

Ancient Warriors:  
Way of the Ninja



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# Foreword

Ninja. These shadow warriors form some of the most iconic images of the stealthy hero. Their skill is literally the stuff of legends and their origins are shrouded in mystery. It's no secret that the ninja has captured the imagination of the West for decades now, and that of Japan for centuries before. It may then come as no surprise that when we first started discussing a book devoted to stealthy characters, we decided to produce a book dedicated entirely to these mysterious and celebrated figures. While it is true that ninjas have a long history with roleplaying games, and indeed the 3.5 OGL has seen several different imaginings of the ninja, never before have they been presented as they are here in *Ancient Warriors: Way of the Ninja*.

In my estimation, the main problem with the ninja classes currently in existence is that, while their features accurately reflect things ninjas were described as doing, they do a poor job of simulating the ninja experience; in other words those classes, while very interesting classes, don't make the character feel like a ninja. *Way of the Ninja's* main goal was to change that. The base class described here was crafted to create characters that feel like ninjas, rather than multiclass rogue/monks, or rogue/sorcerers. We take a unique and intuitive approach to ambush combat in a way that faithfully represents a ninja's great ability for surprise attacks. We focus on the skills and abilities that truly made ninjas famous. Finally, and perhaps most importantly, we allow the ninja to specialize in one of several schools of training, leaving a large portion of how the ninja class operates in the hands of the player, and allowing each player to decide how his or her ninja works and what role to play.

Apart from the base ninja class, we include new class features for every core class, which allow them to adopt the aspects of ninja that best compliment their unique skills and abilities, making ninjas both mechanically and flavorfully accessible to members of any class. To cap things off, we include a healthy amount of unique ninja gear not to be found anywhere else, including hang gliders, unusual poisons, and a multitude of other gear any ninja would be pleased to call his own.

I know that *Way of the Ninja* has made the choice of playing a ninja both more meaningful and more accessible to players with a desire to do so, and, in doing this, has exceeded my wildest expectations for a product of this limited size. I hope you enjoy reading it as much as we enjoyed creating it for you.

~Joshua Zaback, Designer



# Introduction

This book brings the exciting myth and folklore of the mysterious ninja to life for the Pathfinder Roleplaying Game in a variety of ways. The first, and most extensive, is the new ninja class, a combat- and skill-intensive class which rewards players for catching their foes unaware and striking swiftly and fatally. Secondly, the book includes a number of alternate class features for the core classes found in the *Pathfinder Roleplaying Game Core Rulebook*. Finally, the book also includes a number of mundane and magical items which are especially ninja-themed, or otherwise appropriate for the book.

## Ninja

*"To the casual observer, I am nothing more than I appear to be: a humble servant of his lordship, Torinaga. They don't notice as I carefully observe the troop movements, or take note of the strength of his fortifications. The soldiers listen to rumors of their lord's declining mental health, oblivious of the source. Even his lordship takes me into his confidence every night, unaware of the poison I pour into his evening tea. Tonight I will vanish from the castle and make my report to Lord Hirogawa, and tomorrow the world will long remember the day when the invincible army, led by the great Torinaga himself, was destroyed by the noble Hirogawa, ignorant of the role I played in ensuring that victory."*

*~Shinohito Toro, ninja*

The ninja is a warrior skilled in the art of unconventional warfare. He is a disciplined agent accomplished in espionage and infiltration, an elite commando trained as an assassin and saboteur. He trains himself to be constantly aware of his surroundings, able to react at a moment's notice. He is also a proficient combatant, capable of sudden and decisive action which can bring battles to an end before they have truly begun.

## Making a Ninja

Ninja are stealthy combatants who prefer to act when they have the element of surprise on their side.

**Abilities:** As lightly-armored, stealth-based fighters, Dexterity is of the most benefit to the ninja: increasing his AC, improving his attack rolls with ranged and thrown weapons, as well as influencing a number of his most important skills. A high Strength score will allow him to deal more damage with melee and thrown weapons and should be considered a priority for ninja who intend to go toe-to-toe with their opponents. A high Charisma will benefit ninja, since they make use of a number of Charisma-based skills while infiltrating enemy positions. A high Constitution is less important to ninja than other warriors, because they focus less on open combat than other warriors and so benefit less from the extra hit points.

**Alignment:** While ninja can be of any alignment, most tend towards some kind of neutral, as strong moral or ethical inflexibility tends to inhibit their ability to perform their jobs. However, it is not especially uncommon to find ninja who only undertake missions that reflect their personal sensibilities, with good ninja loaning out their skills in the fight against evil, and evil ninja preferring to use their skills where they have the chance to cause the most damage. Ninja are as often lawful as chaotic, with some preferring to focus on discipline and secret codes of conduct, while others use their skills to disrupt the current social order or simply to cause mayhem.

**Starting Age:** as rogue

**Starting Gold:** 4d6x10

**Hit Dice:** d8

## Class Skills

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



**Table 1-1: The Ninja**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Combat Awareness, Ninja School
2	+2	+0	+3	+0	Fast Movement, Uncanny Dodge
3	+3	+1	+3	+1	Ninja Skills, Trap Sense +1
4	+4	+1	+4	+1	Ambush Tactics
5	+5	+1	+4	+1	Ninja School Technique
6	+6/+1	+2	+5	+2	Evasion, Trap Sense +2
7	+7/+2	+2	+5	+2	Improved Combat Awareness
8	+8/+3	+2	+6	+2	Improved Uncanny Dodge
9	+9/+4	+3	+6	+3	Trap Sense +3
10	+10/+5	+3	+7	+3	Group Awareness, Ninja School Technique
11	+11/+6/+1	+3	+7	+3	Improved Evasion
12	+12/+7/+2	+4	+8	+4	Improved Ninja Skills, Trap Sense +4
13	+13/+8/+3	+4	+8	+4	Deadly Strike
14	+14/+9/+4	+4	+9	+4	Enhanced Flanking
15	+15/+10/+5	+5	+9	+5	Ninja School Technique, Trap Sense +5
16	+16/+11/+6/+1	+5	+10	+5	Improved Deadly Strike
17	+17/+12/+7/+2	+5	+10	+5	Ninja Resistances
18	+18/+13/+8/+3	+6	+11	+6	Trap Sense +6
19	+19/+14/+9/+4	+6	+11	+6	Greater Deadly Strike
20	+20/+15/+10/+5	+6	+12	+6	Ambush Master, Ninja School Technique

**Skill Ranks Per Level:** 6 + Int modifier

### Class Features

The following are class features of the ninja class.

**Weapon and Armor Proficiencies:** A ninja is proficient with all simple weapons, plus the kama, kusari-gama, net, nunchaku, sai, siangham, short sword, shuriken, spiked chain, and throwing axe, as well as with light armor.

