

# Porphyra



Nobles of Porphyra  
Carl Cramér



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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## Nobles of Porphyra

This is a book of prestige archetypes, prestige classes built into full 20-level archetypes similar to a normal core class. It takes the concept behind a prestige class and makes it more accessible. Prestige archetypes have the special abilities of the prestige class spread out over the full range of 20 levels, and gain their special prestige identity from level one; there is no need to plan ahead to meet prestige prerequisites and wait for several levels before getting to the meat of the prestige class.

All the archetypes in this book are based on the same prestige class, the noble scion, an adventurer born with a silver spoon. At the top of the hierarchy of her homeland, she nevertheless decided to put it all to risk as an adventurer—but she's not giving up her social advantages or creature comforts. All these archetypes share similar abilities, adjusted to a variety of classes to make them nobility.

A noble scion is the child of a leading family, with wealth, influence, fame, and connections. She is generally not the leader of her house, but may become the leader as the campaign requires. She commands material resources far beyond those of a regular adventurer, especially at low levels. But just as important is her connections and influence; a noble scion can expect people to listen when she speaks and to get a polite invitation where a normal adventurer would have to work to be admitted. The adventures a noble scion thrives on are those about the fate of nations; wars, courtly intrigue, pretenders to the throne, and plots to sunder nations. But not all noble scions spend their time on such lofty pursuits, even a nobles need someone to take care of the dirty laundry, most important families have more than one skeleton in the closet. Still other noble scions like to go slumming with regular adventurers, exploring dungeons and scouring the wilderness as the first among equals in an adventuring party.

The terms “house”, “family”, and “noble” are used loosely here to describe aristocrats with a common allegiance and bond of loyalties. Most often this is based on bonds of blood, but sometimes aristocrats are recruited by other means, such as by adoption, physical traits, exams, ritual fighting, divine selection, innate magical power, reincarnation, or even pure lottery. A republic without formal nobility and a meritocracy ruled by a faceless bureaucracy can both have noble scions, though they naturally would carry other titles. Whatever the cause, these “noble scions” have resources and prestige and think of themselves as better than the run-of-the-mill adventurer or commoner.

A noble scion is almost always of the dominant race and creed of her homeland. A dwarf noble comes from dwarf lands, the nobles of a deist kingdom all worship gods, and so on. Sometimes a racial minority can organize and form their own noble house in a society dominated by a different majority, even to the point of becoming the rulers of another people. This is often the case in conquered countries, where the descendants of the conquerors can rule a population very different from themselves. A half-breed or hybrid such as a half-elf or teifling may be born to a noble house, but only in extremis would such a questionable offshoot get the prestige of a noble scion.

## Why Nobles?

In its simplest form, the system of nobility is a development of banditry. The most basic aspect of power is the ability to take what you want. But wise bandits realize that if you leave the peasant something to live on, you can come back next year to rob them again, and thus begins taxation. The warriors now have a reason to protect their serfs from other bandits, a system of mutual but very unequal benefit develops. This is the base of feudalism, the bandits become noble protectors. The system is self-perpetuating because everyone loses if it collapses into banditry.

Many people see the nobility as wasteful and self-indulgent parasites. But in antiquity, having a hereditary elite made very much sense. When starvation is a harsh reality, people pick the safe options. A poor society simply can't afford each person an individual choice, and rather than having each person striving for the best possible position in society, it is more stable to inherit your parents' position. This applies to all social classes, from the lowest to the highest. Only in the most strict caste societies is this order absolute, there is always a few people who break out of the mold and risk all for a chance at advancement, but most stay in the position they were born into.

All this applies even more to the upper classes. Nobility makes the structure of power clear and obvious. People know who their lords are, who to turn to for justice, and who will represent them in the courts of higher powers, among kings and emperors. This responsibility is personal; when things go bad, everyone knows who to blame. More than one lord has been killed as a result of failure. Such an incompetent or unlucky lord can be sacrificed as a scapegoat and replaced, but society itself is still stable, there is upheaval but no revolution.

At the same time, hereditary nobility, and even more so hereditary kings, makes the transition of power easier. In a society where anyone can reach these lofty position, the transition of power from one generation to the next always involves intrigue and often civil war; mighty empires have fallen because there were multiple claims to the throne.

Now, many countries in Porphyra are moving past the stage where nobility is productive. These societies are rich and advanced enough that individual striving and choice is possible. As society advances, the nobility naturally tries to cling to power. This is where the image of the idle and wasteful noble comes from, people who live on riches inherited rather than earned, who try to prevent social change and artificially maintain their power when more efficient leadership would be possible. Yet even then, a heroic nobleman will work to use their privilege for the good of all and act as an exemplar for their culture.

## Nobles as Player Characters

The noble scion archetypes are meant for players who wish to play rich and endowed from birth, characters with status and monetary advantages, balanced by weaknesses in other areas. They are not primarily for non-player characters, who can have prestige, money, servants, and influence at the game master's whim. It is generally more convenient to simply assign wealth and followers to NPC nobles as the situation requires. Not all members of a house of nobility are noble scions. The prestige class covers the core of such a house, those of undeniable wealth and prestige. There are usually countless misfits, bastards, poor cousins, and distant relatives in each noble house; a player wanting to have a noble name without taking one of these prestige archetypes can always ask for the GMs permission to play such a poor noble with a grandiose name but little to show for it. She might have grown up with the scions of her family, playing as almost-equals as children, but suddenly there is a gulf between them as adults. Such characters play normal classes with normal starting funds. All Pathfinder characters have resources far above those of poor commoners, most are assumed to have worked for this gear or received it upon graduation, while a lesser noble traces it back to the her house.

## Self-Made Noblesse

Not all members of the social elite are born. Some are determined social climbers, out to make their own place in history. Whether business magnates or plotting illuminati, such characters focus their talents on gaining wealth and social position. Disdained by old blood nobility as upstarts and climbers, these people need to earn the respect of their peers, or force it in court or at sword point. These characters can use the noble scion archetypes just like a hereditary noble, only their background differs.

## Nobles In The Campaign

The wealth of the noble scion might at first seem to be a balance problem, but in reality is less so than would be expected. A low-level noble scion can afford an extra wand or masterwork gear, but while this is beyond the means of most low-level characters, the advantage is not insurmountable. As she advances in level, the wealth of her family will become a smaller and smaller part of her total resources, but never grows completely insignificant. She will always have slightly better equipment and more money to spend on frills and comforts than her compatriots, the benefit is comparable to crafting magic items. While other socialites will think of the noble as the natural leader of any group of adventurers she joins, the rest of the party might treat her as anything from revered matriarch to party pet to a stooge to leech money off.

The noble scion comes to best advantage in a campaign involving nobles in conflict, such as a throne war. In such a game, several characters can be nobles. If the campaign is to be heroic, it is recommended that all players come from the same or at least very closely allied families, but games where the players are from rival factions are certainly possible. This can be very fun and exiting, but might create rivalries that make some players uncomfortable. Everyone should be aware of the risk of conflict among the player characters from the very beginning, long before things turn ugly.

Nobles present a challenge to game masters, but also new tools. A noble scion is well connected, and it makes sense for the character to be a go-between between the party and their employer. This works best in a campaign where the players have a steady patron, who can be a



higher-up in the noble scion's house. But this can work even in a campaign where the players work for a new patron each adventure; the party of adventurers becomes famous as "Harold's Heroes" or "Delilah's Delvers" and the noble serves as the party face whose honor guarantees the integrity of the team. Just be careful that the other players don't feel shut out of the social scene. And be just as careful to preserve the benefits of the noble scion; the extra resources the class gets are meant to be personal, balanced by weakness in other areas. Don't force the noble scion to use up these resources to pay off her adventuring companions.

### Noble Wealth

At lower levels, this is simply money paid out as a stipend by elders and higher-ups in the noble's family, but at higher levels this is income from her own lands and holdings. So, why can't the noble simply liquidize these holdings and get a huge sum of money right away? The answer is that cultures and families of nobility generally have different views of ownership. Land belongs to the family or clan, not to an individual. The noble has the right to rents and incomes, but the land itself is only held in custody for future generations. The noble gets to enjoy the ownership, and can hunt in the forests, live in the palaces, be bowed to by the peasants, sit in judgment over the city, and generally lord over an area of much greater riches than their immediate wealth shows. This also includes followers who are nominally under the nobles rule, but busy running the estate; guards, farmers, hunters, burghers, scullions, all under their lord but too busy to actually take direct orders. All these people will bow and scrape for their lord, but making demands on them beyond their customary duties is quite unthinkable. Noble holdings often include a levy, a small army in its own right, but again this can only be used in the direct interests of the land or to fulfill feudal obligations. For private use, the noble has to settle for the benefits outlined by her class features. Everyone in a hierarchical society is very aware of their duties and rights, any exploitation beyond what is customary is likely to be met by reluctance, intrigue, plots, and potentially murder or rebellion.

## Noble Scion Archetypes

Below follows noble archetypes of several classes, the bloodline scion (sorcerer), chevalier (cavalier), eldritch noble (wizard), enlightened noble (investigator), hierarchy cleric (cleric), monster scion (summoner), noble virtuoso (bard), renaissance man (magus), and scheming noble (rogue). All of these archetypes share common abilities, that are described at the beginning of the archetypes section. Each also gets class abilities of their parent class, that are described separately for each archetype. The combination of noble scion perks and abilities from the class it is based on combine to make each noble scion archetype.

### Noble Scion Class Features

The following class features are common to all noble scions. When an archetype refers to what is described in the introduction, this is where to look.

**Affluent (Ex):** At each level, a noble scion gains gold pieces equal to 750 multiplied by her character level as stipend. (She gains 750 gp. at 1st level, an additional 1,500 gp. at 2nd level, and so on.) This is the noble's private spending money, a result of the increase in standing her level advancement brings.

A multiclass character only gets this stipend when increasing in level as a noble scion, not when increasing her level in any other class. The amount received is based on her character level, not class level. So a wizard 3 who takes a level of scheming noble gains 3,000 gp (750 times her new character level of four).

**Noble Paragon (Ex):** In order to impress commoners and peers alike, the noble scion is brought up to be a paragon of her culture. At 1st level, the noble scion selects a culture she has been brought up in and gains a number of class skills. If a particular skill already a class skill, the scion instead gains a +1 trait bonus on that skill. See the boxed text for the skills of nobles from different lands in Porphyra.

### Regional Nobility of Porphyra

Nobles from different regions have different virtues, as explained in the noble paragon class feature. This is a short summation of nobility in different regions of Porphyra.

**Barony of Tuthon:** Considered madmen by many, Tuthon nobility wields power without

responsibility. Most of the nobility are humans who gain Bluff, Disguise, and Knowledge (Planes) as class skills. Scheming nobles and headline scions are numerous here.

**Birdmen Mountains:** The birdmen nobility are strix, a proud and haughty strain. They gain Fly, Knowledge (History), and Perception as class skills.

**Illuriel:** A land of elves, Illuriel nobility rule based on tradition and respect more than political control. They gain Knowledge (History), Knowledge (Nature), and Perform as class skills.

**Clockwork Lands:** Industrial magnates more than warriors, the exec class gains Appraise, Disable Device, and Knowledge (Engineering) as class skills. The clockwork lands are racially tolerant. Dwarfs, gnomes, and humans make up most of its nobility, but any race is possible.

**Creeper's Rift:** The nobility of the Rift are mercenary captains and the heads of corporations, who provide the miners with goods or security. They gain Appraise, Climb, and Knowledge (Dungeoneering) as class skills. The nobility of more traditional countries think they so-called nobility of the rift is nothing but upstarts, but are unlikely to say so to their face.

**Empire of the Dead:** Not everyone in the empire of the dead is undead, and living relatives of undead lords often hold titles of nobility. Many a city-state is held by a noble family, which can be of any of the races common to the land. Such nobility gain Knowledge (History), Knowledge (Religion), and Spellcraft as class skills.

**Erkusaa:** The most ancient nation on Porphyra, that was old when the NewGods War began, Erkusaa has always been cruel and capricious. Today, all pure-blooded Erkunae consider themselves nobles, but most are poor nobles more akin to knights than noble scions and use normal character classes and starting funds. Erkusaa's true nobility is more willful than those of any other country, places like Tuton being mere reflections. They gain Knowledge (Arcana), Knowledge (Planes), and Use Magic Device as class skills.

**Great Green:** The Heartwood is vast, and houses many peoples, but it is dominated by the elves. Clans of other races have their own noble houses, but all adhere to the ideals of living with the forest, not of the forest. The paragon virtues

of the land is expressed in the Acrobatics, Climb, and Knowledge (Nature) skills.

**Hesteria:** The land of dreams is torn between the racially diverse natives and the mostly human descendents of the Nerian Pilgrimage. The most important of the natives are catfolk and the pilgrims are mainly human. Cultural identity centers on the Wall of Dreams and the Bluff, Knowledge (Planes), and Linguistics skills. Linguistics is used to try and decipher the endless riddles the wall of sleep presents, as dreams, creatures, and artifacts. Nobles of Hesteria tend to learn very alien and obscure languages. Many noble houses are led by eldritch nobles or hierarch clerics.

**Hinterlands of Kesh:** Dominated by hobgoblin clans, who make up the only true nobility, the savage frontier demands savage skills; Intimidate, Handle Animal, Survival.

**Iffud:** A strict meritocracy where a noble can be rightfully challenged at any time, Iffud nobility are trained and educated to hold their own in any challenge. First-generation successful challengers are not considered noble scions, as they earned their wealth and honors. That honor goes to the old blood, the descendents of earlier generations of challengers. Still, this is a land of upstarts, and noble houses have to be flexible and quick to adopt new members as commoners rise in rank, making each house very diverse. It is not unknown for different members of the same "family" to be of completely different species. The virtues of the nation are expressed through the Intimidate, Knowledge (Local), and Sense Motive skills.

