temporary hit points persist for as long as she continues to manifest Lycaon, or until expended.

Moran Heartseeker, First Child of Nocturne

The legend of Moran Heartseeker is a long and bloody one. In life he was known as Moran the Terrible, and he was a wicked man whose lust for carnage and power knew no bounds. It was said that in the end, it took over one hundred warriors working together to take him down and bring an end to his bloody tyranny. As Moran drew his last breath, he cursed his attackers and vowed that even death wouldn't save them from his wrath. His words did not fall on deaf ears, and he was granted the immortal life of a vampire when the demigoddess Nocturne raised Moran from the grave as a revenant. He was born again as Moran Heartseeker, and he devoted his new unlife to creating a following for Nocturne and exacting his revenge on those who ended his previous life.

Over the course of his long unlife, Moran was said to have created a powerful cult known as Moran's Heart, which was completely devoted to bringing Nocturne's gift of unlife to the world. Before the creation of this cult, Moran was said to have either been given a powerful blade known as Nocturne's kiss by the demigoddess Nocturne, or to have crafted that blade in her image; with this blade in hand the slew thousands and razed nations, using the blade itself to determine those who were worthy of Nocturne's gift.

After Moran had had a few centuries to enjoy his gift, Nocturne visited him with a task, demanding that in payment for her blessing, he must shroud the world in permanent darkness in order to ensure the ascendancy of her many children of the night. Moran agreed, and Nocturne directed him to slay the god of dawns, that no dawn should come to the world and it would be forever dark. Moran agreed to this task, and began hunting down clerics and paladins of that deity, in order to weaken him and in fact steal away some small portion of his power. After centuries of this, he finally faced the god in personal combat. The battle was long and terrible, but he eventually lost, unable to stand against the full might of a god, even a weakened one. Nocturne intervened on his behalf again, ensuring that he ascended to become an exemplar.

Moran Heartseeker is a cruel and wicked exemplar; he delights in slowly draining his victims of their life blood and prolonging their suffering. Moran was a master of all forms of cruomancy and a skilled swordsman. Even as an exemplar, his goals are to further Nocturne's

Sidebar: Werewolves and Vampires

Specific care was taken when writing this book that it could be used entirely on its own as long as players had access to the core rules, and would not need any other Necromancers of the Northwest supplement. That said, two exemplars in the book, Lycaon and Moran Heartseeker, both heavily reference material from other books we've written. In the case of Lycaon, the connection is mostly a flavorful one, but in the case of Moran, who grants a blood pool and a number of ways to spend blood points, a definite mechanical connection can be made, by those who are interested in doing so.

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The blood pool that Moran grants is the same kind of blood pool found in *Liber Vampyr: Secrets of the Blood*, and blood points from that pool can be spent on blood powers or other abilities from that book. Similarly, spirit warriors who happen to be revenants can gain blood points in other ways (such as by drinking blood) and then spend them on the abilities Moran grants. *Liber Vampyr* is a free book that can be downloaded here. grasp on the lives of the world. Spirit warriors that manifest Moran tend to display these same tendencies, sometimes even when they aren't actually manifesting him. Many spirit warriors devoted to Moran become revenants.

Primary Ability Score: Charisma. Secondary Ability Scores: Strength and Wisdom.

Weapon: Falchion. Weapon Properties: Bane (humanoid [any one subtype] only), merciful, unholy, vicious, and wounding. Armor: Chainmail.

Armor Bonus: Moran grants an enhancement bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Sanguine Hunger (Ex): A spirit warrior with this devotion gains a blood point pool. This pool persists even when she is not manifesting Moran, and it can store a maximum of 1 blood point. Whenever the spirit warrior manifests Moran, she gains a temporary blood point, which lasts until it is consumed, or until she stops manifesting Moran, whichever comes first.

Additionally, as a free action while making an attack with her manifested weapon, a spirit warrior can expend a single blood point to gain a +2 bonus to the attack roll.