**Combat Awareness (Ex):** Ninja are exceptional ambush fighters, and excel at combat against foes they catch off guard. At 1st level, the ninja may always act in the surprise round, even if he was not aware of his opponents. Additionally, starting at 1st level, the ninja receives a +1 bonus to attack and a +2 bonus to damage during the surprise round. These bonuses increase by +1 (for attack) and +2 (for damage) at 4th level, and every three levels thereafter (to a maximum of +7 to attack and +14 to damage at 19th level).

**Ninja School:** A ninja must choose to specialize in one school of ninja training, gaining additional abilities and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed. Each ninja school gives the ninja a number of school powers, known as techniques. The ninja gains these techniques at 1st, 5th, 10th, 15th, and 20th levels. For more information on ninja schools, see *Ninja Schools*, below.

**Fast Movement (Ex):** At 2nd level, a ninja's land speed increases by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the ninja's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the ninja's land speed.

**Uncanny Dodge (Ex):** At 2nd level, a ninja gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still



loses his Dexterity bonus to AC if immobilized. A ninja with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a ninja already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Ninja Skills (Ex):** At 3rd level ninja adds 1/3 his ninja level to all Acrobatics, Climb, and Swim checks.

**Trap Sense (Ex):** At 3rd level, a ninja gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three ninja levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Ambush Tactics (Ex):** At 4th level, the ninja is particularly adept at acting swiftly at the start of a battle. If the ninja is acting in a surprise round, he may take a full round's worth of actions, rather than being limited to a single move or standard action. See the Pathfinder Roleplaying Game Core Rulebook for more information on surprise rounds.

**Evasion (Ex):** When he reaches 6th level, a ninja can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ninja is wearing light armor or no armor. A helpless ninja does not gain the benefit of evasion.

**Improved Combat Awareness (Ex):** At 7th level, the ninja's speed and combat awareness are such that he is always active in the surprise round. If there would not be a surprise round, a special surprise round is created, in which only the ninja acts. If a special surprise round is created in this way, characters which are aware of the ninja may make an Initiative check (DC 10 + the ninja's level) to act in the surprise round.

**Improved Uncanny Dodge (Ex):** At 8th level and

higher, a ninja can no longer be flanked. This defense denies a rogue the ability to sneak attack the ninja by flanking him, unless the attacker has at least four more rogue levels than the target has ninja levels.

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

**Group Awareness (Ex):** At 10th level, the ninja's mastery of ambush techniques expands to include his allies. All of the ninja's allies may act in the surprise round, even if they would not normally be able to do so, and receive half his combat awareness bonus to attack and damage, rounded down.

**Improved Evasion (Ex):** At 11th level, a ninja's evasion improves. This ability works like evasion, except that while the ninja still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ninja does not gain the benefit of improved evasion.

**Improved Ninja Skills (Ex):** At 12th level, the ninja adds half his ninja level to all Acrobatics, Climb, and Swim checks. This replaces the benefits of the ninja skills class feature.

**Deadly Strike (Ex):** At 13th level, whenever the ninja successfully hits an opponent during a surprise round, the target must succeed on a Fortitude save (DC 10 + 1/2 the ninja's class level + the ninja's Intelligence modifier) or be slowed for 1d4 rounds.

**Enhanced Flanking (Ex):** At 14th level, the ninja becomes an expert flanker, adding +4 to his attack rolls while flanking rather than the usual +2.

**Improved Deadly Strike (Ex):** At 16th level, whenever the ninja successfully hits an opponent during a surprise round, he may choose to have the target be stunned for 1d4 rounds, rather than slowed, if the target fails the Fortitude save.





spent in a variety of ways, such as two full round actions, or a full round action, a standard action, and a move action, or two standard actions and two move actions, etc.

## Ninja School

The following ninja schools represent just some of the different disciplines and teachings available to potential ninja. A ninja school is not so much a physical building or organization, but instead represents a style or teaching method. A single organization or academy may teach or employ a large number of different ninja schools, and most ninja clans include ninjas trained in a variety of schools.

### Serpent School

A disciple of the serpent school learns secret techniques involving deadly poisons.

**Poison Use:** At 1st level, ninjas of the serpent school are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on poisons).

**Poison Master (Ex):** At 5th level, a ninja of the serpent school becomes more skilled in the creation and application of poisons. First, the ninja receives a pool of points that he can spend instead of gold when crafting poisons. Each time he gains a new level, the ninja receives a number of such points equal to 100 per class level.

Additionally, a ninja of the serpent school can, at this level, apply poisons quickly, and can coat a weapon in poison as a swift action, rather than a standard action.

**Lingering Poison (Ex):** At 10th level, a ninja of the serpent school may choose to coat his weapon as a move action, rather than a swift action, in order to get multiple uses out of one dose of poison. When he does so, his poisons are consumed only after a number of successful hits equal to 1/5 his class level, rather than causing the poison to be expended after a single successful hit.

**Ninja Resistances:** At 17th level, the ninja becomes more resistant to physical and mental attacks, and he gains a bonus on all saving throws equal to his Intelligence modifier.

**Greater Deadly Strike (Ex):** At 19th level, whenever the ninja successfully hits an opponent during the surprise round, the ninja may choose to paralyze the target for 1d4 rounds, instead of slowing or stunning the target. If the target fails the save by 5 or more, the ninja may choose to outright kill the target instead.

**Ambush Master (Ex):** At 20th level, the ninja's combat awareness and agility is such that he can perform two full rounds' worth of actions during the surprise round. This pool of actions can be



**Potent Poison (Ex):** At 15th level, the save DCs for any poison used by a ninja of the serpent school are increased by 1 per five class levels he possesses.

**Deadly Poisons (Ex):** At 20th level, the ability damage or drain dealt by any poison used by a ninja of the serpent school is increased by +1 per die

### Shadow School

A disciple of the shadow school learns a number of techniques which allow him to be prodigiously stealthy.

**Shadow Training:** At 1st level, a ninja of the shadow school adds half his class level on all stealth checks.

**Traceless (Su):** At 5th level, a ninja of the shadow school no longer leaves a trace behind him, and he can longer be tracked by non-magical means, except by a ranger of 4 levels higher. Magical means of tracking, including all divination (scrying) spells and effects, fail unless the caster succeeds on a caster level check (DC 11 + the ninja's level). Additionally, when sniping, the ninja only suffers a -10 penalty to his Stealth check to remain obscured (see sniping, under Stealth, in the *Pathfinder Roleplaying Game Core Rulebook*).