**Jengu-Na:** This saurian empire looks mainly to its own defenses. Paragons of the people learn the Knowledge (Engineering), Knowledge (History), and Swim skills.

**Jheriak Continuance:** Though the land where might makes right would seem not to support nobility, the clans of Jheriak survive as much by intrigue as by the sword. An armed society is a polite society. Knowing when to challenge and when to step down has led to a complex combination of secret training and false courtesy. Brave young challengers usually attracts the intrigues of noble supporters who wish to cling to their fame. These supporters are the true nobility of the Continuance, ruling from behind the scenes. The

virtues of this social class are Bluff, Knowledge (Local), and Sense Motive.

**Kingdom of Iskandar:** Descended from military heroes, the nobility of Iskandar strive to set an example for their people. In return, they gain almost unquestioning devotion, which has its own temptations. The skills of the Skandari nobility are Diplomacy, Knowledge (Geography), and Knowledge (History). Chevaliers and enlightened nobles are the norm.

**Middle Kingdoms:** According themselves the honor of being the home of nobility and chivalry in Porphyra, the middle kingdoms have very many and strong, some say oppressive, nobles. Lately, their privileges have been questioned and their virtues corrupted from within. Still, many noble hearts in the middle kingdom beat steadfast and true, and stand ready to confront the corruption both within and without. The noble skills of the middle kingdoms are Intimidate, Knowledge (Religion), and Ride. Chevaliers and hierarch clerics are the most common, but the large noble class of this huge land are capable of producing any kind of lord.

**New Wathis:** A land tipping between gods and elementals, New Wathis is ripe with cults and secret societies the nobility must balance against each other. The skills of the region are Bluff, Ride, and Survival.

**Parl Pardesh:** A warlike hobgoblin nation, these slave-lords have more nobles than their level of sophistication would normally allow. Their paragon skills are Handle Animal, Intimidate, and Ride. Chevalier is the class to be.

**Nor-Du-Mag and Dulguald:** This magic-less wasteland is home to one of the strongest and most stable dwarven settlements on Porphyra, the city of Dulguald. Strictly lawful, the clans that make up the Gold Council profess the virtue of Appraise, Knowledge (Local), and Profession (Miner). Naturally, nobles with magical abilities are very rare here.

**Purple Mountain:** Purple Mountain is a classic mix of fantasy races, dominated by elves but with orc, human, and dwarf clans with their own nobility, as well as smaller clans of other races. The independent-minded clans here hold Diplomacy, Knowledge (Local), and Knowledge (Dungeoneering) as skills for the elite.

**Pygmy Lands:** A postapocalyptic jungle with

goblin, kobold, and gripli clan rivalries, the Pygmy Lands are barely civilized enough to support nobility, but plundered riches creates concentrations of wealth uncommon to such a barbaric land. The nobles here are prodigies of Disable Device, Survival, and Use Magic Device.

**Pyynian Coast:** A land of debauchery and ruins buried in the jungle, the nobles of the land are mainly dhampir and half-rakshasa lording over humans too indulgent to rule themselves. This nobility could be called debased, except that the populace they try to rule is just as self-indulgent, preferring to loot the ruins of their own cities to building anew. This race to the bottom is characterized by the Appraise, Craft (Alchemy), and Perform skills.

**Seven Principalities:** Isles of civilization in a savage sea, the principalities have a long history of rivalry and diplomacy. The virtues of rule here are exemplified by the Diplomacy, Knowledge (Geography), and Profession (Sailor) skills.

**Trade Consortium of Blix:** A nation of trade whose elite consists of mercantile halflings, with numistian allies, Blix has moved beyond war and competition into a era of growing prosperity. What passes for nobility here are the old-money families of the guilds, unions, and syndicates. They have no titles, but make up for it with sheer wealth. The skills that mark greatness in the Consortium are Appraise, Diplomacy, and Sense Motive.

**Wastes of Simoon:** A pale echo of what it was, Simoon is the only land where the elemental lords are still openly honored. Its inhuman anpur and elemental-kin nobility (see *Heroes of the Siwathi Desert*, also from *Purple Duck Games*) is trapped between the need to adapt and adherence to ancient rituals of a bygone era, manifested in the skills Knowledge (History), Knowledge (Nature), and Knowledge (Planes).

**Prestigious Influence (Ex):** At 2nd level, a noble scion can use her influence to receive special treatment, favors, and other services. She effectively has a pool of virtual gold pieces equal 25 gp per class level to spend on services and non-material goods. This represents the wealth of her house, but also connections; naturally the theatre will offer their best tickets for free to honor their great sponsor and beneficiary who just happens to be the noble characters uncle. This pool replenishes at the

beginning of every week. Unspent resources are lost and do not accumulate.

**Services and nonmaterial goods available to a noble scion include:**

- Pay for lodgings, stabling, taxes, and tolls.
- Pay off bandits or pay ransom.
- Pay for social gifts and bribes.
- Improve her lifestyle quality.
- Hire entertainers, messengers, mounts, servants, transport, workers, and so on.
- Obtain invitations to exclusive events, or entry into privileged locations.
- Gather information, spread rumors, or start a whispering campaign.
- Purchase spellcasting services.
- Employ an expert hireling to make a skill check with a check bonus of +10 plus half her class level at a cost of 50 gp.

The noble can spend some of these funds on her companions, but spending more than half your allowance on your friends could be seen as overly egalitarian. A noble scion cannot permanently gain goods or wealth from this ability. Boons attainable from this ability are generally only available in settlements of 500 people or more. The exact benefits available in a location are subject to GM discretion.

When in the home territory of her noble house, the scion has access to luxurious lodging at the manors or town houses of her family, and can use such facilities to throw parties, lodge her companions in comfort, or otherwise use the properties of her family to advantage. When traveling, she can expect at least modest accommodation with other nobles, and a noble visitor is often the occasion of parties and other entertainment. The backside is of course that the scion is expected to attend all these social functions, which can hinder her other activities.

**Fame And Fortune (Ex):** At third level a noble scion gains a bonus equal to 1/3 her class level on Diplomacy, Intimidate, Knowledge (local), and Knowledge (nobility) checks. This ability also reduces the DCs of Diplomacy, Knowledge (local), and Knowledge (nobility) checks others make to gather information about the noble scion by the same amount.

**Servitor (Ex):** At 4th level, a noble scion gains a faithful NPC servitor of the same level as a cohort granted by the Leadership feat (minimum 1st level). This servitor is of the expert NPC class and comes equipped with gear appropriate for a non-heroic NPC of the servitor's level. The servitor does not fight for the noble scion as would a cohort or follower, but instead can set up camp, act as a valet or maid, and otherwise provide food and comforts. The servitor can also run various errands while the noble scion is adventuring, such as delivering messages or maintaining the scion's interests.

**Leadership (Ex):** At 7th level, the noble scion gains Leadership as a bonus feat. The cohort and followers come with equipment appropriate for their level. Pay and upkeep is provided by the noble scion's house. Followers serve their noble leader, but their ultimate loyalty is to the land and holdings; they may report unusual activities to others in the house and refuse orders that they perceive to be dangerous to the clan as a whole.

**Greater Leadership (Ex):** At 13th level, a noble scion can have a cohort up to one level lower than herself and the level of all her followers increases by one. At 19th level, she can recruit a cohort of the same level she is and the level of her followers increases by two. This also improves the noble scion's servitor.

**Peerless Patrician (Ex):** At 20th level a noble scion can roll twice on any Bluff, Diplomacy, Intimidate, Knowledge (nobility), or Sense Motive check and take the better roll. Once per day, instead of rolling one of these skill checks, she can assume the roll resulted in a natural 20.



## Bloodline Scion

Bloodline scions have a supernatural heritage that is part of the legend of their house. If they carry heraldry, it often incorporates the theme of the bloodline, and bloodline scions have the ability to magically manifest the power of their bloodline. The bloodline scion is rare even in a house with a magical bloodline; most scions of the house will not be natural magicians. Their powers are similar to sorcerers, but the magical might of the bloodline scion is less than that of a true sorcerer. It is said that the bloodline scion develops her rank and station instead of fully expressing the inhuman power in her blood. In some societies, those who show certain bloodline magic are automatically elevated to nobility, an honor which paradoxically limits their magical power and puts them under the eye of their peers.

**Prestige Class:** Noble scion.

**Table 1.1- Bloodline Scion**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1st	+0	+0	+0	+2	Affluent, bloodline power, cantrips, eschew materials, noble paragon	3	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bloodline spell (1st), prestigious influence	4	2	—	—	—	—	—
3rd	+1	+1	+1	+3	Bloodline power, fame and fortune	4	3	—	—	—	—	—
4th	+2	+1	+1	+4	Servitor	4	3	1	—	—	—	—
5th	+2	+1	+1	+4	Bloodline spell (2nd)	4	4	2	—	—	—	—
6th	+3	+2	+2	+5	Bloodline feat	5	4	3	—	—	—	—
7th	+3	+2	+2	+5	Leadership	5	4	3	1	—	—	—
8th	+4	+2	+2	+6	Bloodline spell (3rd)	5	4	4	2	—	—	—
9th	+4	+3	+3	+6	Bloodline power	5	5	4	3	—	—	—
10th	+5	+3	+3	+7		5	5	4	3	1	—	—
11th	+5	+3	+3	+7	Bloodline spell (4th)	5	5	4	4	2	—	—
12th	+6/+1	+4	+4	+8	Bloodline feat	5	5	5	4	3	—	—
13th	+6/+1	+4	+4	+8	Greater leadership (+1 level)	5	5	5	4	3	1	—
14th	+7/+2	+4	+4	+9	Bloodline spell (5th)	5	5	5	4	4	2	—
15th	+7/+2	+5	+5	+9	Bloodline power	5	5	5	5	4	3	—
16th	+8/+3	+5	+5	+10		5	5	5	5	4	3	1
17th	+8/+3	+5	+5	+10	Bloodline spell (6th)	5	5	5	5	4	4	2
18th	+9/+4	+6	+6	+11	Bloodline feat	5	5	5	5	5	4	3
19th	+9/+4	+6	+6	+11	Greater leadership (+2 levels)	5	5	5	5	5	5	4
20th	+10/+5	+6	+6	+12	Peerless patrician	5	5	5	5	5	5	5

**Build Class:** Sorcerer.

**Role:** A bloodline scion is usually the face of her party, and draws on both skills and magic during adventures. Lacking the raw power of a sorcerer, she leans on her wits as much as on her might.

**Alignment:** Any. A bloodline scion is often open about her preferences, daring anyone to protest and face her wrath.

**Hit Die:** d6.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

### Class Skills

The bloodline scion's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int),

Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).  
**Skill Ranks at Each Level:** 4 + Int modifier.

**Class Features**

These are all the class features of the bloodline scion.

**Weapon and Armor Proficiency:** Bloodline scions are proficient with the dagger, club, crossbow (hand, light, and heavy), and with the rapier, scimitar, and short sword. They are not proficient with any type of armor or shield. Armor interferes with a bloodline scion’s gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor).

**Spells:** A bloodline scion casts spells like a sorcerer, but can cast fewer spells per day (as shown in Table: Bloodline Scion) and has a different progression of known spells (as shown in *Table 1.2 - Bloodline Scion Spells Known*). A bloodline scion never learns to cast sorcerer spells of 7th level or higher; these spells are not on her spell list.

Upon reaching 5th level, and at every third bloodline scion level thereafter (8th, 11th, and so on), a bloodline scion can choose to learn a new spell in place of one she already knows. In effect, the bloodline scion “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and can be of any level she can cast. A bloodline scion may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

**Affluent (Ex):** As described in the introduction (see page 4).

**Bloodline:** This is the same as the sorcerer’s bloodline ability, except that the bloodline scion gains bloodline spells at a different rate, to match their slower spellcasting advancement. This progression is shown in Table: Bloodline Scion Bloodline Spells. Her progression of bloodline feats differ slightly from the sorcerer, she gains them at level 6, 12, and 18 (see bloodline feats, below). Like a sorcerer, she receives bloodline arcana at level 1 and bloodline powers at level 1, 3, 9, and 15. She can choose to give up her level 20 bloodline power (see peerless patrician, below).

**Table 1.2 - Bloodline Scion Spells Known**

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

**Table 1.3: Bloodline Scion Bloodline Spells**

Level of Spell	Level for Sorcerers	Level for Bloodline Scion
1	3	2
2	5	5
3	7	8
4	9	11
5	11	14
6	13	17
7+	15+	Never

**Cantrips:** Bloodline scions learn a number of cantrips, or 0-level spells, as noted on *Table 1.2 - Bloodline Scion Spells Known* under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Eschew Materials:** A bloodline scion gains Eschew Materials as a bonus feat at 1st level.

**Noble Paragon (Ex):** At 1st level, the bloodline scion gains the noble paragon ability, as described in the intro-

duction (see page 4)

**Prestigious Influence (Ex):** At 2nd level, a bloodline scion gains prestigious influence, as described in the introduction (see page 7).

**Bloodline Feats:** Gained at level 6, this is the same as the sorcerer bloodline ability of the same name, except the bloodline scion gains her bonus feat at level 6, 12, and 18.

**Fame And Fortune (Ex):** At 3rd level, a bloodline scion gains the fame and fortune ability, as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, a bloodline scion gains a faithful NPC servitor as described in the introduction (see page 7).

**Leadership (Ex):** At 7th level, the bloodline scion gains Leadership as a bonus feat, as described in the introduction (see page 7).

**Greater Leadership (Ex)** At 13th level and again at 19th level, a bloodline scion gains the greater leadership ability, as described in the introduction (see page 7).

**Peerless Patrician (Ex):** At 20th level, a bloodline scion gains the peerless patrician ability, as described in the introduction. This replaces the level 20 power from her bloodline. At the bloodline scion's option, she may choose to gain her level 20 bloodline power instead of peerless patrician (see page 7).