Greater Devotion:

Revenant Ascension: While manifesting Moran, a spirit warrior with this greater devotion can spend a standard action and expend 5 blood points to unleash a 120-foot line of sanguine energy. This line inflicts 2d8 points of negative energy for each of Moran's infusions that she possesses; a successful Reflex save (DC 10 + 1/2her spirit warrior level + the number of Moran's infusions she possesses) halves this damage. © Can Stock Photo Inc. / AlgolOnline

Even though this line inflicts negative energy, it doesn't heal undead. The spirit warrior can use this ability any number of times per day, but can only use it once each time she manifests Moran.

Infusions:

1st-level:

Sanguine Defense (Ex): While manifesting

Moran, a spirit warrior with this infusion can expend blood points to improve her defenses. As an immediate action, she may expend a single blood point to gain a competence bonus to AC equal to her Charisma modifier. This bonus lasts until the beginning of her next turn.

Sanguine Devotee (Su): A spirit warrior with this infusion gains a blood point pool. This pool persists even when she is not manifesting Moran, and it can store a maximum number of blood points at any one time equal to the number of Moran's infusions the spirit warrior possesses. If the spirit warrior possesses the sanguine hunger devotion, she loses the blood point pool provided by that devotion, and the maximum number of blood points this pool can store is increased by +2.

Additionally, while manifesting Moran, the spirit warrior can gain blood points by draining the essence of her slain enemies. As a move action, the spirit warrior can plunge her manifested weapon into the corpse of a creature she has slain. The corpse must have been dead for less than a minute, must have possessed a Constitution score, and must have been slain by the spirit warrior. If she does so, the corpse visibly withers and decays, seeming to age by one age category, and the spirit warrior gains a single blood point.

2nd-level:

Bloody Rage (Ex): While manifesting Moran, spirit warriors with this infusion can expend blood points to deal extra damage. As a free action made as part of an attack with the spirit warrior's manifested weapon, the spirit warrior can expend any number of blood points from her pool. If she does so, she gains a competence bonus to damage for that attack equal to twice the number of blood points expended. The spirit warrior cannot spend more blood points than she has in her pool in this way.

Vampire's Flight (Su): While manifesting Moran, a spirit warrior with this infusion gains a fly speed equal to her base land speed, with good maneuverability. Further, she adds her Charisma modifier to all Fly checks made while flying in this way.

3rd-level:

Sanguine Bolt (Su): While manifesting Moran, a spirit warrior with this infusion can unleash a bolt of sanguine energy at her foes. As a standard action which consumes 2 blood points, she can make a single ranged touch attack against a creature that is within 60 feet of her. She may add her Charisma modifier to her attack roll in addition to her Dexterity. This attack inflicts 1d6 damage for every two of Moran's infusions she possesses (rounded down) plus her Charisma modifier points of negative energy. Even though this attack inflicts negative energy, it doesn't heal undead.

4th-level:

Sanguine Toughness (Su): As a move action while manifesting Moran, a spirit warrior with this infusion can expend 3 blood points to gain an amount of damage reduction equal to the number of Moran's infusions she possesses. This damage reduction lasts for a number of rounds equal to her Charisma modifier or until she stops manifesting Moran, whichever comes first, and can be overcome by silver weapons.

5th-level:

Life Blood Conversion (Su): Once per day, while manifesting Moran, a spirit warrior with this infusion can expend a number of blood points as a swift action in order to recover lost hit points. She recovers 5 hit points per blood point and can only expend a maximum number of blood points equal to twice the number of Moran's infusion she possesses. Additionally, as long as she is manifesting Moran and possesses a Constitution score, as a free action, she may choose to take any amount of Constitution damage. For each point of Constitution damage taken in this way, she gains a single blood point. Anything which prevents the Constitution damage also prevents her from gaining a blood point.

6th-level:

Blood Frenzy (Ex): As a free action made as part of a full attack action, while manifesting Moran, a spirit warrior with this infusion may expend 4 blood points to make an additional attack at her full base attack bonus. This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Playing a Spirit Warrior

As a spirit warrior, you primary concern is to prove yourself in glorious battle, pitting your abilities against the most rigorous challenges you can find, simply to see if you can best them. You do this in part for the glory and fame it brings to the spirit warriors you channel—for each of your victories is, in part, their victory as well—but primarily you do it for your own sake. You hope to one day prove yourself enough that you, too, will be made immortal in song and story, and perhaps even join the ranks of the exemplars yourself, rising to become an eternal warrior whose power fuels the next generation of daring heroes.