**Fast Stealth (Ex):** At 10th level, a ninja of the shadow school can move up to his normal speed without penalty. Additionally he may run, but not charge or attack, while using Stealth, albeit at a -5 penalty.

**Greater Shadow Training:** At 15th level, a ninja of the shadow school adds his class level to all Stealth checks. Additionally, he may ignore his armor check penalty when making Stealth checks. This replaces the bonus granted by the shadow training.

**Hide in Plain Sight (Ex):** At 20th level, a ninja of the shadow school may use Stealth even while being observed.

### Chameleon School

Disciples of the chameleon school are masters of disguise and learn a number of

techniques aimed at improving their ability to become someone else.

**Chameleon Training:** At 1st level, a ninja of the chameleon school adds half his class level as a bonus on all Disguise checks, as well as on all Bluff checks made to maintain the disguise (but not other Bluff checks, such as feinting or lying about matters unrelated to his disguise).

**Master of Disguise (Su):** At 5th level, a ninja of the chameleon school can create a disguise in 1d3 minutes rather than 1d3x10 minutes. The ninja also becomes immune to detect thoughts, discern lies, and any attempt to discern his alignment. Additionally, the ninja can disguise himself as a member of a different gender without penalty.

**Disappear Into the Crowd (Ex):** At 10th level, a ninja of the chameleon school can use Disguise to hide in a crowd, becoming impossible to differentiate from the rest of the crowd without a successful Perception check (opposed by the ninja's Disguise check + 5). Additionally, the ninja can disguise himself as a member of a different race without penalty.

**Improved Chameleon Training:** At 15th level, a ninja of the chameleon school adds his class level as a bonus on all Disguise checks and on Bluff checks made to maintain the disguise. Additionally, observers no longer gain a bonus to Perception checks due to familiarity with the person the ninja is disguised as. This skill bonus replaces that gained with chameleon training.

**Man of Many Faces (Ex):** At 20th level, the ninja can alter his form at will. This ability functions like the spell *alter self*, except that true seeing and other effects which can see through such changes have no effect on this transformation. Additionally, the ninja can disguise himself as a creature of any age or of different size without penalty.

### Tiger School

Disciples of the tiger school focus more on martial combat and weapon training than the other ninja schools.



**Combat Training (Ex):** At 1st level, a ninja of the tiger school adds +1 to all attack rolls made with light or thrown weapons. Additionally, for the purpose of qualifying for feats, the ninja counts as a fighter of half his ninja level.

**Precision Strike (Ex):** At 5th level, the ninja adds his Dexterity bonus, if any, to weapon damage rolls made with light or thrown weapons.

**Critical Strike (Ex):** At 10th level, a ninja of the tiger school gains Critical Focus as a bonus feat. If the ninja already had Critical Focus, he may choose another combat feat for which he qualifies. Additionally, the ninja is treated as having the Improved Critical feat for all light or thrown weapons he is proficient with.

**Improved Combat Training (Ex):** At 15th level, a ninja of the tiger school adds +2 to all attack and damage rolls made with light or thrown weapons. Additionally, for the purpose of qualifying for feats, the ninja counts as a fighter of his ninja level. These benefits replace those granted by the combat training class feature.

**Swift Combat Mastery:** At 20th level, a ninja of the tiger school can make an additional attack at his highest base attack bonus whenever he full attacks, provided that he is wielding only light or thrown weapons.

## Playing a Ninja

Ninja can come from any walk of life, though most ninja no longer retain much of a connection to their backgrounds, preferring instead to remain as anonymous as possible. It is not uncommon for ninja to have one or more well-developed alter egos that they use to help hide their true origins and identities. As a notable exception to this rule, some clans or even whole villages made up nearly entirely of ninja often take great, if somewhat guarded, pride in their heritage. Such groups are often sought as allies by kings or powerful nobles for their ninja skills, and are often called upon to perform ninja services in exchange for wealth and protection.

Individual ninja are often very careful with whom they trust, as it is the nature of their training to be secretive and cautious, a trait that has kept more than one ninja alive when the political climate turns unfavorable. Those that they do take into their confidence often find ninja to make particularly trustworthy and discrete allies.

**Races:** The majority of ninja are either humans or half-elves, who are highly sought-after, due to their racial penchant for adaptability, and their ability to blend into most any crowd. While ninja of other races are less common, both elves and halflings can be found among the ranks of the ninja, often disguised as members of more common races. Dwarves and gnomes are less likely to be ninja because their cultures often frown on the ninja arts, though the few dwarven and gnomish ninja often take advantage of this fact in order to throw off suspicion.

**Religion:** Ninja can be found as members of many churches, with even agnostic ninja joining large prevalent temples in order to better blend in. Some ninja privately worship gods of secrecy or treachery, though most ninja tend to chalk their successes or failures up to personal skill and training rather than divine intervention.

**Other Classes:** Ninja are happy to work with members of virtually any class, though they get along especially well with bards, rangers, rogues, and monks, whose stealthy combat styles well compliment their own. Ninja often find clerics to be useful allies both for their healing abilities and combat enhancing magic. Ninja are usually happy to work with sorcerers and wizards, whose spells can help the ninja accomplish tasks he would ordinarily be unable to complete. Ninja recognize the strong melee abilities of fighters and barbarians, and are always happy to let them handle the brunt of an enemy assault, while the ninja concentrates on more specific objectives. While most ninja recognize paladins as good fighters and strong leaders, ethical debates about what kind of action are acceptable when working towards a goal can often put a strain on their relationships with most paladins.



# Ninja in the World

*"Ninja win campaigns – I've been saying it for years. Every great commander will tell you that ninja can win you battles before they've even begun. Need to know the layout of the enemy castle? Send a ninja. Need to know the strength of his forces? Send a ninja. Want to burn his stronghold to the ground, assassinate his right-hand general, cripple his logistics, panic his troops, and steal his magical artifact? Send a ninja. They get the job done, no questions asked."*  
~General Shoa of the Ninth Order

**Daily Life:** Ninja blend nearly seamlessly into the world around them, and most have some kind of alternate life they lead while not actually performing in their role as ninja. By day, a ninja often appears to be an ordinary citizen, a wanderer, a traveling merchant, or even a free-lance adventurer, giving no indication as to his specific talents. On his own time, he trains and hones his skills, improving his ability to perform his chosen tasks. Many ninja put themselves out discretely for hire, while others join a guild or adventuring group in order to find applications for their special talents.

**Notables:** Ninja pride themselves on secrecy, and notability is often considered a mark of failure by the ninja. Still, a few notable ninja have emerged over the years. Kaga of the Norahito is said to have been the first ninja, and is a semi-legendary figure to whom a number of supernatural powers, including eternal life, have been attributed.