## Shetani

*There is beauty and power in all things, from a trove of ancient jewels to the scarlet glitter of spilled blood.*

### Shetani (CR 10; XP 9,600)

Female enigma sorcerer (bloodline scion/wildblooded<sup>UM</sup>) 11

N Medium humanoid (enigma)

**Init** +7; **Senses** Perception +12

#### Defense

**AC** 15, touch 15, flat-footed 11

(+1 deflection, +3 Dex, +1 dodge); +4 dodge vs humans

**hp** 74 (11d6+33; 89 if *false life* cast)

**Fort** +9, **Ref** +8, **Will** +13; +2 vs disease and mind-

affecting effects, +1 vs language-dependent spells and magical writing

**Resist** acid 10, cold 10

#### Offense

**Speed** 30 ft.; desert stride

**Melee** falchion +5 (2d4/18-20)

**Ranged** composite longbow +8 (1d8/x3)

**Special Attacks** channel positive energy (1/day, 4d6, W-DC 17)

**Sorcerer Spells Known** (CL 11th; concentration +15)

4th (3/day)—*acid pit*<sup>APG</sup> (R-DC 20), *black tentacles*, *confusion* (W-DC 18), *remove curse*

3rd (5/day)—*displacement*, *haste*, *heroism*, *magic circle against evil*, *stinking cloud* (F-DC 19)

2nd (5/day)—*false life*, *glitterdust* (W-DC 18), *owl's wisdom*, *resist energy*, *see invisibility*

1st (6/day)—*bless*, *enlarge person*, *grease* (R-DC 17), *mage armour*, *magic weapon*, *mount*, *shield*

0th (at-will)—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

**Bloodline Spell-Like Ability** (CL 11th; concentration +15)

7/day—heavenly fire

**Racial Spell-Like Abilities** (CL 11th; concentration +12)

1/day—*arcane mark*, *comprehend languages*, *endure elements* (self only), *message*, *read magic*

#### Statistics

**Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

**Base Atk** +5; **CMB** +5; **CMD** 18

**Feats** Combat Casting, Dodge, Eschew Materials, Improved Initiative, Great Fortitude, Greater Spell Focus (conjuration), Leadership, Spell Focus (conjuration), Toughness

**Skills** Diplomacy +13, Heal +9, Intimidate +7, Knowledge (history, nature, planes) +7, Knowledge (local, nobility) +6, Knowledge (religion) +3, Perception +12, Sense Motive +12, Spellcraft +8

**Languages** Common, Sphinx

**SQ** affluent, bloodline (celestial, empyreal), bloodline arcana (use Wis instead of Cha for class abilities), fame and fortune +3, magical linguist, noble paragon (Wastes of Simoon), prestigious influence (275 gp), sacred cistern, servitor, stalker, weapon familiarity (enigma)

**Combat Gear** *potion of cure moderate wounds* (2), *wand of summon swarm* (21 charges); **Gear** falchion, composite longbow with 20 arrows, *belt of mighty constitution* +2, *cloak of protection* +2, *headband of vast intelligence* +2, *ring of protection* +1, fine shovel (focus for *acid pit*), pouch with 73 gp worth of mixed coins

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## Demographics

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**Faith** Wind of Jewels

**Homeland** Wastes of Simoon

Shetani's life began in a manner most unbecoming to her current station in life. Sold into slavery along with her sister Shaluura at a very young age, her first memories are of arriving in the Wastes of Simoon in a brazen cage. Her childhood was spent in chains, kept as a curiosity by a cabal of elemental sorcerers interested in her exotic heritage and the magical potential in her blood.

Unfortunately for the cabal, that potential sparked into true power after they sacrificed Shetani's sister during a high ritual to the Wind of Jewels. With her sister's death, the magic inside Shetani roared as loud and as fierce as her sphinx forebears. Holy fire rose up from the depths of her soul, sparked into life by the passage of Shaluura's soul. All her rage and humiliation erupted forth, vaporizing her bonds, her cage, and most of her captor's inner sanctum.

When she awoke, Shetani was staring across the ruins of a ritual chamber into the eyes of a half-dead, terrified sorcerer. Rising up, she approached the man who had made her life a living torment for so long. She knelt beside him as he gasped for air, listening as he rasped, "How did you...? You two, your power... it was meant to be ours!"

"Foolish master," she purred, saying the word 'master' in a tone that left no doubt that she would ever let anyone cage her again. "we were never yours to claim."

With that, she reached down with emerging claws and tore out his throat. Now she was free, truly free, and nothing would ever change that. She was alone, though she carried the memory of her sister with her, and destitute, but she was free.

Fortunately for Shetani, she was not without gifts of her own. Her magic provided a powerful edge, as did the now-awakened blessings of her ancient heritage. Watching her sibling die and committing her first murder left her with a distaste for being too close to violence, but she discovered a real talent for supporting others and controlling the flow of confrontations. This, combined with a constant drive to better her lot in life, drove Shetani into mercenary work for the major powers ruling in Korech.

While she received her early work mostly from employers curious about her magically noble bloodline, she quickly earned a reputation for serving with distinction and style. Her wisdom and good judgement turned her first few missions in exemplary victories and she

was soon trusted with more important tasks. Eventually she earned a cohort of her own and a signed charter from the Four Who Remember to operate anywhere in Simoon – a rare and precious permission indeed.

Shetani now holds three true ambitions. Her sphinx nature drives her to be the very best at what she does. This means mastering the awakened magic in her blood, even when doing so means taking jobs and performing tasks normally beneath her and her cohorts. Lessons only come through experience, no matter how ill-fortuned they might be.

Her second drive is to dominate her chosen profession. She trains constantly with her weapons, from her bow to her battlefield spells, and she studies diligently to be an effective leader. Shetani's innate gift for leadership shines when she is placed under pressure, strengthening her reputation with every mission.

Lastly, Shetani's ultimate goal is to be reunited with her sister Shaluura. To that end, she has taken up worship of the Wind of Jewels, the very power to which that Shaluura was sacrificed. Shetani is convinced that if she serves well and dedicates enough power and glory to the Elemental Lord, her sister will be returned to her some day.

Whether she is right remains to be seen...







## Chevalier

A chevalier is a warrior noble born. Many cavaliers have some noble blood, but the chevalier is from a rich, influential family of high pedigree. Never having had to squire for an order or fight for scraps to survive, the chevalier is used to comforts and luxury. Chevaliers see themselves as bearers of destiny, and do not throw themselves into the fray with the abandon of simple cavaliers.

While cavalier and chevalier is obviously the same root word, chevalier is used in British English to denote foreign nobility and has an emphasis on the noble side of the concept, and that is the usage adopted here. The pronunciation of the initial “ch” is soft, unlike the hard “c” in cavalier.

**Prestige Class:** Noble Scion

**Build Class:** Cavalier.

**Role:** A chevalier is almost always the leader of any group she joins, having name, money, and contacts. In combat she proudly directs others and strikes with the force of a hurricane for the sake of glory and valor.

**Alignment:** Any. A chevalier is always keen to appear brave, just, magnanimous, and self-assured, but for some this is just a facade.

**Hit Die:** d10.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

### Class Skills

The chevalier’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

### Class Features

These are all the class features of the chevalier.

**Weapon and Armor Proficiency:** Chevaliers are proficient with all simple and martial weapons, with all types

**Table 2.1 - Chevalier**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Affluent, noble paragon, challenge 1/day, mount, tactician
2nd	+2	+3	+0	+0	Prestigious influence
3rd	+3	+3	+1	+1	Fame and fortune (+1)
4th	+4	+4	+1	+1	Challenge 2/day, servitor
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Fame and fortune +2
7th	+7/+2	+5	+2	+2	Challenge 3/day, leadership
8th	+8/+3	+6	+2	+2	Expert trainer
9th	+9/+4	+6	+3	+3	Fame and fortune +3
10th	+10/+5	+7	+3	+3	Challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Greater tactician
12th	+12/+7/+2	+8	+4	+4	Demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge 5/day, greater leadership (+1 level)
14th	+14/+9/+4	+9	+4	+4	Greater banner
15th	+15/+10/+5	+9	+5	+5	Fame and fortune +5
16th	+16/+11/+6/+1	+10	+5	+5	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Master tactician
18th	+18/+13/+8/+3	+11	+6	+6	Fame and fortune +6
19th	+19/+14/+9/+4	+11	+6	+6	Challenge 7/day, greater leadership (+2 levels)
20th	+20/+15/+10/+5	+12	+6	+6	Peerless patrician

of armor (heavy, light, and medium) and with shields (except tower shields).

**Affluent (Ex):** See the introduction (see page 4).

**Challenge (Ex):** Once per day, a chevalier can challenge a foe to combat. As a swift action, the chevalier chooses one target within sight to challenge. The chevalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the chevalier's level. The chevalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the chevalier's concentration. The chevalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends.

**Mount (Ex):** A chevalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the chevalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium chevalier can select a camel or a horse. A Small chevalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A chevalier does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A chevalier's mount does not gain the share spells special ability.

A chevalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a chevalier's mount die, the chevalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the chevalier gains a level.

**Noble Paragon (Ex):** See the introduction (see page 4). Chevaliers might well join an order as a social activity, but being independently wealthy he does not rely on the order, can afford to ignore edicts, and does not work hard enough to get the benefits of the cavalier order ability.

**Tactician (Ex):** At 1st level, a chevalier receives a team-

work feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the chevalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the chevalier possesses. Allies do not need to meet the prerequisites of these bonus feats. The chevalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

**Prestigious Influence (Ex):** Gained at level 2, this ability is described in the introduction (see page 4).

**Fame And Fortune (Ex):** Gained at level 3, this ability is described in the introduction (see page 7).

**Banner (Ex):** At 5th level, a chevalier's banner becomes a symbol of inspiration to his allies and companions. As long as the chevalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the chevalier or a retainer to function.

**Servitor (Ex):** Gained at level 4, this ability is described in the introduction (see page 7).

**Leadership (Ex):** Gained at level 7, this ability is described in the introduction (see page 7).

**Expert Trainer (Ex):** At 8th level, a chevalier learns to train mounts with speed and unsurpassed expertise. The chevalier receives a bonus equal to 1/2 his chevalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

**Greater Tactician (Ex):** At 11th level, the chevalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The chevalier can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

**Demanding Challenge (Ex):** At 12th level, whenever a

chevalier declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the chevalier, it takes a –2 penalty to its AC from attacks made by anyone other than the chevalier.

**Greater Leadership (Ex):** Gained at level 13 and improving at level 19, this ability is described in the introduction (see page 7).

**Greater Banner (Ex):** At 14th level, the chevalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the chevalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

**Master Tactician (Ex):** At 17th level, the chevalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The chevalier can grant this feat to his allies using the tactician ability. Whenever the chevalier uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

**Peerless Patrician (Ex):** Gained at level 20, this ability is described in the introduction (see page 7).

### Variant: The Noble Champion

A variant of the chevalier that does not make a connection between nobility and mounted combat, the noble champion foregoes the mount and expert trainer class features and instead receives the fighter's armor training class feature.

### Sephra Tornhart

*"You stand between my waning compassion and my dwindling patience. Flee before one or both run out."*

**Sephra Tornhart (CR 10; XP 9,600)**

Female human cavalier (chevalier) 11  
NG Medium humanoid (human)

**Init** +4; **Senses** Perception +9

### Defense

**AC** 22, touch 11, flat-footed 21  
(+10 armor, +1 dodge, +1 natural)

**hp** 98 (11d10+33)

**Fort** +11, **Ref** +5, **Will** +6

### Offense

**Speed** 30 ft.

**Melee** +1 *greatsword* +16/+11/+6 (2d6+7/19-20), or mwk lance +16/+11/+6 (1d8+6/x3)

**Ranged** mwk composite longbow +12/+7/+2 (1d8+4/x3)

**Special Attacks** banner (+3 vs. fear, +2 attack), challenge 4/day (+11 damage), greater tactician (3/day; 8 rounds; swift action; Outflank or Precise Strike)

### Statistics

**Str** 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 12, **Cha** 14

**Base Atk** +11; **CMB** +15; **CMD** 25

**Feats** Dodge, Furious Focus<sup>APG</sup>, Leadership, Mounted Combat, Outflank<sup>APG</sup>, Power Attack, Precise Strike<sup>APG</sup>, Ride-By Attack, Spirited Charge, Toughness

**Skills** Diplomacy +14, Handle Animal +7 (+12 with mount), Intimidate +20, Knowledge (local, nobility) +11, Knowledge (religion) +9, Perception +9, Profession (soldier) +9, Ride +15, Sense Motive +9; **Racial Modifiers** +5 Profession (soldier)

**Languages** Common

**SQ** affluent, expert trainer, fame and fortune +3, heart of the fields, mount, noble paragon (Middle Kingdoms), prestigious influence (275 gp), servitor

**Gear** +1 *full plate*, +1 *greatsword*, masterwork lance, masterwork composite longbow with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of protection* +2, pouch with 238 gp worth of mixed coins and gems