Religion: Spirit warriors tend to be highly devout, but rarely is the focus of their religious adoration an actual god. Instead, many spirit warriors come from, or in some cases found, small warrior cults devoted to one or more of the exemplars they channel. These cults venerate the exemplar in question, giving up offerings and singing praises about his mighty accomplishments. In a way, spirit warriors could be viewed as the clerics of these quasi-deities, as it is from them that they draw most of their fighting power.

This doesn't mean that spirit warriors don't ever follow other religions, or that they have anything in particular against the more formally recognized deities (though some do harbor such a grudge, on behalf of their exemplar, as many exemplars were "cheated" out of proper immortality by some god or another), but rather that their religious focus is on their exemplar, and they tend not to have much time or energy for other patrons.

Other Classes: Spirit warriors get along well with most classes. They have a great respect for bards, for their lore of great heroes and warriors of old, and often become very friendly with them. They get along well with most martial classes, as well, viewing them as peers, or, in some cases, as friendly rivals. Because of their devotion to their chosen exemplars, they have a good intuitive understanding of the mindset of most divine characters, and so find that they have a lot in common with them (although some spirit warriors hold a strong grudge against priests and gods, in which case they tend to get along very poorly with clerics). The only classes they typically don't connect very well with are the arcane spellcasters, such as sorcerers and wizards. Though most spirit warriors have a certain respect for the magical powers these characters wield, they typically feel that mages are "too weak" to fight on the front lines, and often believe that they lack honor or a "true warrior's spirit." Still, such feelings rarely result in any kind of open hostility.

Spirit Warriors in the World

I sparred with one, once. It's not the sort of thing you forget. His whole body started to glow blue, like there was some kind of magic aura or haze coming off of him. And a sword just sort of formed out of nowhere in his hand, made of the same blue glowing stuff. Hells, I could swear I could see through the thing, but damned if it still didn't cut like the real thing. He moved like a demon, too, darting here and there, like a blur. And as soon as you lost track of him...Bam! He'd hit you from behind, harder than you thought was possible. Let's just say I'm glad it was only practice.

~Bernard "The Axe" Oathkeeper, Captain of the Ala'venn Guardians

Daily Life: Spirit warriors typically spend the majority of their day testing themselves, either through rigorous training to become a better warrior, or else by seeking out deadly and

dangerous feats of daring and prowess that they can complete. The exact nature of their training will vary, but it is almost always extremely strenuous, and, in most cases, takes up nearly all of the day. Few spirit warriors have much use for leisure time, feeling restless and uneasy when they are not actively working towards improving their own abilities. The only real "off-time" that most spirit warriors allow themselves is to offer veneration to the exemplars they channel, something that the average spirit warrior spends somewhere between twenty minutes to an hour on each day.

Notables: Because spirit warriors are so driven to perform great deeds worthy of immortality, those that survive tend to gain great notoriety. That said, spirit warriors in general are fairly rare, and many of those few die early deaths in their quest for glory. One notable spirit warrior, Mikhael Leadfoot, a devotee of Torgrin Stonefist, has publicly vowed to personally reclaim each and every dwarven stronghold which has been lost over the ages, clearing them of whatever foul squatters currently dwell there and handing them over to the rightful dwarven rulers. Ivan "demonwolf" Venitiri, a devotee of Lycaon, has made a name for himself using his powers as a spirit warrior to hunt down any werewolves who have succumbed to their predatory urges, or, in Ivan's words, "gone feral." Finally, a mysterious devotee of Moran, known only as "the Blood Tyrant," has been terrorizing city-states on the Unheim peninsula, floating through cities at night, shrouded in swirling, churning blood, demanding tribute and draining the lives of innocent townsfolk.

Organizations: Generally speaking, spirit warriors do not congregate or form organizations. Each spirit warrior is typically concerned with his or her own personal glory, or with some driving purpose which causes them to seek out the power of exemplars, and so they have little concern for others of their kind, who are interested only in their own advancement or causes. That said, spirit warriors who share an exemplar often feel a certain kinship, and in some cases even form hero-worshipping cults together. On rare occasions, when one or more spirit warriors are more concerned with the glory of their chosen exemplar than their own personal glory, these organizations might undertake actions on behalf of their exemplar, occasionally going to war with similar cults devoted to other exemplars.