Rumors say that he has gone into hiding to reemerge at an important time in the world's future. Lord Burohishi, a wealthy member of the aristocracy, has been accused of being a ninja, something he fervently denies, though this only serves to spurn the rumors.

**Organizations:** Ninja clans and villages are rumored to exist in secret, hidden all throughout the world. Several colleges exist in the larger cities which are reputed to teach ninja arts, though no direct connection to proper ninja has ever been confirmed. Perhaps the most notable organization with a connection to the ninja is the Guild of Ravens, a semi-secret guild of the rogues, thieves, and assassins, which is now known to both train and hire out ninja to those with enough gold.

**NPC Reactions:** Generally speaking, those who interact with ninja are unaware of their true profession; however, that doesn't keep people from having opinions of ninja in general. Sometimes the ninja are viewed romantically as shadow warriors whose skill has decided battles for years. At other times, ninja are considered valuable military assets deployed in almost every major conflict. And sometimes ninja are viewed as vile criminals and assassins, the practice of their skills outlawed and their name hated. These attitudes tend to differ from region to region and person to person, another great reason why the ninja often do not travel openly.

**Ninja Lore:** Characters with ranks in Knowledge (local) can research ninja to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-2: Ninja Lore

## DC Information

10	Ninja are secret and mysterious warriors who strike, unseen, from the shadows. They are well-known for their mystical powers, which come from fierce and devoted training, and make them excellent assassins and spies.
15	Ninja are well known for their lack of scruples, and their willingness to perform dishonorable or otherwise distasteful deeds. This cunning, and willingness to break the rules, is their most powerful asset.
20	The myth that ninja have mystical powers is nothing more than that: a myth, carefully and cleverly cultivated by the heads of powerful ninja clans, in order to gain fame and mystery, and strike fear into their opponents.
30	Characters who achieve this level of success can learn important details about a specific ninja, the areas where he operates, and the kinds of activities he undertakes.



## Ninja in the Game

**For GMs:** It is important to bear in mind when GMing for a ninja character that the class, in many ways, encourages a character to act like the stereotypical ninja: a lone agent, acting on his own and cut off from the rest of the group. This sort of behavior isn't necessary to enjoy the class—it was precisely for this reason that the ninja received the group awareness class feature, above—but rather the class is designed to reward it if it does occur. The reason for this is that we believe players who want to play a ninja are likely to be predisposed to having that ninja character act on his or her own: it is, after all, part of the romantic image of the ninja. Still, it is important to ensure that one player doesn't monopolize play time. If your group is uncomfortable with having characters split up, encourage the player in question (either in character, by adjusting the circumstances in the game, or out of character, in a polite and friendly fashion) not to stray from the group. If the group doesn't mind splitting up, but one player takes up exceptionally more time than the others, try to cultivate more activity from the less active players, or else consider setting up a turn system, whereby everyone is ensured equal time.

## Alternate Class Features

Included here are a number of alternate class features, which are designed to allow characters of every class to tap into the spirit of the ninja. Each alternate class feature is independent of the others, and a character may pick and choose which alternate class features he takes and which he does not. Each alternate class feature will indicate what class ability (or abilities) it is replacing. Unless the class feature's entry indicates to the contrary, you gain the listed benefits at the same level as the class feature that is being replaced (or the lowest-level class feature, if multiple class features are being replaced).



## Barbarian

### Show No Mercy

**Description:** A merciless fighter who is driven to win at all costs, you are exceptionally skilled at hitting your opponent when he's down.

**Replaces:** Damage reduction. Each time your damage reduction class feature would improve, you may choose to take this class feature instead. If you do so multiple times, its effects stack.

**Benefit:** Whenever you attack a foe who is blinded, confused, exhausted, prone or stunned, you gain a +2 bonus to your attack and damage rolls.



## Bard

### Master of Disguise

**Description:** Like a ninja, you are a master of disguise, and are able to effortlessly switch from one face to another, confounding your foes and learning their secrets.

**Replaces:** Bardic knowledge and lore master

**Benefit:** You add 1/2 your class level (minimum 1) to all Disguise skill checks. Additionally, you may add this bonus to any Bluff skill checks made to maintain your disguise (but not other uses of Bluff, such as feinting, or lying about topics unrelated to your disguise).

At 5th level, you become a true master of disguise, and may take 10 on any Disguise checks you make, as long as you have ranks in the Disguise skill. You may choose not to take 10 and can instead roll normally. In addition, once per day, you may take 20 on any Bluff skill check made to maintain your disguise (but not other uses of Bluff, such as feinting, or lying about topics unrelated to your disguise). You may use this ability one additional time per day for every six levels you possess beyond 5th, to a maximum of three times per day at 17th level.

### Poison Adept

**Description:** You are trained in the art of using poisons, and have built up a resistance to toxins from years of exposure.

**Replaces:** Well-versed

**Benefit:** You are trained in the uses of poisons, and cannot accidentally poison yourself when applying poison to a blade (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on poison use). Additionally, you gain a +2 bonus on saving throws against poisons.

## Cleric

Instead of alternate class features, clerics can make use of the following domains:

### Poison Domain

**Granted Powers:** You are a master of poisons, and can inflict them upon your foes with divine aid. As you are trained in the uses of poisons, you

cannot accidentally poison yourself when applying poison to a blade (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on poison use).

**Poisonous Touch (Su):** As a standard action, you can make a melee touch attack against your target. On a successful hit, you imbue them with a divine poison, and they must succeed on a Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier) or immediately suffer 1d4 Strength damage. This Strength damage increases to 2d4 at 8th level, and to 3d4 at 16th level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier, but its effects do not stack.

**Poison Resistance (Su):** At 6th level, you gain a +4 sacred bonus on saving throws against poisons. At 12th level, this bonus increases to +8. At 20th level, you are immune to poisons of all kinds.

**Domain Spells:** 1st—*doom*, 2nd—*delay poison*, 3rd—*contagion*, 4th—*poison*, 5th—*insect plague*, 6th—*cloudkill*, 7th—*symbol of weakness*, 8th—*horrid wilting*, 9th—*energy drain*.

### Stealth Domain

**Granted Powers:** You are a master of stealth, able to disappear at will, and you render traditional methods of detection obsolete. Additionally, you treat Stealth as a class skill.

**Miraculous Disappearance (Su):** As a swift action, you can disappear in a cloud of smoke. The smoke fills your square, and obscures vision, but fades after one round. In addition to the smoke, this power renders you invisible, as the spell *invisibility*, until the beginning of your next turn. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**True Invisibility (Su):** At 12th level, your invisibility magic reaches a level that few could hope to achieve. Creatures and objects made invisible by your spells cannot be seen by *see invisibility*, or similar effects. Creatures with *true seeing* can see the subject of the spell, but it appears only as a hazy outline, and still has 20% concealment. Finally, creatures made invisible by a spell you cast are not affected by *invisibility purge*.