### Demographics

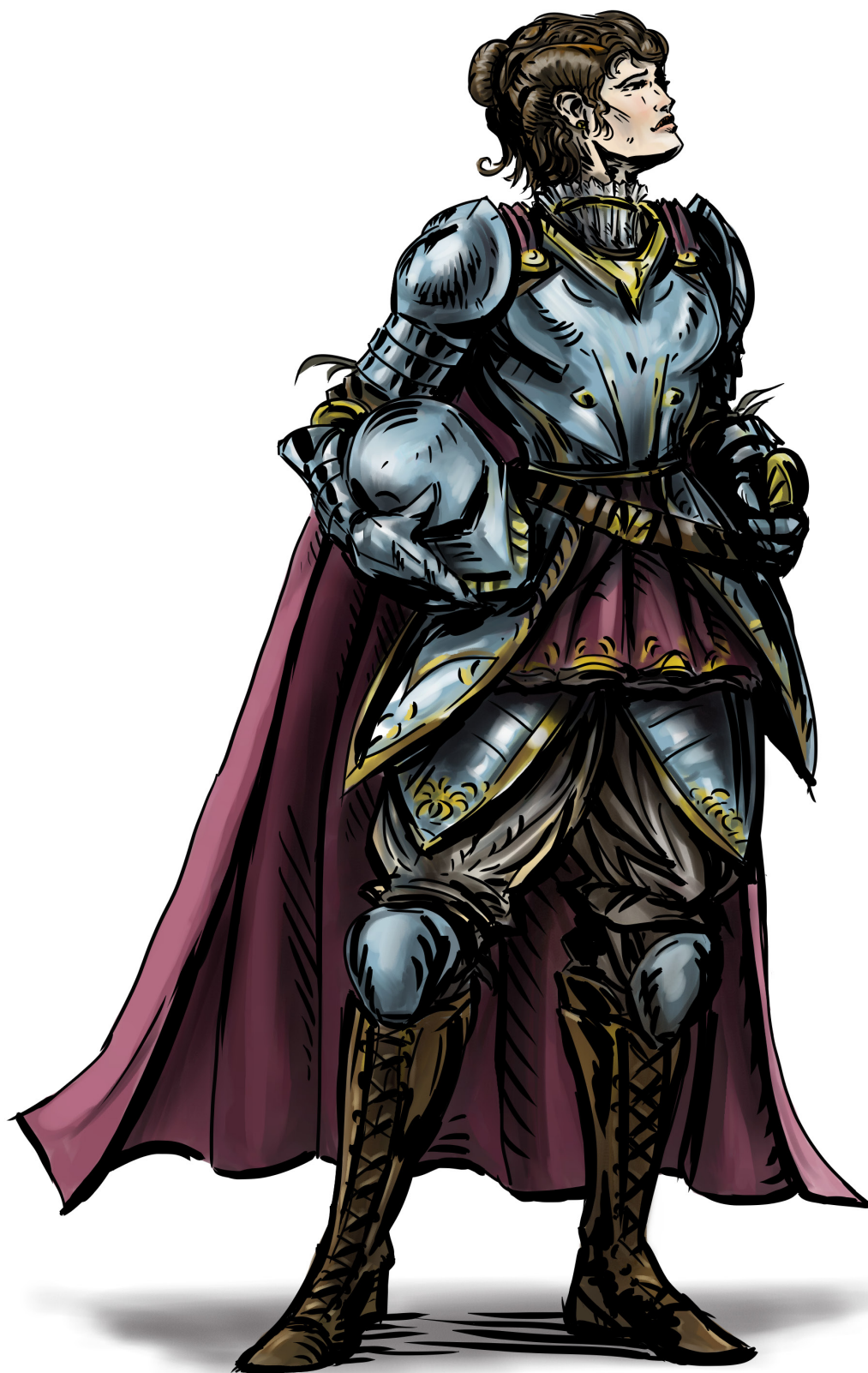
**Faith** Neria

**Homeland** Middle Kingdoms

Sephra Tornhart is the youngest daughter of Anthenon Tornhart, a famous Knight-Lord of the Middle Kingdoms and Duke of Senthe. Duke Anthenon, famous for having no sons and five daughters, is equally famous for having all five of them become chevaliers in his service.

Sephra's dedication to both her family and her service as a chevalier comes from a different place than her four paragon sisters, however. Secretly, she does not feel she is worthy of either her titles or her place among them. Sephra constantly doubts her worth, no matter how many victories she has won or the constant reassurance of those who serve under her.





## Eldritch Noble

The eldritch noble studied arcane lore at her own initiative. She never had to kowtow to any master, learning whatever magic she wanted with the assistance of well-paid mentors or by appeasing spirits using her family's resources. Her mind has thrived on this freedom, rewarding her with awesome arcane powers—if not quite the respect she wants from her magical peers, who tend to see her as a dilettante.

**Prestige Class:** Noble Scion.

**Build Class:** Wizard.

**Role:** An eldritch noble is a mistress of the arcane, but also a lady of wealth and standing.

**Alignment:** Any. An eldritch noble might be a philanthropist godmother or a sinister plotter, but in either case she hides it behind a cultured facade.

**Hit Die:** d6.

**Table 3.1 - Eldritch Noble**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Affluent, noble paragon, cantrips	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Prestigious influence	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Fame and fortune +1	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Servitor	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Fame and fortune +2	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Leadership	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Fame and fortune +3	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Greater leadership (+1 level)	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Fame and fortune +5	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Fame and fortune +6	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Greater leadership (+2 levels)	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Peerless patrician	4	4	4	4	4	4	4	4	4	4

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

## Class Skills

The eldritch noble's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (All) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

These are all the class features of the eldritch noble.

**Weapon and Armor Proficiency:** Eldritch nobles are proficient with the club, dagger, quarterstaff, and sword cane but not with any type of armor or shield. Armor interferes with an eldritch noble's movements, which can cause her spells with somatic components to fail.

**Spells:** At first level, the eldritch noble must decide to cast, learn, and prepare spells like either a wizard or a witch.

If she chooses wizard, she has a spellbook and adds spells to it just like a wizard does. She casts spells from the wizard spell list.

If she chooses witch, she also gains the witch's familiar and patron spells abilities as a witch of her eldritch noble level and uses the witch spell list. An eldritch noble that casts spells like a witch often keeps her magic secret.

**Affluent (Ex):** At 1st level, the eldritch noble gains the affluent ability, as described in the introduction (see page 4).

**Cantrips:** Eldritch nobles can prepare a number of cantrips, or 0-level spells, each day, as noted on *Table 3.1 - Eldritch Noble* under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Noble Paragon (Ex):** See the introduction (see page 4).

**Prestigious Influence (Ex):** At 2nd level, an eldritch noble gains prestigious influence as described in the introduction.

**Fame And Fortune (Ex):** At 3rd level, the eldritch noble gains fame and fortune as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, the eldritch noble gains a servitor as described in the introduction (see page 7).

**Leadership (Ex):** At 7th level, the eldritch noble gains Leadership as a bonus feat, as described in the introduction (see page 7).

**Greater Leadership (Ex):** Gained at level 13 and then improving at level 19, this ability is described in the introduction (see page 7).

**Peerless Patrician (Ex):** Gained at level 20, this ability is described in the introduction (see page 7).

## Lliranae Tysiriaand

*"I know a dozen ways to defeat you. I would rather not have to use them, but the choice is up to you."*

### Lliranae Tysiriaand (CR 6; XP 2,400)

Female elf wizard (eldritch noble) 7

CG Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +8

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#### Defense

**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

**hp** 41 (7d6+14; 53 if *false life* cast)

**Fort** +6, **Ref** +5, **Will** +6

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#### Offense

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d6-1)

**Spells Prepared** (CL 7th; concentration +11 [+17 to cast spells defensively]; elf magic)

4th—*charm monster* (W-DC 18), *confusion* (W-DC 18)

3rd—*deep slumber* (W-DC 18), *haste*, *hold person* (W-DC 17)

2nd—*false life*, *hideous laughter* (W-DC 16), *invisibility*, *see invisibility*

1st—*charm person* (W-DC 15), *mage armor*, *mount*, *obscuring mist*, *shield*

0—*daze* (W-DC 14), *detect magic*, *message*, *ray of frost*

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#### Statistics

**Str** 8, **Dex** 15, **Con** 12, **Int** 18, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Combat Casting, Improved Initiative, Great Fortitude, Leadership, Toughness

**Skills** Diplomacy +10, Intimidate +6, Knowledge (arcana) +16, Knowledge (history, nature) +11, Knowledge (local, nobility) +12, Knowledge (other types) +7, Perception +9, Perform (stringed) +7, Spellcraft +14; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception

**Languages** Celestial, Common, Draconic, Elven, Goblin, Sylvan

**SQ** affluent, arcane focus, dreamspeaker, elven magic, fame and fortune +2, keen senses, magical training, noble paragon (Illuriel), prestigious influence (175 gp), servitor, sociable

**Combat Gear** *potion of cure moderate wounds* (2), *wand of acid arrow* (25 charges); **Gear** quarterstaff, *amulet of natural armor* +1, *cloak of protection* +1, spellbook, spell component pouch, pouch with 144 gp worth of mixed coins and gems

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### Demographics

**Faith** Yolana

**Homeland** Illuriel

Some people just know what they are meant to be. Lliranae, 'Lira' for short, has always been fascinated with magic. Her first memory is of teething on the thick leather edge of her mother's spellbook. That act led to the long-running joke in her family home that she has been 'eating magic' her whole life. While that has never been literally true, Lira does have the subconscious habit of chewing on the end of her wand when she gets nervous.

Her fascination led to her enrollment in magical classes as soon as they would take her. One of the youngest students in her college's history, she soon proved herself to be more than just a quick study and a flash of talent. Her dedication to the craft of magic and her diligent research into arcane lore convinced even her most dubious teachers of her worth.

Unfortunately, the high station of House Tysiriaand has always dominated Lira's life. While she never claimed her heritage as any kind of benefit during her long years of study, the shadow of her noble birth followed her constantly. Her fellow students assumed her good marks and growing power were just signs of privilege and refused to see her as anything other than a highborn dabbler. She excelled academically but her social growth was a dismal failure.

The taunts and disrespect of her peers would have affected Lira more if she had ever taken her face out of a book and bothered to notice. By the time her decades of study were over, all she had to show for the mundane side of her training years were a very close friend and her silverwoven cloak of protection, a status gift for graduating with top honors.

Life in the Secluded Kingdoms is not peaceful, something true of life anywhere in Porphyra. Once she was out of classes, Lira was expected to take up her magical

mantle and put her skills to use defending her House, her family, and her nation. The idea of military service did not upset her, but the thought of using her magic to kill was harder to accept. Her focus in college had always been misdirection, illusion, and non-violence. In battle, she uses magic and intimidation to appear far more fearsome than she feels, all in the hopes of never needing to hurt anyone.

Fortunately for Lira, her friends both understand and respect her magical choices. Tryngyre, her cohort, is a magus with a strong focus in storm magic and great skill in his weapon of choice – the longsword. He is always at her side in battle, blasting their foes with lightning and keeping her safe. While Lira would much rather that 'Gyre' never had to put himself in harm's way, she understands the need at times.

Lira's servitor, Adalaela, is a servant on loan from Lira's noble house. An expert on many topics, she provides Lira with detailed reports on every new task and is happy to spend hours researching any subject needed. Together, Ada and Lira have whiled away many evenings studying some new bit of lore or a possible future enemy while Gyre trains with his blade nearby. It is a strange sort of relationship, but it works just fine for them.







## Enlightened Noble

The enlightened noble is an erudite and schooled socialite, but not necessarily enlightened in a moral sense.

**Prestige Class:** Noble Scion.

**Build Class:** Investigator from *Advanced Class Guide*, with elements of the rogue and bard.

**Role:** A enlightened noble uses her knowledge, sense of what is right and proper, and her insight into the vulnerabilities of others to flourish.

**Alignment:** Any. An enlightened noble is often outspoken about her views and willing to use oratory and debate to further her ethos. She would never call herself evil, but might be a proponent of a very pragmatic world-view even when it leads to harsh consequences, claiming this serves a higher purpose.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

## Class Skills

The enlightened noble's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 8 + Int modifier.

## Class Features

This is all the class features of the enlightened noble.

**Weapon and Armor Proficiency:** Enlightened Nobles are proficient with simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane. They are proficient in light armors, but not shields.

**Affluent (Ex):** See the introduction, this ability is gained at level 1 (see page 4).

**Table 4.1 - Enlightened Noble**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Affluent, inspiration, noble paragon
2nd	+1	+0	+3	+3	Evasion, prestigious influence
3rd	+2	+1	+3	+3	Fame and fortune (+1), investigator talent
4th	+3	+1	+4	+4	Servitor, studied combat, studied strike +1d6, uncanny dodge
5th	+3	+1	+4	+4	Investigator talent, jack-of-all-trades (unskilled use)
6th	+4	+2	+5	+5	Fame and fortune +2, studied strike +2d6
7th	+5	+2	+5	+5	Investigator talent, Leadership
8th	+6/+1	+2	+6	+6	Improved uncanny dodge, studied strike +3d6
9th	+6/+1	+3	+6	+6	Investigator talent
10th	+7/+2	+3	+7	+7	Studied strike +4d6, jack-of-all-trades (class skills)
11th	+8/+3	+3	+7	+7	Investigator talent
12th	+9/+4	+4	+8	+8	Fame and fortune +4, studied strike +5d6
13th	+9/+4	+4	+8	+8	Greater leadership (+1 level), investigator talent
14th	+10/+5	+4	+9	+9	Jack-of-all-trades (take 10), studied strike +6d6
15th	+11/+6/+1	+5	+9	+9	Fame and fortune +5, investigator talent
16th	+12/+7/+2	+5	+10	+10	Studied strike +7d6
17th	+12/+7/+2	+5	+10	+10	Investigator talent, jack-of-all-trades (take 10)
18th	+13/+8/+3	+6	+11	+11	Fame and fortune +6, studied strike +8d6
19th	+14/+9/+4	+6	+11	+11	Greater leadership (+2 levels), investigator talent
20th	+15/+10/+5	+6	+12	+12	Peerless patrician, studied strike +9d6, true inspiration

**Inspiration (Ex):** This is the same as the investigator ability of the same name, except that the enlightened noble can use inspiration on any skill checks when using the skills she gains a bonus with from the noble paragon ability (see below) without expending a use of inspiration, provided she's trained in the skill.

**Evasion (Ex):** At 2nd level and higher, an enlightened noble can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the enlightened noble is wearing light armor or no armor. A helpless enlightened noble does not gain the benefit of evasion.

**Noble Paragon (Ex):** See the introduction, this ability is gained at level 2 (see page 4).

**Prestigious Influence (Ex):** At 2nd level, an enlightened noble gains prestigious influence as described in the introduction (see page 7).