NPC Reactions: Most people consider spirit warriors to be a mix of eerie and insane. Few people truly understand the nature of manifesting an exemplar, and, upon seeing the spirit warrior become wreathed in spectral light and equipped in spectral gear, assume that she is more a mage than a warrior. At the same time, the spirit warrior's seemingly-suicidal drive to find more and more difficult and life-threatening challenges causes most people to simply shake their heads at the spirit warrior's "foolishness." Still, a great many peopleespecially the young—have great admiration for the dedication, drive, and recklessness that most spirit warriors display in their quests for immortality.

Spirit Warrior Lore: Characters with ranks in Knowledge (local) can research spirit warriors to learn more about them. When a character makes this skill check, read or paraphrase the information from the table on the following page, including the entries for lower DCs.

Spirit Warriors in the Game

For GMs: Spirit warriors have the potential to be very powerful. Their class provides the majority of their armor and weapons for them, leaving them with a lot of extra spending money for magical items and gear. The powers that the class grants are not insubstantial, either, and the fact that the spirit warrior has access to three different exemplars gives them a variety of options for approaching most situations.

The major limiting factor on the spirit warrior, and the thing that is designed to keep their power level roughly in check with other classes, is the fact that the spirit warrior can only remain effective in combat for a relatively short

Table 1-3: Spirit Warrior Lore DC Information

10	Spirit warriors fight with the aid of strange, supernatural powers, which grant them spectral weapons and armor of great power.			
15	Spirit warriors draw their power from exemplars, ancient warriors of quasi-deity status. Each exemplar grants its own unique set of powers to the spirit warrior.			
20	Spirit warriors constantly try to test their abilities in combat, trying to perform legendary feats of mettle that will allow them to become exemplars in their own right.			
30	Characters who achieve this level of success can learn details about a specific spirit warrior, his activities, and general whereabouts.			

period of time: as soon as she fails her first Will save, she becomes dramatically less powerful than most other characters. In this way, a spirit warrior will likely be very powerful in the first few rounds of combat, but if the fight doesn't end quickly she will find herself in a very awkward position.

If you find that the spirit warrior is not being challenged (especially if the spirit warrior is the only character who seems too powerful for the encounters you are providing), consider finding ways to prolong your encounters, forcing the spirit warrior to battle the clock, and creating tense moments where a great deal may hang on a single Will save. On the other hand, if you find that your spirit warrior rarely makes it through a fight without becoming worthless for a few rounds, consider creating some shorter encounters where the spirit warrior can really shine, or else lowering the DC of the Will saves (though not by much).

Most players of spirit warrior characters will likely enjoy playing up the supernatural origin of their arms, armor, and abilities, or else their connection to their exemplar. Though some players will choose the spirit warrior purely for its mechanics, it is a class that is heavily invested in its flavor, and so you should do your best to determine what flavor aspect of the class your player likes, and try to play that up.

For players who enjoy the supernatural angle, this may be as simple as having enemies become uncertain and "spooked" at the sight of the glowing armor (this does not necessarily require any mechanical effect), or even just giving the player an opportunity to describe the way his armor glows and pulsates with an eerie, translucent light. In general, you should minimize spirit warrior NPCs, as these will detract from the specialness of the player's spirit warrior.

For players who are drawn to the spirit warrior's connection with a specific exemplar, try to find ways to tie that exemplar into the campaign world and, if possible, to the story of the campaign. Allow the character to meet NPCs who are also drawn to that exemplar, who may be either friend or foe. In general, treat the character as though she were a cleric of the exemplar, as far as finding ways to tie her faith into the game, and your player should be happy.

Appendix 1: Einherjar

The following template first appeared in the article "Einherjar," on the Necromancers of the Northwest website on June 04, 2010. It can be found here. Though this template can be applied to a player character (in which case the character should be 3 levels lower than the rest of the party), it is intended primarily for NPCs.