**Domain Spells:** 1st—*disguise self*, 2nd—*invisibility*, 3rd—*invisibility sphere*, 4th—*greater invisibility*, 5th—*false vision*, 6th—*mislead*, 7th—*mass invisibility*, 8th—*screen*, 9th—*etherealness*

## Druid

### Hide Amongst the Leaves

**Description:** You are so in tune with the elements of nature that, in the wild, you can completely hide your presence.

**Replaces:** Timeless body

**Benefit:** While in a forested or similar environment, you may use the Stealth skill even while being observed. Additionally, in such environments, you gain a bonus to Stealth checks equal to 1/2 your class level (rounded down).

## Fighter

### Deadly Strike

**Description:** Your skills with the blade are unparalleled, and you can fell even a mighty foe with a single stroke if you catch him unprepared.

**Replaces:** Weapon mastery

**Benefit:** You may perform a *coup de grace* action against characters that are flat-footed. Additionally, you may perform a *coup de grace* as a standard action, rather than a full-round action.

### First to Strike

**Description:** You know that he who draws first blood is usually the victor. As such, you are always prepared for combat to break out, and make a habit of striking your enemies before they've even drawn their blades.

**Replaces:** Bravery

**Benefit:** You gain a +2 bonus on initiative checks. This bonus increases by +2 for every four levels beyond 2nd (to a maximum of +10 at 18th level).

### Nimble Steps

**Description:** Your keen senses forewarn you of danger, and allow you to better evade the attacks of your foes.

**Replaces:** Armor training and armor mastery

**Benefit:** As long as you are wearing light armor or

no armor, you gain a +1 dodge bonus to AC. At 7th level, and every four levels thereafter, this bonus increases by +1 (to a maximum of +5 at 19th level).

## Monk

### Military Monk

**Description:** Your fists may not be as lethal as other monks, but in place of hand-to-hand combat you have mastered the use of light armors.

**Replaces:** Unarmed strike, stunning fist, quivering palm

**Benefit:** You are proficient with all light armors. Additionally, your AC bonus and fast movement class features still function while you are wearing light armor, and you can make a *ki strike* with any weapon on the monk proficiency list.

Additionally, at 1st level, you gain the Weapon Focus feat for any one weapon you are proficient with, even if you don't qualify. At 9th level, you gain the Critical Focus feat, even if you don't qualify. At 11th level, you gain your choice of either the Bleeding Critical feat or the Sickening Critical feat, even if you don't qualify for them. At 13th level, you gain your choice of either the Staggering Critical feat or the Exhausting Critical feat, even if you don't qualify for them. At 15th level, you gain the Critical Mastery feat, even if you don't qualify for it.

Finally, monks with this class feature begin play with 4d6 x 10 gp, instead of the normal amount.

### Ninjutsu

**Description:** You have mastered the hidden arts of ninjutsu, and can channel your *ki* in ways that would confound most monks, though such studies have left you without their purity.

**Replaces:** Purity of body, diamond soul

**Benefit:** You can use your *ki* for a number of spell-like effects. You can become invisible, as the spell *invisibility*, at a cost of 1 *ki* point per minute. You can walk on water, as the spell *water walk*, at a cost of 1 *ki* point per round. Finally, you can walk on walls or similar surfaces, as the spell *spider climb*, at a cost of 1 *ki* point per minute. In each of these cases, you must still expend the full point, even if you don't use the entire amount of time



(for example, turning invisible for 11 rounds would still cost 2 *ki* points).

Additionally, at 12th level, you can use your *ki* to make spectacular dodges, avoiding lethal blows. As an immediate action, when you would be hit by an attack, you may spend 8 *ki* points to force that attack to miss you, dodging out of the way with supernatural swiftness. If the attack was part of a full attack or similar action, you dodge only one of the attacks. No matter how many *ki* points you have, you can use this ability no more than once per day, plus one additional use per four levels beyond 12th.

Finally, at 16th level, your ability to dodge with *ki* improves further. By spending 12 *ki* points, instead of 8, you may use your abundant step class feature as part of the dodge, avoiding the attack, vanishing, and reappearing elsewhere. You do not spend extra *ki* points for the abundant step part of this ability. The normal restrictions on abundant step still apply.

## Paladin

### Sworn in Service

**Description:** You are sworn in service to a particular patron. This patron is usually a lord or similar, but in some cases might be as lofty as a deity or similar. You combat your lord's enemies with extra zeal.

**Replaces:** None

**Benefit:** At 1st level, you must choose a patron, to whom you swear your undying loyalty. In addition to the normal code of conduct for a paladin, you must always obey and serve your patron, never betraying or working against him or her. When using your smite evil class feature, in addition to evil creatures, you may smite any creature who is an enemy of your patron, regardless of that creature's alignment.

## Ranger

### Urban Tracking

**Description:** You are exceptionally skilled at tracking targets through towns and cities.

**Replaces:** Hunter's bond

**Benefit:** You gain a +5 bonus on Survival checks made to find and follow tracks in urban

environments. Additionally, you can follow tracks which have been concealed or covered as easily as you can follow unaltered tracks, and when you attempt to follow such tracks the DC is not altered.

At 10th level, this bonus increases to +10.

At 12th level, you can track creatures which could not normally be tracked, such as a character with the druid's trackless step class feature. You take a -10 penalty when attempting to find or follow such tracks, however.

### Secret Skills

**Description:** You have specialized your training in a number of important arts, from climbing and jumping to stealth and disguise.

**Replaces:** Favored terrain, camouflage, hide in plain sight

**Benefit:** You may select one of the following skills: Acrobatics, Bluff, Climb, Disguise, Perception, Stealth, or Swim. You gain a +2 competence bonus to that skill. At 8th level, and every five levels thereafter, you may select an additional skill from the above list.

In addition, at each such interval, each previous skill bonus increases by +2. You may not select the same skill twice.

At 12th level, you become a master of your chosen skills, and may choose to take 10 on any skill check made for one of the skills you chose.

Finally, at 17th level, once per day, you may take 20 on a single skill check for one of the skills you chose.

## Rogue

### Stealth Master

**Description:** You are at home in the shadows, and can go virtually anywhere you please, unseen by enemy eyes.

**Replaces:** Trapfinding

**Benefit:** You add 1/2 your class level (minimum 1) to all Stealth skill checks, and may make such skill checks untrained.

### New Rogue Talents

The following rogue talents may be taken in place of the rogue talents listed in the *Pathfinder Roleplaying Game Core Rulebook*, provided that



all listed prerequisites are met.