**Fame And Fortune (Ex):** At 3rd level, the enlightened noble gains fame and fortune as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, the enlightened noble gains a servitor as described in the introduction (see page 7).

**Studied Combat (Ex):** With a keen eye and calculating mind, an enlightened noble can assess the mettle of his opponent to take advantage of gaps in talent and training. At 4th level, an enlightened noble can use a move action to study a single enemy that he can see. Upon doing so, he adds 1/2 his enlightened noble level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to his Intelligence modifier (minimum 1) or until he deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

An enlightened noble can only have one target of studied combat at a time, and once a creature has become the target of an enlightened noble's studied combat, he cannot become the target of the same enlightened noble's studied combat again for 24 hours unless the enlightened noble expends one use of inspiration when taking the move action to use this ability.

**Studied Strike (Ex):** At 4th level, an enlightened noble can choose to make a studied strike against the target of his studied combat as a free action, upon successfully hitting his studied target with a melee attack, to deal additional damage. The damage is 1d6 at 4th level, and increases by 1d6 for every 2 levels thereafter (to a maximum of 9d6 at 20th level). The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

If the enlightened noble's attack used a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), he may choose to have the additional damage from studied strike be nonlethal damage instead of lethal damage. If the enlightened noble chose to make an attack with a lethal weapon instead deal nonlethal damage (with the usual  $-4$  penalty), the studied strike damage may also deal nonlethal damage.

The enlightened noble must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An enlightened noble cannot use studied strike against a creature with concealment.

**Uncanny Dodge (Ex):** Starting at 4th level, an enlightened noble can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An enlightened noble with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If an enlightened noble already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Investigator Talent (Ex):** At 5th level, and every two levels after level 5, the enlightened noble learns an investigator talent, as the investigator class feature. The enlightened noble cannot pick investigator talents related to alchemy, poison, or other investigator class abilities she does not possess.

**Jack of All Trades (Ex):** At 5th level, the enlightened noble can use any skill, even if the skill normally requires her to be trained. At 10th level, the enlightened noble considers all skills to be class skills. At 14th level, the enlightened noble can take 10 on any skill check, even if it is not normally allowed.



**Leadership (Ex):** At 7th level, the enlightened noble gains Leadership as a bonus feat, as described in the introduction (see page 7).

**Improved Uncanny Dodge (Ex):** An enlightened noble of 8th level or higher can no longer be flanked.

This defense denies another enlightened noble or rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more enlightened noble or rogue levels than the target does.

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 enlightened noble level required to flank the character.

**Greater Leadership (Ex):** Gained at level 13 and then improving at level 19, this ability is described in the introduction (see page 7).

**Peerless Patrician (Ex):** Gained at level 20, this ability is described in the introduction (see page 7).

**True Inspiration (Ex):** At 20th level, an enlightened noble can use inspiration on all skill checks—even ones he isn't trained in—and all ability checks without spending inspiration.

In addition, whenever he expends inspiration on an ability check, attack roll, saving throw, or skill check, he adds 2d6 rather than 1d6 to the result. Some talents can affect this. If using the amazing inspiration investigator talent, he rolls 2d8 instead. If using this with empathy, tenacious inspiration, underworld inspiration, or a similar talent, he rolls two sets of inspiration dice and uses the higher of the two results.

## Dolan Tonadra

*"If you run, I will track you across the wilds of the world and bring you down. Gods, I truly hope you run."*

### Dolan Tonadra (CR 10; XP 9,600)

Male human investigator (enlightened noble) 9/ranger 2  
LN Medium humanoid (human)

**Init** +7; **Senses** Perception +13\*

#### Defense

**AC** 23, touch 14, flat-footed 19; imp. uncanny dodge (+7 armor, +3 Dex, +1 dodge, +1 natural, +1 shield)

**hp** 89 (9d8+2d10+33)

**Fort** +10, **Ref** +14, **Will** +9; evasion

#### Offense

**Speed** 30 ft.

**Melee** +1 rapier +10/+5 (1d6+3/18-20) and mwk short sword +10 (1d6+1/19-20)

**Ranged** mwk composite longbow +12/+7 (1d8+2/x3)

**Special Attacks** favored enemy (humans +2), inspiration (1d8; 7 points), studied combat (+5; 2 rounds; swift action), studied strike +3d6

#### Statistics

**Str** 14, **Dex** 16, **Con** 14, **Int** 14, **Wis** 8, **Cha** 10

**Base Atk** +8; **CMB** +10; **CMD** 23

**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Leadership, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Diplomacy +18\*, Intimidate +17, Knowledge (geography, history) +16\*, Knowledge (local, nobility) +18\*, Knowledge (nature) +9\*, Knowledge (other types) +6\*, Linguistics +6\*, Perception +13\*, Profession (engineer) +7, Sense Motive +13\*, Spellcraft +6\*, Stealth +16, Survival +13 (+14 to follow tracks); **Racial Modifiers** +5 Profession (engineer); \* Does not cost inspiration points.

**Languages** Celestial, Common, Dwarven

**SQ** affluent, combat style (two-weapon fighting), fame and fortune +3, heart of the fields, jack-of-all-trades (unskilled use), investigator talents (amazing inspiration, combat inspiration, expanded inspiration, quick study), noble paragon (Kingdom of Iskandar), prestigious influence (225 gp), servitor, track +1, wild empathy +2

**Combat Gear** *potions of cat's grace* (2), *cure moderate wounds* (2), and *fox's cunning* (2); **Gear** +1 mithril breastplate, +1 rapier, masterwork short sword, masterwork composite longbow with 20 arrows, *amulet of natural armor* +1, *cloak of protection* +2, pouch with 118 gp worth of mixed coins and gems

#### Demographics

**Faith** Gerana

**Homeland** Kingdom of Iskandar

Dolan learned to track before he was five, forage before he was seven, and hunt before he was ten. Life in the forest was full of wonders, new things to learn that never seemed to end. This life ended when his older brothers went missing while on pilgrimage with their father.

Between his adversarial mother and multiple assassination attempts from lower-born cousins and rival houses, Dolan grew up skillful, well-educated, and enlightened to many of the world's less noble truths.

Before he was due to inherit his absent father's title and holdings, his older brother returned from the wastes. In return, Dolan left the Tonadra household and is now one of the most notorious and effective bounty hunters in Iskandar.





## Hierarchy Cleric

A hierarchy cleric is a noble born from a family of wealth and rank, destined for hierarchy position in the church. Selected for their education and pedigree rather than raw faith, they are politically powerful, learned in dogma, and taught all the secret miracles, but lack the true radiance of a cleric who advanced by merit alone.

**Prestige Class:** Noble Scion. The hierarchy cleric is a noble making a career in the church.

**Build Class:** Cleric.

**Role:** A hierarchy cleric has the resources to organize

adventuring teams, the connections to keep them well employed, and the miracles to keep them alive.

**Alignment:** Any. Like a cleric, the hierarchy cleric must be of an alignment no more than one step removed from that of their patron. Most hierarchy clerics are members of a well-organized and wealthy church, and as such generally lawful. Some are members of secret societies and might keep their religious ties secret and seem to be normal nobles that just happen to run a cult on the side.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

Table 5.1 - Hierarchy Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Affluent, noble paragon, aura, domains, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Prestigious influence	4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Fame and fortune +1	4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		4	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Servitor	4	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Fame and fortune +2	4	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5	Leadership	4	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		4	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Fame and fortune +3	4	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8	Fame and fortune +4	4	4+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8	Greater leadership (+1 level)	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9		4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9	Fame and fortune +5	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10		4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11	Fame and fortune +6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11	Greater leadership (+2 levels)	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12	Peerless patrician	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

## Class Skills

The noble scion's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 4 + Int modifier.

## Class Features

This is all the class features of the hierarch cleric.

**Weapon and Armor Proficiency:** Hierarch clerics are proficient with all simple weapons, as well as the sword cane and fighting fan. They are proficient in light armor, medium armor, heavy armor, and shields (except tower shields). Hierarch clerics with a patron are also proficient with the favored weapon of their deity.

**Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

**Spells:** A cleric casts divine spells which are drawn from the cleric spell list presented in Spell Lists. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic, evil, good, and lawful spells. A cleric must choose and prepare her spells in advance.

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Cleric. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

Clerics meditate or pray for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Affluent (Ex):** See the introduction. This replaces spontaneous casting (see page 4).

**Domains:** A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those belonging to her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a cleric is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the cleric, as well as a number of bonus spells. A cleric gains one domain spell slot for each level of cleric spell she can cast, from 1st on up. Each day, a cleric can prepare one of the spells from her two domains in that slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a cleric gains the listed powers from both of her domains, if she is of a high enough level. Unless otherwise noted, using a domain power is a standard action. Cleric domains are listed at the end of this class entry.

**Orisons:** Clerics can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Cleric under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Prestigious Influence (Ex):** At 2nd level, a hierarch cleric gains prestigious influence as described in the introduction (see page 4).

**Fame And Fortune (Ex):** At 3rd level, a hierarch cleric gains fame and fortune, as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, a hierarch cleric gains a servitor as described in the introduction (see page 7).

**Leadership (Ex):** At 7th level, the hierarch cleric gains Leadership as a bonus feat (see page 7).

**Greater Leadership (Ex):** Gained at level 13 and then improving at level 19, this ability is described in the introduction (see page 7).

**Peerless Patrician (Ex):** Gained at level 20, this ability is



described in the introduction (see page 7).

## Major Thurgal

*"You will respect the chain of command, especially the spiked one I am holding right now."*

### Mayor Thurgal (CR 6; XP 2,400)

Female hobgoblin cleric (hierarchy cleric) 7

LN Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

#### Defense

**AC** 21, touch 12, flat-footed 19; +4 dodge vs humans (+9 armor, +1 Dex, +1 dodge)

**hp** 42 (7d8+7)

**Fort** +6, **Ref** +5, **Will** +9

#### Offense

**Speed** 30 ft. (20 ft. in armor); hill stride

**Melee** +1 *spiked chain* +9 (2d4+4)

**Special Attacks** inspiring command<sup>APG</sup>, touch of law (6/day)

**Cleric Spells Prepared** (CL 7th; concentration +10)

4th—*discern lies*<sup>D</sup> (W-DC 17), *divine power*

3rd—*blindness/deafness* (2; F-DC 16), *cure serious wounds*, *prayer*<sup>D</sup>

2nd—*bear's endurance* (2), *bull's strength* (2), *enthrall*<sup>D</sup> (W-DC 15)

1st—*bless*<sup>D</sup>, *cure light wounds* (2), *protection from chaos*, *shield of faith* (2)

0th—*detect poison*, *detect magic*, *stabilize*, *virtue*

**D** Domain spell; **Domains** Law, Nobility (Leadership)

#### Statistics

**Str** 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 17, **Cha** 12

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Combat Casting, Dodge, Leadership, Toughness, Weapon Focus (*spiked chain*)

**Skills** Diplomacy +6, Handle Animal +4, Intimidate +7, Knowledge (local, nobility) +8, Knowledge (religion) +6, Knowledge (other types) +3, Perception +9, Profession (lawyer) +9, Sense Motive +9, Stealth\* +5 (+9 in natural terrain), Survival +10 (+12 in hills); Racial Modifiers +4 Stealth in natural terrain

**Languages** Common, Goblin

**SQ** affluent, aura of law, defensive training, fame and fortune +2, hill stalker, noble paragon (Hinterlands of Kesh), prestigious influence (175 gp), relentless, servitor, weapon familiarity (hobgoblin)

**Combat Gear** *wand of cure light wounds* (13 charges);

**Gear** mwk full plate, mwk chain shirt, +1 *spiked chain*, *cloak of protection* +1, *elixir of hiding* (2), silver holy symbol, spell component pouch, pouch with 49 gp worth of

mixed coins and gems

### Demographics

**Faith** Toma Thule

**Homeland** Hinterlands of Kesh

Even in the Hinterlands of Kesh, a region filled with humanoid tribes all living under a semblance of frontier-style peace, life can be difficult and dangerous. That holds especially true for a young hobgoblin girl with no parents and no other tribesmen to take her in. Thurgal's early years were hard, with theft and hiding her only means of survival until she was found by a human high priestess of Toma Thule and brought into the church in the settlement of Dupressix.

Living there as a ward of the clergy, Thurgal learned the lessons of nobility, service, and order from her new 'mother'. These were life teachings, once she took to heart and started to exemplify as she grew. By the time she was sixteen, she was every bit as devoted and focused on the Noble Lord as any elder priestess in the church.

Her devotion was not without reward. While the other clergy were not as welcoming as her adoptive mother, Toma Thule saw fit to bestow her his blessings upon her. The hobgoblin urchin became an endowed cleric through pure faith alone, a matter of pride for the high priestess and envy for everyone else in the church.

Her mother did not care about their derision but Thurgal did. She could see how her presence was affecting the others, making worship services uncomfortable and hindering their faith. Afraid that she might be doing the church harm by staying, she bid the high priestess farewell and left to find her life elsewhere in town.

She did not have to search long. As a Priestess of Toma Thule, the rough and rowdy people of Dupressix quickly offended her sense of nobility. After single-handedly beating down a group of thieves and then showing them enough mercy not to kill them, she was deputized into the town's police force. This position quickly turned into a stint as Sheriff of Dupressix.

She might have stayed Sheriff for good had a tragic raid by hobgoblin tribal warriors not killed the town's major and several other prominent civic leaders, including her adopted mother. After leading a vicious retaliation against the tribe, Thurgal returned with her deputies and accepted the vacant mayor's post with a heavy heart.

While Thurgal will always be a priestess of Toma Thule first and foremost, she knows she can do the most good by staying out of the church. Fortunately for Dupressix, Thurgal is actually an exemplary – if rather unforgiving and stern – mayor.