Creating an Einherjar:

"Einherjar" is an acquired template that can be added to any corporeal creature with 5 or more Hit Dice and an Intelligence and Charisma of 3 or greater (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +3.

Type: The creature's type remains the same. Do not recalculate Hit Dice, base attack bonus, skill

points or saves.

Armor Class: An einherjar is magically protected by her patron, granting her a +1 sacred or profane bonus to her AC, according to her patron's alignment (if the patron is neutral, they choose whether you gain sacred or profane bonuses; once made, this choice cannot be reversed).

Defensive Abilities: An einherjar retains all of the defensive abilities of the base creature. Einherjars gain darkvision 60 ft, fast healing 2, immunity to death effects and energy drain, and DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more). Einherjars also gain the ferocity ability and the rejuvenation ability.

Rejuvenation (Su): In most cases, it's difficult to destroy an einherjar through simple combat: the destroyed einherjar restores herself in 2d4 days. After this time passes, the einherjar returns fully healed (albeit without any gear she left behind on her previous body) at the last place that she considered home (if she doesn't consider anywhere "home," she instead returns to the place she died). Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy an einherjar is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each einherjar and may require a good deal of research, and should be created specifically for each different einherjar by the GM.

Speed: During the oversoul transformation (see below) an einherjar's speed increases by 10 feet in whatever mode the creature most often employs (usually land speed).

Special Qualities: An einherjar gains the following:

Immortal Form (Ex): This functions just like the monk class feature timeless body, except that the einherjar doesn't die from old age.

Oversoul Transformation (Su): As a fullround action, an einherjar can call upon all the

power that keeps it alive. The einherjar's fast healing becomes equal to her hit dice or 10, whichever is higher. She also gains +2 sacred or profane bonuses to all her ability scores and her DR becomes over good or evil (if the einherjar is gaining sacred bonuses, then DR is over evil; if gaining profane bonuses, the einherjar gains DR over good). Once this ability has been evoked the einherjar only has ten minutes left before she dies for the last time and goes on to her final resting place. Once an einherjar dies from its oversoul transformation, she can't be brought back by normal means, not even by her rejuvenation ability, but a wish or miracle spell can allow her to later be brought back to life by normal means (however, most einherjar are not willing to be returned to life). Einherjar restored to life this way return lose the einherjar template and can never regain it.

Undying Purpose (Ex): Einherjar all have a specific purpose that is obtainable and has a concrete end point (for example, an orc could become an einherjar with the purpose of destroying a specific elf, but not to just "become stronger"). The patron can revoke the status of einherjar if he feels that the einherjar isn't actively striving toward her final goal.

Abilities: An einherjar gains a +4 bonus on three ability scores of her choice and a +2 bonus on the other three.



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The Return of the Spirit Warrior

A Necromancer's Grimoire: Spirit Warriors presented a new kind of martial character for 3.5 and Pathfinder games. Spirit warriors could draw upon the power of exemplars—mythical warriors whose legendary deeds had allowed them to ascend to a quasi-divine status—borrowing their strength and skill in order to complete their own epic quests and adventures. They manifested these powers in the form of spiritual arms and armor, as well as a number of unique supernatural powers that would allow them to perform feats of daring that normal warriors could only dream of.

Now, spirit warriors have returned with no less than six new exemplars to choose from. Unlike the original exemplars, those found in A Necromancer's Grimoire: Spirit Warriors II do not have opposed exemplars, so while this book doubles the number of exemplars available, it produces exponentially more combinations of exemplars than were available before. The book also includes everything you need to know about the spirit warrior class itself, so, while the original book would increase the number of available exemplars, it is not necessary to make use of this book.

The exemplars found in this tome are might figures from the dawn of time who determined the fate of their entire races. From Ertanis Stargem, the elf-father, to Lycaon, the first werewolf, your spirit warrior can call upon these ancient figures from beyond the mists of time. Call upon the power of titans with Primothas, or delve deep into the secrets of the night with Moran, the first revenant.

If you liked the first book devoted to spirit warriors, and wished you had more exemplars to choose from, this is the book for you. If this is your first introduction to spirit warriors, what are you waiting for? Unlock the ancient mysteries today.

ROLEPLAYING GAME COMPATIBLE