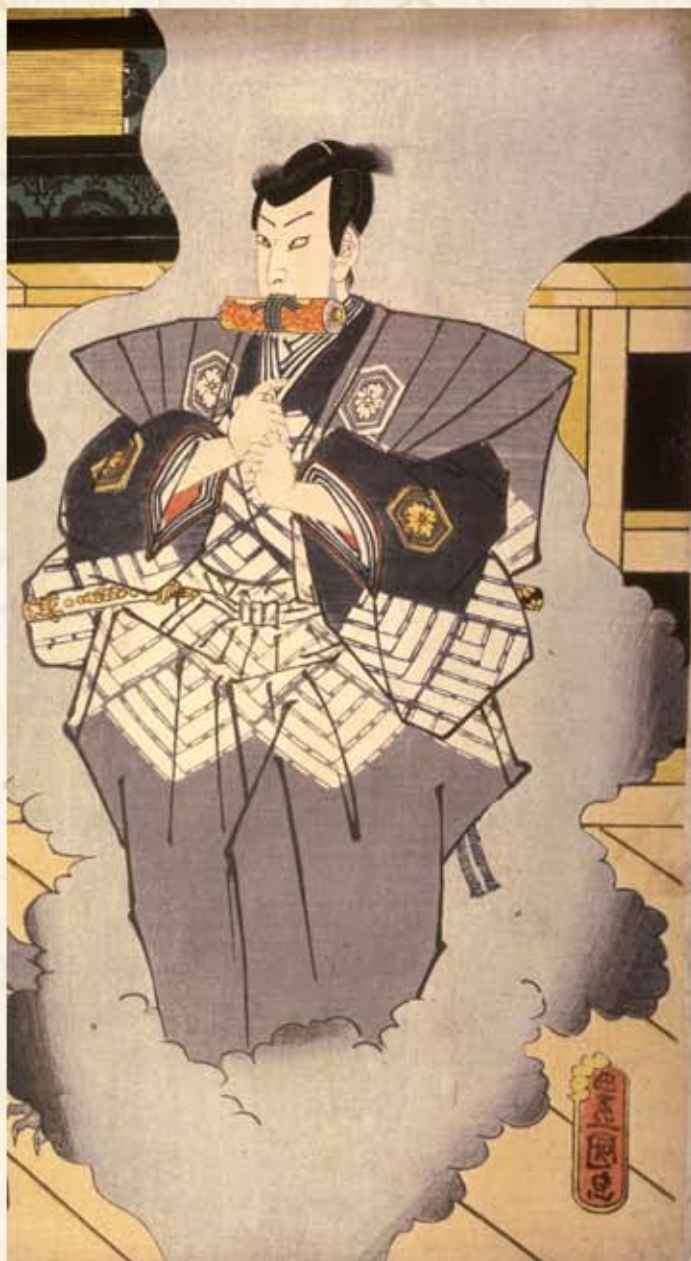
**Bypass Artist (Ex):** This ability reduces the DC to bypass (rather than disable) a trap to 5 higher than the trap's normal DC, rather than 10. Additionally, if the rogue successfully bypasses the trap, he may choose to alter its trigger slightly, so that not only can he and his allies bypass the trap, but others who had previously bypassed the trap would now trigger it as though they hadn't.

**Burst of Projectiles (Ex):** This ability allows the rogue to attack with a furious blast of thrown projectiles, such as throwing knives, throwing axes, or shuriken. As a full round action, the rogue may throw a number of these projectiles, up to twice the number of attacks he would be able to make as a full attack action. Each of these attacks is made at the rogue's full base attack bonus, but he receives a -1 penalty on each attack for each projectile he is throwing (for example, a rogue whose base attack bonus was +12 could throw up to six projectiles. If he did so, he would treat his base attack bonus as +6 for each attack roll).

The rogue may divide his attacks amongst any number of targets, but all targets must be within 60 feet of the rogue, and he must declare how many attacks he is making against each potential target before rolling any attack rolls. Because of the speed required to use this ability, the rogue is unable to deal additional precision-based damage, such as sneak attack, while using this ability. The rogue may use this ability once per day, plus an additional time per day per five rogue levels he possesses.

## Sorcerer

Instead of taking a sorcerer bloodline, a sorcerer can take the following class feature. Though the shinobi mystic class feature represents hard work and training rather than an accident of birth, and as such is not referred to as a bloodline, it serves the same essential functions as a bloodline. Sorcerers with this class feature may have received their magical powers from an ancient and secret ritual known only to their ninja clan, or these abilities may not be the source of the character's spellcasting at all,



instead serving as merely an extra set of skills the character has taken the time to master.

## Shinobi Mystic

You have studied the ancient and hidden precepts of the mystical ninja arts, and have unlocked a number of special powers.

**Class Skill:** Stealth

**Bonus Spells:** *disguise self* (3rd), *pyrotechnics* (5th), *gaseous form* (7th), *greater invisibility* (9th), *prying eyes* (11th), *shadow walk* (13th), *greater teleport* (15th), *greater shadow evocation* (17th), *time stop* (19th).

**Bonus Feats:** Arcane Strike, Combat Casting, Combat Reflexes, Deadly Aim, Dodge, Improved Initiative, Lightning Reflexes, Quick Draw,



Stealthy.

**Bloodline Arcana:** Whenever you cast a spell of the highest level you can cast, you gain 50% concealment until the beginning of your next turn.

**Bloodline Powers:** Your ninja training and mystical secrets provide you with a number of extra tricks which allow you to confound and defeat your opponents.

*Strike from the Shadows (Su):* At 1st level, you master the secret of instantly transporting yourself short distances, allowing you to catch your foes by surprise. As a move action which does not provoke attacks of opportunity, you may teleport yourself anywhere within 20 feet, as long as the destination is unoccupied and you have both line of sight and line of effect to your destination. This otherwise functions as the spell *dimension door*, except that you are not prevented from taking actions after the effect, meaning that you may use this ability and then attack. You may use this ability a number of times per day equal to 3 + your Charisma modifier. The maximum distance increases by 5 feet for every two class levels you possess.

*Agent of Shadows (Ex):* Beginning at 3rd level, you are able to, in a limited way, call upon the very shadows themselves to conceal you from your enemies. You add your Charisma bonus to all Stealth checks you make, in addition to your Dexterity bonus. You also gain a permanent +1 dodge bonus to AC.