## Monster Scion

A monster scion is of a noble family with a monster pact in its heritage. There is a shared history between the scion's family and a clan or monsters, which might hold secrets that makes the life of the monster scion interesting. The scion's family gained their present position and status from this ancient alliance, sometimes at a high price.

Unlike a summoner, the monster scion's ally is usually native to this world and not extra-dimensional.

**Prestige Class:** Noble Scion. The monster scion is a noble with a monstrous heritage.

**Build Class:** Summoner.

**Role:** A monster scion relies on her ancestral eidolon to provide cover and mutual support. Together they win power and glory.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

### Class Skills

The monster scion's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 4+ Int modifier.

### Class Features

These are all the class features of the monster scion.

**Table 6.1 - Monster Scion**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Affluent, noble paragon, ancestral eidolon, cantrips	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Prestigious influence	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Fame and fortune +1	3	—	—	—	—	—
4th	+3	+1	+1	+4	Servitor	3	1	—	—	—	—
5th	+3	+1	+1	+4	Shield ally	4	2	—	—	—	—
6th	+4	+2	+2	+5	Fame and fortune +2	4	3	—	—	—	—
7th	+5	+2	+2	+5	Leadership	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6		4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Fame and fortune +3	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Ancestral pact	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7		5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Fame and fortune +4	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Greater leadership (+1 level)	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9		5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Fame and fortune +5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Life bond	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10		5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Fame and fortune +6	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Greater leadership (+2 levels)	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Peerless patrician	5	5	5	5	5	5

**Weapon and Armor Proficiency:** Monster scions are proficient with all simple weapons and with the lance, long sword, and rapier. Monster scions are also proficient with light and medium armor but not with shields. A monster scion can cast class spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spell-caster, a monster scion wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass monster scion still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A summoner casts arcane spells drawn from the summoner spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

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

A summoner can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 2–7. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 of the Pathfinder RPG Core Rulebook).

A summoner's selection of spells is extremely limited. A summoner begins play knowing four 0-level spells and two 1st-level spells of the summoner's choice. At each new summoner level, he gains one or more new spells as indicated on Table 2–8. (Unlike spells per day, the number of spells a summoner knows is not affected by his Charisma score. The numbers on Table 2–8 are fixed.)

Upon reaching 5th level, and at every third summoner level thereafter (8th, 11th, and so on), a summoner can choose to learn a new spell in place of one he already knows. In effect, the summoner “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level summoner spell he can cast. A summoner may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

**Affluent (Ex):** At 1st level, the monster scion gains the affluent ability, as described in the introduction (see page 4).

**Ancestral Eidolon:** A monster scion begins play with the services of a powerful creature called an ancestral eidolon. This is a modification to the eidolon ability. The ancestral eidolon formed a pact with the monster scion's predecessors long ago, and is here to fulfill its part of that pact through service. An ancestral eidolon has an alignment selected by the monster scion, it can be different from the monster scion's own alignment.

The ancestral eidolon is a native outsider, though it often looks like a conventional monster, like a dragon, griffon, or other heraldic beast. The ancestral eidolon's physical appearance is up to the monster scion, but it always appears as some sort of fantastical creature. This control is not fine enough to make the ancestral eidolon appear like a specific individual.

Unlike eidolons, most ancestral eidolons are native outsiders and are a permanent fixture of this world. They are not extra-dimensional and cannot be summoned or dismissed.

Ancestral eidolons are very hard to kill; they go unconscious normally at negative hit points, but automatically stabilize and can survive at negative hit points equal to their full hit points. An ancestral eidolon that is slain can be raised or resurrected without suffering negative levels, or the monster scion can call a new ancestral eidolon. This is a one-hour ritual that severs all ties with the old monster. The replacement ancestral eidolon must travel to the monster scion using its own abilities, a process that can take a week or more.

The ancestral eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the monster scion's class level and increase as the monster scion gains levels. In addition, each ancestral eidolon receives a pool of evolution points, based on the monster scion's class level, that can be used to give the ancestral eidolon different abilities and powers. Whenever the monster scion gains a level, she must decide how these points are spent, and they are set until she gains another level of monster scion. These attributes are the same as those of a regular eidolon, except that an ancestral eidolon has access to some new and modified evolutions, see below.

**Noble Paragon (Ex):** At 1st level, the monster scion gains the noble paragon ability, as described in the introduction (see page 4).

**Cantrips:** A summoner learns a number of cantrips, or 0-level spells, as noted on Table 2–8 under “Spells Known.” These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips

prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

**Prestigious Influence (Ex):** At 2nd level, the monster scion gains prestigious influence as described in the introduction (see page 7).

**Fame And Fortune (Ex):** At 3rd level, the monster scion gains the fame and fortune ability as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, the monster scion gains a servitor as described in the introduction (see page 7).

**Shield Ally (Ex):** At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

**Leadership (Ex):** At 7th level, the monster scion gains a Leadership as a bonus feat as described in the introduction (see page 7).

**Ancestral Pact:** At 10th level, the monster scion reawakens ancient pacts her ancestors forged with outsiders. Choose one subtype of outsider. If this is an alignment subtype, it must match the ancestral eidolon's alignment. Against this subtype of outsider, the monster scion can add her fame and fortune bonus to Charisma checks made for planar binding spells. Outsiders of the chosen type have at least decent knowledge of the monster scion, her family, and her exploits. In extreme cases, where the scion has gone against the credo of the type of outsider, this knowledge might negate the bonus from ancestral pact.

**Greater Leadership (Ex):** Gained at level 13 and then improving at level 19, this ability is described in the introduction (see page 7).

**Life Bond (Su):** At 16th level, a summoner's life becomes linked to his eidolon's. As long as the eidolon has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to fewer than 0 hit points is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitu-

tion score, all excess damage remains with the summoner. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like baleful polymorph, flesh to stone, or imprisonment, or other spells that do not cause actual damage.

**Peerless Patrician (Ex):** Gained at level 20, this ability is described in the introduction (see page 7).

## Ancestral Eidolon Evolutions

These additional and modified evolutions are available to the ancestral eidolon of a monster scion.

### Dual Creature Type (Ex) - 0 point evolution

At no cost in evolution points, the ancestral eidolon can have a dual creature type. Chose an additional creature type, such as dragon or magical beast. The ancestral eidolon counts as both a native outsider and as the selected creature type for effects related to creature type.

### Extra-Dimensional (Ex) - 2 point evolution

Like a normal summoner's eidolon, the ancestral eidolon is extra-dimensional, and can be summoned and dismissed like a regular eidolon.

A monster scion can summon an extra-dimensional ancestral eidolon in a ritual that takes 1 minute to perform. When summoned in this way, the ancestral eidolon hit points are unchanged from the last time it was dismissed or banished. The only exception to this is if the ancestral eidolon was slain, in which case it returns with half its normal hit points.

Extra-dimensional ancestral eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its monster scion, an extra-dimensional ancestral eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. The extra-dimensional ancestral eidolon remains until dismissed by the monster scion (a standard action). If an extra-dimensional ancestral eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The ancestral eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the monster scion is unconscious, asleep, or killed, her extradimensional ancestral eidolon is immediately banished.



### Growth (Su) - 4 point evolution

Except as noted, this is the same as the normal eidolon's large evolution (not the modified large evolution of the ancestral eidolon, below). By paying the full 4 points of the Large and 6 additional points for the Huge evolutions, the ancestral eidolon gains the ability to grow selectively, and can return to Small or Medium size or grow to its full possible size as a standard action. An extra-dimensional ancestral eidolon cannot use growth and instead uses the normal rules for the Large evolution.

### Large (Ex) - 2 point evolution

The large evolution is only a two-point evolution for an ancestral eidolon, and the huge evolution an additional 3 points instead of 6 points. The benefits of being Large or Huge remain the same, and ancestral eidolons with this evolution still pay twice the normal cost for evolutions to Strength and Constitution.

An extra-dimensional ancestral eidolon cannot use this modified large evolution and instead uses the normal rules.

### Shrink (Su) - 4 point evolution

An ancestral eidolon can shrink to Tiny size or resume its normal size as a standard action. A Tiny ancestral eidolon is often mistaken for a familiar.

While Tiny, the ancestral eidolon gains a +4 bonus to its Dexterity score. It also takes a -8 penalty to its Strength and a -4 penalty to its Constitution. It gains a +2 size bonus to its AC and attack rolls, a -2 penalty to its CMB and CMD scores, a +4 bonus on its Fly skill checks, and a +8 bonus on its Stealth skill checks. If it is normally Small, Large, or Huge, it loses the effects of these size modifications. Any natural armor the ancestral eidolon has is halved and all natural and weapon attacks do two steps less damage.

## Konar Timblevath

"No? Oh, that's too bad. I guess it's time for the dinner part of our meeting then. Rajavex? Eat him."

### Konar Timblevath (CR 10; XP 9,600)

Male halfling summoner (monster scion) 11  
NE Small humanoid (halfling)

**Init** +7; **Senses** low-light vision; Perception +16

#### Defense

**AC** 22, touch 15, flat-footed 18

(+7 armor, +3 Dex, +1 dodge, +1 size)

**hp** 74 (11d6+33)

**Fort** +9, **Ref** +8, **Will** +13; +2 vs fear

#### Offense

**Speed** 20 ft., climb 20 ft.

**Melee** mwk rapier +5 (1d4-2/18-20)

**Special Attacks** low blow<sup>ARG</sup>

**Spells Known** (CL 11th; concentration +16)

4th (3/day)—*baleful polymorph* (F/W-DC 19), *greater evolution surge*<sup>APG</sup>, *teleport*

3rd (5/day)—*dispel magic*, *displacement*, *greater invisibility*, *heroism*

2nd (5/day)—*barkskin*, *invisibility*, *misdirection* (W-DC 17), *phantom steed*, *wind wall*

1st (7/day)—*alarm*, *endure elements*, *expeditious retreat*, *identify*, *shield*, *unseen servant*

0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *light*, *message*, *read magic*

#### Statistics

**Str** 6, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

**Base Atk** +5; **CMB** +2; **CMD** 15

**Feats** Arcane Shield<sup>APG</sup>, Combat Casting, Dodge, Improved Initiative, Great Fortitude, Leadership, Toughness

**Skills** Acrobatics +5, Appraise +11, Climb +6, Diplomacy +23, Intimidate +17, Knowledge (local, nobility) +13, Perception +16, Sense Motive +13; Racial Modifiers +2 Acrobatics, +8 Climb, +2 Perception

**Languages** Common, Halfling

**SQ** affluent, ancestral eidolon, ancestral pact (evil), fame and fortune +3, noble paragon (Trade Consortium of Blix), prestigious influence (275 gp), servitor, shield ally, swift as shadows (reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10), weapon familiarity (halfling)

**Combat Gear** *potion of cure moderate wounds* (3), *salve of slipperiness*, *wand of rejuvenate eidolon* (50 charges); **Gear** +1 *mithril breastplate*, mwk rapier, *cloak of protection* +2, *headband of alluring charisma* +2, spell component pouch, pouch with 174 gp worth of mixed coins and gems

#### Demographics

**Faith** Lyvalia

**Homeland** Trade Consortium of Blix

### Rjavex, Konar Timblevath's Eidolon (CR —)

Quadruped eidolon

NE Large dragon/outsider

**Init** +7; **Senses** darkvision 60 ft.; Perception +12

#### Defense

**AC** 26, touch 14, flat-footed 21

(+4 Dex, +1 dodge, +12 natural, -1 size)

**hp** 94 (9d10+33)

**Fort** +8, **Ref** +8, **Will** +5; evasion

DR 5/good

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### Offense

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**Speed** 40 ft., fly 60 ft. (average)

**Melee** bite +16 (1d8+8), 2 claws +16 (1d6+8)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** magic and evil strikes

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### Statistics

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**Str** 26, **Dex** 16, **Con** 18, **Int** 8, **Wis** 10, **Cha** 11

**Base Atk** +9; **CMB** +18; **CMD** 31

**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Multiattack, Toughness

**Skills** Fly +13, Knowledge (arcana, planes) +11, Perception +12, Spellcraft +11

**Languages** Common, Halfling

**SQ** devotion, evolutions (bite, claws, DR [good], dual creature type, extra-dimensional, flight [60 ft., wings], Large, limbs (legs) (2), magic attacks, reach [bite]), link, share spells

Who is the true monster, the creature or the fiend that commands it? In the case of Konar Timblevath and the ancestral dragon-beast Rajavex, one might be hard-pressed to decide. While Rajavex is absolutely a blood-thirsty monster capable of rending a man in half with its vicious claws and rows of double-cragged fangs, it only strikes when commanded to by its hereditary master. As said master, Konar is willing and eager to give that command whenever the need arises.

Once a forgotten child in a family of wealthy plutocrats in the Mercantile Senate, Konar seemed destined for an empty life of slight luxury and crippling boredom. He was not just expected to do nothing for his status in life, he was actively prevented from aspiring to anything greater because his 'betters' saw no profit in doing so.

Because of this, Konar spent most of his days partaking of his House's copious wine cellars and wandering their oversized estate. On one of these idle rambles, he came across the ruins of his family's old mansion and decided to explore its long-abandoned depths. There, in a buried chamber, he discovered a tome with beaten gold pages, a book detailing ancient pacts made between his ancestors and a line of entities called the Draconovar.

More than a little drunk and desperate for excitement, Konar started reciting the spells in the tome. Most were beyond him, failing to produce even a glimmer or spark, but one – the Canticle of Scales – was simple enough to recite completely. Konar did so without hesitation, speaking the words that bound his soul forever to the

Draconovar and called forth his eidolon for the very first time.

What started as a lark became the turning point of Konar's life. He was no longer a nameless coin-child. He was a scion of monsters with one of his very own. His family was forced to respect his newfound power, especially as they had lost the lore to call forth such magic generations ago. Given a better place in society, Konar now revels in lording his eidolon over others. His greatest joy is the look of terror in people's eyes as his 'pet' Rajavex begins to feast.