*Aura Master (Su):* At 9th level, you gain mastery over your own aura, and can mold it at will. By spending five minutes in intense concentration, you can alter how your aura is registered by detect evil and similar effects (including those that detect things besides alignment). This functions identically to the spell *misdirection*, except that you may only use it on yourself, and you do not need another target. Instead, you simply declare how you want to appear to such effects, and your aura remains that way until the effect ends or you spend another five minutes readjusting it. (For example, Brencis, a chaotic evil human sorcerer, could choose to appear as a lawful good undead with no spellcasting ability. He would not register a result when viewed with detect evil, but he would register a result when viewed with

detect good. He would also register a result when viewed with detect undead, but arcane sight would indicate that he had no spellcasting ability.)

*Unseen Stalker (Sp):* At 15th level, you become a master of stealth, and can, as a standard action, make yourself invisible, as the spell *invisibility*, at will. The effect still ends if you take a hostile action, but another standard action will resume it.

*Shadow Master (Sp):* At 20th level, you can call upon your mystical shinobi powers to create magical duplicates of yourself. Once per day, as a full-round action which provokes attacks of opportunity, you can conjure 1d4 perfect clones of yourself. These clones are identical to you as you are at the time of their creation, down to the last detail (including their ability scores, gear, hit point loss, etc.), and, as such, can never use this ability themselves. They fight loyally on your behalf to the best of their ability, acting on your initiative. They last a number of rounds equal to 1/2 your Charisma modifier (rounded down), then disappear, fading into nothingness, along with any gear in their possession.

Spells they cast expend your own daily spell slots, and they cannot cast a spell if you do not have an appropriate spell slot available. Additionally, any gear with limited charges or uses loses those charges or uses if one of your duplicates uses the item. Finally, if any of the clones would take damage, it instead dissolves into nothingness, and you take the damage instead.

## Wizard

Instead of selecting a school of magic to specialize in, a wizard may choose to adapt his scholarly pursuits to include the mystical ways of the ninja. Wizards who takes the following class feature are treated as universalist wizards in all ways, except that instead of gaining the powers normally granted to the universalist, they gain the following powers instead.

### Ninjutsu School

Wizards who learn the ancient arts of ninjutsu find many ways to apply its precepts to



their own arcane powers.

**Shadow Shuriken (Sp):** As a swift action, you summon up a number of small throwing-stars made of pure shadows. These shadow shuriken function identically to normal shuriken, except that you are always proficient with them, and they fade into nothingness after a number of rounds equal to your Intelligence modifier. The shadow shuriken have an enhancement bonus equal to  $1/4$  your class level, rounded down. At 1st level, the ability creates only a single shuriken, but at third level, and every three levels thereafter, the number of shuriken created increases by one (to a maximum of seven at 18th level). You may use this ability at will.

**Acrobatics Master (Ex):** As a swift action, you can bring extra speed to your step, making you more nimble than normal and allowing you to perform exceptional feats of tumbling, jumping, and dodging. You gain a bonus to Acrobatics equal to twice your class level, and your base movement speed increases by 5 feet for every three class levels you possess. These bonuses last for one minute, and you may use this ability a number of times per day equal to  $3 +$  your Intelligence modifier.

**Swift Arcana (Sp):** At 8th level, you gain the ability to call on incredible bursts of speed to cast your spells. Each day, you may apply the Quicken Spell metamagic feat to one spell you know, without taking up a higher level spell slot. You do not need to have the Quicken Spell feat to make use of this ability, and the spell need not be chosen in advance. You may choose, instead, to apply it to three different spells in a given day, as long as each of those spells is at least four levels lower than the highest-level spell you can cast.

## Equipment

The following equipment can generally be found in most places with the appropriate gp-limit, but many of the items—especially the poisons—are illegal in most civilized places, and must be obtained from less-than-reputable dealers.

## Mundane Weapons

**Assassin's Blade:** Any bladed melee weapon can be crafted as an assassin's blade. Their hilts are hollow and contain a reservoir that can store one dose of either injury or contact poison. Applying a poison that is in the reservoir requires a swift action that doesn't provoke attacks of opportunity. Refilling the reservoir takes one minute.

Assassin's blades can also be used to deliver other liquids such as alchemist's fire and holy water. Specially treated assassin's blades can also be used to deliver acid and other caustic liquids. One flask of alchemist's fire or similar liquid counts as one dose and persists on the blade for one successful attack.

**Price** +150 gp

**Kusari-gama:** The kusari-gama is a double weapon that consists of kama on a metal chain with a heavy iron weight at the end.

The kusari-gama's kama is a slashing weapon that deals 1d6 points of damage (critical x2) and is very effective for tripping opponents. The weight is a bludgeoning weapon that deals 1d6 points of damage (critical x2) and is great for disarming or tripping an opponent. You can use either end as the primary weapon. The weighted end of the weapon has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

**Price** 120 gp; **Weight** 6 lb.

## Mundane Equipment

**Assassin's Spice:** When added to an ingested poison it makes the poison harder to detect through either mundane or magical means. The poison becomes both tasteless and odorless, increasing the DC to identify the poison by +5. When using spells such as detect poison to locate the spiced poison, the caster must succeed on a caster level check (the poison's DC +5) in order to detect the poison. This check is made in secret.

**Price** 50 gp; **Weight** —; **Craft** DC 20

**Eggshell Bomb:** Eggshell bombs are used to deliver inhaled poisons. An eggshell bomb must



**Table 2-1: Mundane Weapons**

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight <sup>1</sup>	Type <sup>2</sup>	Special
Two-Handed Melee Weapons							
Kusari-gama	120 gp	1d4/1d4	1d6/1d6	x2	6 lb.	B or P	disarm, double, reach, trip
Extras							
Assassin's blade	+150 gp	—	—	—	—	—	—

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>2</sup> A weapon with two types is both types if the entry specifies "and," or either type (wielder's choice) if the entry specifies

be loaded with poison before it can be used; treat this like coating a blade.

You can throw an eggshell bomb as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 20 feet. When the eggshell is broken it releases its poison in a 10-foot-radius spread.

**Price** 20 gp **Weight:** —

**Flashbang:** This enhanced version of the thunderstone can temporarily blind opponents in addition to deafening them.

A flashbang functions like a thunderstone, except it can also cause temporary blindness. All creatures within the blast must make a second Fortitude save (DC 13); creatures who succeed on the save are dazzled for 1 round, while those who fail the save are instead blinded for 1 round.

**Price** 105 gp; **Weight** 1 lb.; **Craft** DC 25

**Glider, One Person:** This glider can hold one medium humanoid. While gliding you can move up to 5 feet in any horizontal direction for every 1 foot you fall, to a maximum of 60 horizontal feet per round. On your own you cannot use this glider to actually gain height; you merely coast as you fall. If subjected to a strong wind or any other effect that causes you to rise, you can take advantage of it in order to increase the distance you can glide. The distance you fall while gliding in this way does not cause fall damage. Certain conditions such as strong winds or combat may require the user to make Fly checks. The user suffers a -4 penalty to Fly checks while using a glider.

**Price** 25 gp; **Weight** 20 lb.

**Glider, Two Person:** This glider can hold up to two medium humanoids side to side.

**Table 2-2: Mundane Items**

Item	Cost	Weight
Assassin's spice	50 gp	—
Eggshell bomb	20 gp	—
Flashbang	105 gp	1 lb
Glider, one person	25 gp	20 lb.
Glider, two person	50 gp	30 lb.
Ninja outfit	50 gp	3 lb.
Ninja sub	1,000 gp	100 lb.
Stealth shoes	50 gp	1/2 lb.
Two-sided outfit	250 gp	10 lbs

**Price** 50 gp; **Weight** 30 lb.

**Ninja Outfit:** This all black outfit comes with a cloth mask to cover your face and contains many places to conceal small items, granting a +1 circumstance bonus on Sleight of Hand checks for hiding items in your ninja outfit.

**Price** 50 gp; **Weight** 3 lb.

**Ninja Sub:** This is a single-person submersible that travels through the water using a pedal-driven propeller. The sub can maneuver clumsily through the water as if it had a 60 ft. swim speed. The sub has three windows: one in the front and one on either side of the vessel. It holds enough air for one person to survive for 2d4+2 hours.

Propelling a ninja sub is difficult work and for each hour of peddling beyond 4 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue.

A ninja sub has 100 hit points, hardness 10, and AC 15.

**Price** 1,000 gp; **Weight** 100 lb.



**Stealth Shoes:** These lightweight shoes are made of specially treated leather that dampens sound. It grants a +1 circumstance bonus on Stealth checks made to move silently.

**Price** 50 gp; **Weight** 1/2 lb.

**Two-Sided Outfit:** A two-sided outfit appears like a normal version of one kind of outfit, but when it is flipped inside out it looks like a completely different outfit. The two kinds of outfits are chosen at its creation.

**Price** 250 gp; **Weight** 10 lbs

## Magic Items

### Magic Armor Special Ability Descriptions

**Adaptive Camouflage:** This armor constantly grants its wearer the effects of the spell *pass without trace*, and you can use the Stealth skill to hide even while being observed.

Strong illusion; CL 12th; Craft Magic Arms and Armor, *invisibility* or camouflage class feature; Price +5 bonus

### Magic Weapon Special Ability Descriptions

**Poisonous:** Three times per day, as a swift action that doesn't provoke attacks of opportunity, this weapon can magically coat itself with one type of contact or injury poison (this poison is determined at the weapon's creation and can't be changed. The poison must have a cost of less than 2,000 gp). This poison persists on the weapon for 1d4 minutes or for 5 successful attacks, whichever comes first; it can't be collected or stored. The poison's save DC is improved by the weapon's enhancement bonus.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, craft (alchemy) 5 ranks, poison; Price +3 bonus

### Wondrous Items

#### SELF-PROPELLED GLIDER

**Aura** faint evocation; CL 5th

**Slot** none; **Price** 4,000 gp; **Weight** 25 lbs.

DESCRIPTION

This propeller-driven glider holds up to one medium humanoid and has a fly speed of 60 feet with poor maneuverability. The glider cannot maintain flight for more than 4 hours in a given day, at which point it functions as a mundane hang glider until the next day.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Items, *gust of wind*; **Cost** 2,000 gp

## Poisons

#### BALOR'S BLOOD

**Type** poison, injury; **Save** Fortitude DC 16

**Frequency** 1/round for 6 rounds

**Effect** 1d12 fire damage and enraged\* for 1d4 rounds; **Cure** 1 save

This poison causes your enemy's blood to boil, stirring them into a blinding rage.

**Price** 500 gp

\*While enraged you are confused and affected as per the rage spell.

#### BASILISK TEARS

**Type** poison, contact; **Save** Fortitude DC 22

**Onset** 1 minute; **Frequency** 1/minute for 6 minutes

**Effect** 1d6 Dex damage and paralyzed for 1 minute, creatures reduced to 0 Dexterity are turned to stone permanently (as *flesh to stone*); **Cure** 1 save

This salty liquid, while not actually derived from the tears of a basilisk, can slowly petrify living tissue.

**Price:** 6,800 gp

#### BLINDING POWDER

**Type** poison, inhaled; **Save** Fortitude DC 16

**Frequency** 1/minute for 3 minutes

**Initial Effect** blindness for 1 minute;

**Secondary Effect** blindness for 2d4 hours;

**Final Effect** permanent blindness; **Cure** 1 save

This black powder has an acrid smell and can cause blindness if it gets in a creature's eyes.

Holding your breath has no effect on blinding powder, and creatures that normally do not need to breathe are still affected.



**Table 2-3: Poisons**

Name	Type	DC	Onset	Frequency	Effect	Cure	Cost
Balor's blood	injury	16	—	1/rd. for 6 rds.	1d12 fire damage and enraged	1 save	500 gp
Basilisk tears	contact	22	1 min.	1/min. for 6 min.	1d6 Dex, see text	1 save	6,800 gp
Blinding powder	inhaled	16	—	1/min. for 3 min.	Blinded 1 min./2d4 hours/permanent	1 save	200 gp
Dead nerve	injury	14	—	1/rd. for 6 rds.	Flat-footed 1 rd.	1 save	100 gp
Mind sludge	ingested	19	1 day	1/day	1 Wis drain, see text	2 saves	6,000 gp
Silent killer	inhaled	18	—	1/rd. for 6 rds.	Silence 1 min./1d6 Dex, see text	2 saves	5,000 gp

**Price** 200 gp

### DEAD NERVE

**Type** poison, injury; **Save** Fortitude DC 14

**Frequency** 1/round for 6 rounds

**Effect** flat-footed for 1 round; **Cure** 1 save

This poison dulls the senses and slows down reaction time.

**Price:** 100 gp

### MIND SLUDGE

**Type** poison, ingested; **Save** Fortitude DC 19

**Onset** 1 day; **Frequency** 1/day

**Effect** 1 Wis drain and for each point of Wisdom drain the creature loses 1d3 days' worth of memories, starting with his or her most recent memories; **Cure** 2 consecutive saves

This thick black liquid leaves a bitter aftertaste in whatever it is mixed into.

**Price** 6,000 gp

### SILENT KILLER

**Type** poison, inhaled; **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** silenced and cannot speak for 1 minute as if under the effects of the *silence* spell; **Secondary Effect** 1d6 Dex damage, creatures reduced to 0 Dexterity begin to suffocate; **Cure** 2 saves

This colorless powder has a sickly sweet smell and causes a creature's throat to swell shut.

**Price** 5,000 gp





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