As for the Timblevath merchant family, they tolerate Konar's behavior for two reasons. The first is that while he is cruel and tends to leave a bloody mess everywhere he goes, he is very effective at intimidating their rivals and ensuring their allies' cooperation during important business deals. Threatening to summon Konar for a 'brief chat' can convince more than one hesitant merchant to sign on the family's dotted lines.

Rjavex itself is a bit of a mystery. While it certainly resembles a dragon in every way, it does have a few differences and its shape is unlike any known wyrm species on Porphyra. With no breath weapon and a unique body style, Rajavex represents the Draconovar without revealing anything at all about them.





## Noble Virtuoso

*We few, we happy few, we band of brothers;  
For he to-day that sheds his blood with me  
Shall be my brother; be he ne'er so vile,  
This day shall gentle his condition*

- Henry V, Act 4, Scene 3, by William Shakespeare

Having the best teachers and a chance to develop from an early age, the noble virtuoso is a skilled dilettante, who insists he is a true talent who just happens to be of noble birth. A noble virtuoso need not be a stage act, many select oratory as their style of performance and are politicians or officers.

**Prestige Class:** Noble Scion.

**Build Class:** Bard.

**Role:** A noble virtuoso is often the face and benefactor of an adventuring team, but in action he tends to hold back to provide inspiration and support.

**Alignment:** Any. Any. A noble virtuoso tries to be a carefree artist living for the moment, but his upbringing is part of him and tells him to take responsibility.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4)

**Table 7.1 - Noble Virtuoso**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1	2	3	4	5	6
1st	+0	+0	+2	+2	Affluent, noble paragon, bardic performance, cantrips, counter-song, distraction, fascinate, inspire courage +1	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Prestigious influence, well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Fame and fortune +1, inspire competence +2	3	—	—	—	—	—
4th	+3	+1	+4	+4	Servitor	3	1	—	—	—	—
5th	+3	+1	+4	+4	Inspire courage +2	4	2	—	—	—	—
6th	+4	+2	+5	+5	Fame and fortune +2, suggestion	4	3	—	—	—	—
7th	+5	+2	+5	+5	Inspire competence +3, Leadership	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Dirge of doom	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Fame and fortune +3, inspire greatness	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Jack-of-all-trades	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Inspire competence +4, inspire courage +3	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Soothing performance	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Greater leadership	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Frightening tune	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Fame and fortune +5, inspire competence +5, inspire heroics	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Jack-of-all-trades (class skills)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +4	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Fame and fortune +6, mass suggestion	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Inspire competence +6, jack-of-all-trades (take 10), greater leadership	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Peerless patrician	5	5	5	5	5	5



## Class Skills

The noble virtuoso's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 6 + Int modifier.

## Class Features

These are all the class features of the noble virtuoso.

**Weapon and Armor Proficiency:** A noble virtuoso is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Noble virtuosos are also proficient with light armor and shields (except tower shields). A noble virtuoso can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a noble virtuoso wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass noble virtuoso still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A noble virtuoso casts arcane spells drawn from the bard spell list presented in Spell Lists. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (song, recitation, or music). To learn or cast a spell, a noble virtuoso must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a noble virtuoso's spell is 10 + the spell level + the noble virtuoso's Charisma modifier.

Like other spellcasters, a noble virtuoso can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 7.1 - Noble Virtuoso*. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

The noble virtuoso's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on *Table: Bard Spells Known* in the *Pathfinder Roleplaying Game Core Rulebook*. (The number of spells a noble virtuoso knows is not affected by his Charisma score.)

Upon reaching 5th level, and at every third noble virtuoso level after that (8th, 11th, and so on), a noble virtuoso can choose to learn a new spell in place of one he already knows. In effect, the noble virtuoso "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level bard spell the noble virtuoso can cast. A noble virtuoso may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A noble virtuoso need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

**Affluent (Ex):** As described in the introduction (see page 4).

**Bardic Performance:** A noble virtuoso is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a noble virtuoso can use bardic performance for 2 additional rounds per day. Each round, the noble virtuoso can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the noble virtuoso to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the noble virtuoso is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A noble virtuoso cannot have more than one bardic performance in effect at one time.

At 7th level, a noble virtuoso can start a bardic performance as a move action instead of a standard action. At 13th level, a noble virtuoso can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the noble virtuoso for the performance to have any effect, and many such performances are language dependent (as noted in the descrip-

tion). A deaf noble virtuoso has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the noble virtuoso for the performance to have any effect. A blind noble virtuoso has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

*Countersong (Su):* At 1st level, a noble virtuoso learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the noble virtuoso (including the noble virtuoso himself) that is affected by a sonic or language-dependent magical attack may use the noble virtuoso's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the noble virtuoso's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

*Distraction (Su):* At 1st level, a noble virtuoso can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the noble virtuoso (including the noble virtuoso himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the noble virtuoso's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the noble virtuoso's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

*Fascinate (Su):* At 1st level, a noble virtuoso can use his performance to cause one or more creatures to become

fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the noble virtuoso, and capable of paying attention to him. The noble virtuoso must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the noble virtuoso has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the noble virtuoso's level + the noble virtuoso's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the noble virtuoso cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the noble virtuoso continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

*Inspire Courage (Su):* A 1st level noble virtuoso can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the noble virtuoso's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six noble virtuoso levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The noble virtuoso must choose which component to use when starting his performance.

*Inspire Competence (Su):* A noble virtuoso of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the noble virtuoso. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he continues to hear the noble virtuoso's performance. This bonus increases by +1 for every four levels the noble virtuoso has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A noble virtuoso can't inspire com-

petence in himself. Inspire competence relies on audible components.

*Suggestion (Sp):* A noble virtuoso of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A noble virtuoso can use this ability more than once against an individual creature during an individual performance.

Making a suggestion does not count against a noble virtuoso's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the noble virtuoso's level + the noble virtuoso's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

*Dirge of Doom (Su):* A noble virtuoso of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the noble virtuoso's performance. The effect persists for as long as the enemy is within 30 feet and the noble virtuoso continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

*Inspire Greatness (Su):* A noble virtuoso of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the noble virtuoso attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the noble virtuoso. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

*Soothing Performance (Su):* A noble virtuoso of 12th level or higher can use his performance to create an effect equivalent to a mass cure serious wounds, using the

noble virtuoso's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the noble virtuoso throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

*Frightening Tune (Sp):* A noble virtuoso of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the noble virtuoso perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the noble virtuoso's level + the noble virtuoso's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the noble virtuoso's performance. Frightening tune relies on audible components.

*Inspire Heroics (Su):* A noble virtuoso of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three noble virtuoso levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the noble virtuoso. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

*Mass Suggestion (Sp):* This ability functions just like suggestion, but allows a noble virtuoso of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

**Cantrips:** Noble virtuosos learn a number of cantrips, or 0-level spells, as noted on *Table: Bard Spells Known* in the *Pathfinder Roleplaying Game Core Rulebook*. These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Noble Paragon (Ex):** At 1st level, the noble virtuoso gains the noble paragon ability, as described in the introduction (see page 4).

**Prestigious Influence (Ex):** At 2nd level, a noble vir-

tuoso gains prestigious influence, as described in the introduction (see page 7).

**Well-Versed (Ex):** At 2nd level, the noble virtuoso becomes resistant to the bardic performance of others, and to sonic effects in general. The noble virtuoso gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

**Fame And Fortune (Ex):** At 3rd level, a noble virtuoso gains the fame and fortune ability, as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, a noble virtuoso gains a servitor, as described in the introduction (see page 7).

**Leadership (Ex):** At 7th level, the noble virtuoso gains Leadership as a bonus feat (see page 7).

**Jack-of-All-Trades (Ex):** At 10th level, the noble virtuoso can use any skill, even if the skill normally requires him to be trained. At 16th level, the noble virtuoso considers all skills to be class skills. At 19th level, the noble virtuoso can take 10 on any skill check, even if it is not normally allowed.

**Greater Leadership (Ex):** At 13th level and again at 19th level a noble virtuoso's Leadership improves, as described in the introduction (see page 7).

**Peerless Patrician (Ex):** At 20th level, a noble virtuoso gains the peerless patrician ability, as described in the introduction (see page 7).

## Endavar Wintermane

*"My voice is lovely, true enough, but I would much rather listen to your screams. Let's start the show."*

### Endavar Wintermane (CR 6; XP 2,400)

Male dragonblood bard (noble virtuoso) 7

LE Medium humanoid (reptilian)

**Init** +4; **Senses** Perception +10

#### Defense

**AC** 19, touch 11, flat-footed 18

(+5 armor, +1 dodge, +1 natural, +2 shield)

**hp** 63 (7d8+28)

**Fort** +6, **Ref** +6, **Will** +6; +7 vs poison, +4 vs bardic performance, sonic, and language-dependent effects

#### Offense

**Speed** 30 ft.

**Melee** +1 *longsword* +9 (1d8+3/19-20)

**Special Attacks** bardic performance (19 rounds/day; move action; W-DC 16; countersong, distraction, fascinate, inspire courage +2, inspire competence +3, suggestion), gatecrasher

**Bard Spells Known** (CL 7th; concentration +10)

3rd (2/day)—*good hope*, *haste*

2nd (4/day)—*cat's grace*, *cure moderate wounds*, *glitterdust* (W-DC 15), *mirror image*

1st (5/day)—*charm person* (W-DC 14), *disguise self*, *feather step*<sup>APG</sup>, *moment of greatness*<sup>UC</sup>, *undetectable alignment*

0th (at will)—*detect magic*, *ghost sound* (W-DC 13), *light*, *mending*, *message*, *sift*<sup>APG</sup>

#### Statistics

**Str** 15, **Dex** 10, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

**Base Atk** +5; **CMB** +7; **CMD** 17

**Feats** Dodge, Improved Initiative, Leadership, Toughness, Weapon Focus (*longsword*)

**Skills** Bluff +14, Diplomacy +9, Intimidate +16, Knowledge (local) +14, Knowledge (nobility) +11, Knowledge (other types) +9, Perception +10, Sense Motive +11;

**Racial Modifiers** +1 Bluff, +1 Diplomacy

**Languages** Common, Draconic

**SQ** affluent, dragon guile, dragon magic, fame and fortune +2, noble paragon (Iffud), prestigious influence (175 gp), servitor, well-versed

**Combat Gear** *wand of cure light wounds* (20 charges);

**Gear** +1 *chain shirt*, heavy mithril shield, +1 *longsword*, *cloak of protection* +1, spell component pouch, pouch with 259 gp worth of mixed coins and gems

#### Demographics

**Faith** Rolterra

**Homeland** Iffud

With a crass charm to match his almost feral good looks, Endavar manages to accomplish through force what other bards would achieve through finesse. When a small creature brought to his school turned out to be a terrifying psychic monstrosity, Endavar was the only student in his class to survive. He lived, but the experience of seeing his friends and mentors torn apart changed him. The change was so severe that his mother abandoned him entirely and cast him out of their house, decrying him as a 'beast in human shape'.

His skill for acting comes from the fact that he is pretending to be a normal, social creature almost constantly. Very few people who see the man behind his mask ever live to tell of it. Those in charge of the Wintermane family know exactly what kind of monster he is.





## Renaissance Man

A renaissance man is a noble who studies both statecraft, magic, and warfare. From a family of wealth and rank, the renaissance man had the best tutors and embraced many fields of learning and martial skill, becoming a polymath, a master of every task.

**Prestige Class:** Noble Scion.

**Build Class:** Magus.

**Role:** Intelligent, educated and well connected, the renaissance man can be anything.

**Alignment:** Any. A renaissance man generally cultivates a reserved demeanor, keeping her true opinions and morals to herself.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent

**Table 8.1 - Renaissance Man**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Affluent, noble paragon, arcane pool, cantrips	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Prestigious influence, spellstrike	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Fame and fortune +1, magus mentoring	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Servitor, spell combat	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Spell recall	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Fame and fortune +2, magus mentoring	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Knowledge pool, Leadership	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Fame and fortune +3	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Fighter training	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Improved spell recall, magus mentoring	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Fame and fortune +4, magus mentoring	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Greater leadership (+1 level)	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Medium armor	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Fame and fortune +5, magus mentoring	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Counterstrike	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Magus mentoring	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Fame and fortune +6, magus mentoring	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Greater leadership (+2 levels)	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Peerless patrician	5	5	5	5	5	5	5

(see page 4).

## Class Skills

The renaissance man's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 2 + Int modifier.

## Class Features

These are all the class features of the renaissance man.

**Weapon and Armor Proficiency:** A renaissance man is proficient with all simple and martial weapons. A renaissance man is also proficient with light armor. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a renaissance man wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass renaissance man still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A renaissance man casts arcane spells drawn from the magus spell list. A renaissance man must choose and prepare his spells ahead of time.

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

A renaissance man can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table above. In addition, he receives bonus spells per day if he has a high Intelligence score (see the Ability Modifiers and Bonus Spells Table).

A renaissance man may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the renaissance man decides which spells to prepare.

**Spellbooks:** A renaissance man must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for read magic, which all magi can prepare from memory. A renaissance man begins play with a spellbook containing all

0-level magus spells plus three 1st-level magus spells of his choice. The renaissance man also selects a number of additional 1st-level magus spells equal to his Intelligence modifier to add to his spellbook. At each new renaissance man level, he gains two new magus spells of any spell level or levels that he can cast (based on his new renaissance man level) for his spellbook. At any time, a renaissance man can also add spells found in other spellbooks to his own (see Arcane Spells).

A renaissance man can learn spells from a wizard's spellbook, just as a wizard can from a renaissance man's spellbook. The spells learned must be on the magus spell list, as normal. An alchemist (see the Alchemist description) can learn formulae from a renaissance man's spellbook, if the spells are also on the alchemist spell list. A renaissance man cannot learn spells from an alchemist.

**Affluent (Ex):** At 1st level, the renaissance man gains the affluent ability, as described in the introduction (see page 4).

**Arcane Pool (Su):** At 1st level, the renaissance man gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his renaissance man level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the renaissance man prepares his spells.

At 1st level, a renaissance man can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the renaissance man uses this ability. These bonuses do

not function if the weapon is wielded by anyone other than the renaissance man.

A renaissance man can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

**Cantrips:** A renaissance man can prepare a number of cantrips, or 0-level spells, each day, as noted in the table above under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Noble Paragon (Ex):** At 1st level, the renaissance man gains the noble paragon ability, as described in the introduction (see page 4).

**Prestigious Influence (Ex):** At 2nd level, a renaissance man gains prestigious influence, as described in the introduction (see page 7).

**Spellstrike (Su):** At 2nd level, whenever a renaissance man casts a spell with a range of “touch” from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a renaissance man can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the renaissance man makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals  $\times 2$  damage on a successful critical hit, while the weapon damage uses its own critical modifier.

**Fame And Fortune (Ex):** At 3rd level, a renaissance man gains fame and fortune, as described in the introduction (see page 7).

**Magus Mentoring:** At level 3, and every 3 levels thereafter, the intense mentoring of the renaissance man pays off. The renaissance man can choose a magus arcana or a bonus feat chosen from combat and metamagic feats. Unless specifically noted in a magus arcana’s description, a renaissance man cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell

list unless otherwise noted.

**Servitor (Ex):** At 4th level, a renaissance man gains a servitor, as described in the introduction (see page 7).

**Spell Combat (Ex):** At 4th level, a renaissance man learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the renaissance man must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a  $-2$  penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A renaissance man can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

**Spell Recall (Su):** At 5th level, the renaissance man learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell’s level (minimum 1). The spell is prepared again, just as if it had not been cast.

**Leadership (Ex):** At 7th level, the renaissance man gains Leadership as a bonus feat, as described in the introduction (see page 7).

**Improved Spell Combat (Ex):** At 8th level, the renaissance man’s ability to cast spells and make melee attacks improves. When using the spell combat ability, the renaissance man receives a  $+2$  circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

**Fighter Training (Ex):** Starting at 10th level, a renaissance man counts  $1/2$  his total renaissance man level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.



**Improved Spell Recall (Su):** At 11th level, the renaissance man's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the renaissance man can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The renaissance man cannot apply metamagic feats to a spell prepared in this way. The renaissance man does not need to reference his spellbook to prepare a spell in this way.

**Greater Leadership (Ex):** At 13th level and again at 19th level a renaissance man's Leadership improves, as described in the introduction (see page 7).

**Medium Armor (Ex):** At 14th level, a renaissance man gains proficiency with medium armor. A renaissance man can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a renaissance man wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

**Peerless Patrician (Ex):** At 20th level, the renaissance man gains the peerless patrician ability, as described in the introduction (see page 7).

## Sheth'saan, Third Sword of the Magi

*"Be honored. His Opalescence has seen fit to grant you an audience." <draws sword> "In fact, he insists."*

### Sheth'saan (CR 6; XP 2,400)

Male erkunae magus (renaissance man) 7

CN Medium humanoid (human)

**Init** +5; **Senses** Perception +5

#### Defense

**AC** 17, touch 11, flat-footed 16

(+5 armor, +1 Dex, +1 natural)

**hp** 49 (7d8+14)

**Fort** +6, **Ref** +4, **Will** +6

#### Offense

**Speed** 30 ft.

**Melee** mwk falchion +10 (2d4+4/18-20)

**Special Attacks** arcane pool (5 points; +2, arcane accuracy, pool strike), duel of honor, spell combat, spell recall, spellstrike

**Spells Prepared** (CL 7th; concentration +9)

3rd—*haste*

2nd—*bear's endurance*, *bull's strength*, *invisibility*, *pyrotechnics* (F or W-DC 14)

1st—*shield*, *shocking grasp* (4)

0th—*acid splash*, *arcane mark*, *disrupt undead*, *mage hand*, *ray of frost*

#### Statistics

**Str** 17, **Dex** 12, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Arcane Strike, Improved Initiative, Leadership, Toughness, Weapon Focus (falchion)

**Skills** Diplomacy +11, Knowledge (arcana, planes) +9, Knowledge (local) +10, Knowledge (nobility) +11, Knowledge (other types) +5, Perception +5, Spellcraft +9; **Racial Modifiers** +1 Bluff, +1 Sense Motive, +1 Knowledge (nobility), and +1 to Knowledge (engineering, dungeoneering) and Stealth while inside a building or construction of some type.

**Languages** Abyssal, Common, Protean, Terran

**SQ** affluent, castle dwellers, court intrigue, fame and fortune +2, knowledge pool, magus mentoring (arcane accuracy, pool strike), noble paragon (Erkusaa), pact with elder powers (powers of the elements), prestigious influence (175 gp), servitor, weapon familiarity (erkunae)

**Combat Gear** *scroll of displacement* (2), *wand of expeditious retreat* (30 charges); **Gear** *amulet of natural armor* +1, +1 *chain shirt*, masterwork falchion, *cloak of protection* +1, spellbook, spell component pouch, pouch with 169 gp worth of mixed coins and gems

#### Demographics

**Faith** Solekniamendra

**Homeland** Erkusaa

All Sheth'saan ever wanted to be was a scholar. In his childhood, that was his determined lot in life. All of that changed when his mentor was murdered and he was framed as the assassin. It took four long months to prove his innocence to someone who cared and had the social standing to do anything about it, during which time he stayed on the run, evading some of the Opal Court's best hunters. This game of cat and mouse earned Sheth'saan favor among the more easily amused members of the court and even warranted him being brought to the Opal Throne once captured.

With his innocence, a rare word in Erkusaa, proven, he was allowed to go free on the condition that he remain amusing and endeavor to discover the real culprit behind his mentor's murder.



## Scheming Noble

A scheming noble is an plotting and conniving noble scion, an aristocrat willing to risk her honor to push her agenda. Knowledgeable in all kinds of tricks and stunts, the scheming noble is willing and able to use any opening.

**Prestige Class:** Noble Scion.

**Build Class:** Rogue.

**Role:** A scheming noble often keeps to the shadows, acting incognito or through pawns. Some separate their adventuring and social careers, and adventure under a secret identity. Either way they are effective intriguants, spies, planners, tricksters and in a pinch backstabbers.

**Alignment:** Any. A scheming noble generally hides her true agenda under layers of deception.

**Hit Die:** d8.

**Starting Gold:** 4d6 x 10 (140 gp average) plus affluent (see page 4).

## Class Skills

The scheming noble's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 8 + Int modifier.

## Class Features

These are all the class features of the scheming noble.

**Weapon and Armor Proficiency:** Scheming nobles are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

**Sneak Attack:** If a scheming noble can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra dam-

Table 9.1 - Scheming Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Affluent, noble paragon, sneak attack +1d6
2nd	+1	+0	+3	+0	Evasion, prestigious influence, rogue talent
3rd	+2	+1	+3	+1	Fame and fortune (+1), sneak attack +2d6
4th	+3	+1	+4	+1	Rogue talent, servitor, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Fame and fortune +2, rogue talent
7th	+5	+2	+5	+2	Leadership, sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Fame and fortune +3, sneak attack +5d6
10th	+7/+2	+3	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Fame and fortune +4, rogue talent
13th	+9/+4	+4	+8	+4	Greater leadership (+1 level), sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Fame and fortune +5, sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Fame and fortune +6, rogue talent
19th	+14/+9/+4	+6	+11	+6	Greater leadership (+2 levels), sneak attack +9d6
20th	+15/+10/+5	+6	+12	+6	Peerless patrician, rogue talent



age.

The scheming noble's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the scheming noble flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two scheming noble levels thereafter. Should the scheming noble score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a scheming noble can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual  $-4$  penalty.

The scheming noble must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scheming noble cannot sneak attack while striking a creature with concealment.

**Affluent (Ex):** At 1st level, the scheming noble gains the affluent ability, as described in the introduction (see page 4).

**Noble Paragon (Ex):** At 1st level, the scheming noble gains the noble paragon ability, as described in the introduction (see page 4).

**Evasion (Ex):** At 2nd level and higher, a scheming noble can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the scheming noble is wearing light armor or no armor. A helpless scheming noble does not gain the benefit of evasion.

**Rogue Talents:** As a scheming noble gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a scheming noble gains one rogue talent. She gains an additional rogue talent for every 2 levels of scheming noble attained after 2nd level. A scheming noble cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a scheming noble's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

**Purple Duck Note:** *According to Keith J Davies there are currently at least 116 rogue talents across a variety of Paizo and 3rd party titles (as of April 5th), so there are far too many to list. Please see your favorite supplement or online database for a complete list of options.*

**Prestigious Influence (Ex):** At 2nd level, an scheming noble gains prestigious influence as described in the introduction (see page 7).

**Fame And Fortune (Ex):** At 3rd level, the scheming noble gains fame and fortune as described in the introduction (see page 7).

**Servitor (Ex):** At 4th level, the scheming noble gains a servitor as described in the introduction (see page 7).

**Uncanny Dodge (Ex):** Starting at 4th level, a scheming noble can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A scheming noble with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a scheming noble already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Leadership (Ex):** At 7th level, the scheming noble gains Leadership as a bonus feat, as described in the introduction (see page 7).

**Improved Uncanny Dodge (Ex):** A scheming noble of 8th level or higher can no longer be flanked.

This defense denies another scheming noble the ability to sneak attack the character by flanking her, unless the attacker has at least four more scheming noble levels than the target does.

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 scheming noble level required to flank the character.

**Advanced Talents:** At 10th level, and every two levels thereafter, a scheming noble can choose an advanced talents in place of a rogue talent.

**Purple Duck Note:** *Likewise.*



**Greater Leadership (Ex):** Gained at level 13 and improving at level 19, this ability is described in the introduction (see page 7).

**Peerless Patrician (Ex):** Gained at level 20, this ability is described in the introduction. Peerless patrician replaces master strike (see page 7).

## Kasalee Marrowvile

*"Relax. I know a guy who reads Qit-ari. Well, not a 'guy', per se. How do you feel about animated skulls?"*

### Kasalee Marrowvile (CR 10, XP 9,6000)

Female tiefling barbarian 2/rogue (scheming noble) 9  
N Medium outsider (native)

**Init** +8; **Senses** darkvision 60 ft.; Perception +13

#### Defense

**AC** 23, touch 15, flat-footed 18; imp. uncanny dodge (+8 armor, +4 Dex, +1 dodge)

**hp** 90 (9d8+2d12+33)

**Fort** +10, **Ref** +12, **Will** +6; evasion

**Resist** cold 5, electricity 5, fire 5

#### Offense

**Speed** 40 ft.

**Melee** +1 greatsword +12/+7 (2d6+4/19-20)

**Ranged** mwk composite longbow +13/+8 (1d8+2/x3)

**Special Attacks** rage (8 rounds/day), sneak attack +5d6

**Spell-Like Ability** (CL 11th; concentration +11)

1/day—darkness

#### Statistics

**Str** 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

**Base Atk** +8; **CMB** +10; **CMD** 24

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Vital Strike, Iron Will, Leadership, Power Attack, Toughness, Weapon Focus (greatsword)

**Skills** Bluff +16, Diplomacy +17, Intimidate +17, Knowledge (history) +5, Knowledge (local, nobility) +16, Knowledge (other types) +4, Knowledge (religion) +12, Perception +13, Sense Motive +13, Spellcraft +4, Stealth +19; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Infernal

**SQ** affluent, fame and fortune +3, fast movement, fiendish sorcery, noble paragon (Empire of the Dead), prestigious influence (225 gp), rage power (superstition), rogue talents (combat trick, slow reactions, trap spotter, weapon training), servitor

**Combat Gear** *oil of darkness* (2), *potion of cure light wounds* (6); **Gear** +2 mithril breastplate, +1 greatsword, masterwork composite longbow with 20 arrows, *cloak of protection* +2, pouch with 298 gp worth of mixed coins

and gems

#### When Raging

**AC** 21, touch 13, flat-footed 16

(+8 armor, +4 Dex, +1 dodge, -2 rage)

**hp** 112

**Fort** +12, **Will** +8; +2 vs spells, supernatural abilities, and spell-like abilities

**Melee** +1 *greatsword* +14/+9 (2d6+6/19-20)

**Str** 18, **Con** 18

**CMB** +12; **CMD** 26

#### Demographics

**Faith** Myketa

**Homeland** Empire of the Dead

In a nation where knowledge is power, there is a lot to be gained by knowing the people in power as well. Few do that in the Empire of the Dead better than the tiefling noble Kasalee, eldest daughter of the Genvha Marrowviles. Kasalee makes a worthy living trafficking in rare information and relying on her labyrinthine network of social contacts.

While Kasalee can provide many services of a sagely nature, she is most famous as being the person-to-know for any dwarves in the Empire of the Dead. She is known to employ dwarves in her various schemes almost exclusively, paying them handsomely for their aid in her endeavors. Through her dwarven hirelings, she has developed a literally underground network of spies and gossip mongers throughout the Empire.

While she stays out of personal feuds and remains neutral during conflicts of any kind, Kasalee prides herself on being able to arrange meetings, treaties, and facilitating communication between all the various factions and powers of the Empire. This gift keeps her just important enough to stay effective and just insulated enough to remain untouchable.

#### Investigative Talent (Ex) - Investigator Talent

This talent is available to enlightened nobles and other variant investigators that have an altered inspiration class feature. The investigator can use the inspiration ability on any skilled Knowledge, Linguistics, or Spellcraft skill checks without expending uses of inspiration.

#### Magetrap (Ex) - Investigator and Rogue Talent

This talent is available to enlightened and scheming nobles and other variant investigators and rogues that lack the trapfinding class feature.

You can use Disable Device to disarm magical traps.



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