



Unarmored and Dangerous

A Martial Sourcebook



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The monk class portrays one style of martial artist—the mystic warrior seeking enlightenment and gaining powers through asceticism and study. But there are other ways to study martial arts, and not all martial artists are as esoteric as the monk. Martial arts originally meant “the arts of Mars”. Mars was the Roman god of war, and martial arts originally included all fighting skills, but has come to mean fighting without the protection of heavy armor.

This volume seeks to create a unified structure for unarmored fighting in Pathfinder, with interlinked rules that become easier to remember because they have recurring themes. The goal is to provide martial arts options for all classes rather than going into depth about any one style or class. In here, you will find unarmored defense options for all core and base classes with a base attack of 3/4 or greater. The emphasis is on weapon use, with unarmed fighting options for a select few. Expanded classes provide examples of each martial arts tradition, with archetypes to cover how other classes can easily be made into martial artists.

What are Martial Arts?

At its most basic, martial arts are the art and practice of combat in all its forms. The knight in shining armor doing endless practice runs with his lance on his trusty charger and groups of soldiers drilling together to perfect their shield wall are all practicing the arts of Mars. But in modern use, martial arts are more than just fighting exercises, they are training and techniques that allow a person to exceed nature and fight with more than mere strength and coordination.

Martial arts differ from simple fighting skill in that they have a systematic approach to combat based in a tradition. This tradition can be devout, mystical, scientific, or an extreme physical regimen. Whatever it is, this system changes just more than just how the martial artist fights, it changes his body, mind and soul and affects all aspects of life. To reflect the immersive nature of martial arts, this is not merely a number of feats or something you can add to an existing character. Instead it is reflected in your class.

Martial Arts in the Game World

Martial arts can be used in many ways in the game. There is a difference between running a regular adventure with some or all of the characters being martial artists, and running a martial arts campaign.

The easiest way to incorporate martial arts in the game is to treat martial arts classes and archetypes just as regular ones, an alternative for players who prefer not to wear armor. Martial artists have certain advantages, mainly mobility but also convenience, never having to face the problem of smuggling their weapons and armor. On the other hand, they have a slightly less effective defense. The plot does not have to change in a major way, as martial artists and regular warriors compete freely and can occur among both heroes and villains. There are no real changes to the world or plot. Martial arts schools exist, but mainly serve as background elements. Martial arts might be very common in such a setting, eclipsing normal fighting methods, but the plot does not regularly involve martial arts as a theme.

The next step up is to make allowances for martial arts in the world and the plot. The regular classes are still around, but are seen as somewhat rustic and amateurish. Most truly professional warriors practice martial arts, and awareness of martial arts is high. In this setting plots are often more personal, focused more on local rivalries or personal development rather than on saving the world. Characters might have to jump personal hurdles to continue their martial arts development, and supporting characters like teachers or martial arts rivals enter the story. Plots can revolve around the rivalries between different schools, or between martial artists and regular warriors. The philosophies behind martial arts influence the setting, and might be at odds with conventional religion. Plot elements include matches and duels, as well as the codes of honor of different schools and how they make students behave.

The most martial arts themed campaigns are ones where everything revolves around martial arts. All heroes are martial artists, magic is based in martial arts philosophy, and the story revolves around the secrets and powers of martial arts. In such a game, everyone either plays a martial arts class or is a magician who uses martial arts as a rationale for their magic. The plots revolve around the characters rather than around the world, exploring personal discovery that leads to the heroes and villains finding new powers within themselves. The exterior world plays a rather minor role, serving mainly as a motivation for the characters. The power level of such a game can be very high, with normal mortals left behind the heroes as they struggle against equally epic antagonists. Nations rise and fall as the results of duels between masters. But the power level can also be low and plots very personal, about rivalries with different schools and back-alley brawls.

Martial Arts and Game Balance

Game balance is a tricky concept. The simplest way to look at it is that whoever does the most damage while taking the least damage is best. By this metric, the warrior classes reign supreme. But when you take into account what characters can do between battles, how they can overcome obstacles, how they can control the flow of battle, and how they can support each other things become much more difficult to judge.

Martial arts characters are meant to come out slightly behind the main warrior classes in both damage and resilience. This is because they have the advantage of not wearing armor, which makes them faster and more maneuverable. But they are not intended to be far behind - a void fighter is a martial arts fighter archetype and can stand in for a fighter in the front line of battle.

The more high-powered the game is, the better martial artists will do in comparison to other classes, especially spellcasters. Because they have new uses for attributes, they benefit from higher build points or good attribute rolls. This also means they benefit more from magic items, but only if they can decide themselves what magic items to use. Most magic weapons and armor are useless to a martial artist, while attribute modifiers, *bracers of armor*, and *amulets of mighty fists* are priceless.

There is one spell that can make or break a low-level martial artist, and that is *mage armor*. Because that spell gives an armor bonus without actually being armor, martial artists can use it with stacking benefits while armored warriors cannot. This is an easily accessible first-level spell, and if it is not available in sufficient quantities, a *wand of mage armor* is a cheap investment. At higher levels, *bracers of armor* can offer the same or better protection, but at a much higher cost. These martial arts rules are designed with this in mind, and characters are assumed to have *mage armor* or the equivalent most of the time.

Martial Arts Rules

This is a general introduction to how martial arts work in Pathfinder and the general rules that apply to each martial art. The actual rules are given in each class or archetype and can differ from what is presented here. Each martial arts style is its own archetype or class, with a number of abilities relating to the chosen style. Some of these are quite similar to an existing class, changing only a few class abilities like an archetype does. Others differ more from a normal class and are new classes in their own right.

Each martial arts class belongs to a group that shares some common traits. These ways of martial arts development focus on a certain attribute as described under martial arts defense, below. The groups are here to give an understanding of how different martial arts work in the world and what they look like when used. These paths give structure to the rules and share common traits, but the rules for a specific martial arts class supersede the general rules given here.

In this rules style, archetype and class are basically synonyms and refers to a specific martial arts style that works like a class in pathfinder and develops martial arts abilities over levels. School, way, tradition, or path denotes a group of such classes that share certain traits, as explained under martial arts defense, below.

Martial Arts Defense

As any master will teach you, defense is the basis of all offense, for without survival there can be no offense. There are six schools of martial arts defense, each based around different principles, methods, and abilities. They are described here, in order of how esoteric they are, from the most spiritual to the most physical.

As a general rule, you can only add your Dexterity modifier and one additional attribute modifier to your Armor Class. If you would add several ability scores to your Armor Class besides Dexterity, you only get to add the best one. If you would apply the same ability score several times, you cannot. If a style allows you to exchange Dexterity for another attribute when calculating Armor Class, you can still use one other ability score modifier besides the dexterity replacement, and you still cannot add the same ability score modifier twice. This puts a strict limit on the benefits of multiclassing to mix different martial arts styles. Also note that temporary attribute bonuses, such as those from spells like *owl's wisdom* or *fox's cunning* do not improve attribute-based martial arts defenses.

Static Armor Class bonuses—those not provided or limited by ability scores—follow normal rules and generally stack unless they are specifically of the same type and not dodge bonuses.

Way of the Void

Also known as the weirding way or the path of spirit, the way of the void is a mystic form of defense. Monks practice this style. The practitioner merges his consciousness with the universe and moves in just the right way to deflect or avoid an attack, seemingly without effort. This is an art based on wisdom and insight. It requires the utmost balance and ease of movement, and is thus incompatible with wearing armor or using a shield of any kind.

When unarmored and unencumbered, the disciple of the void adds his Wisdom bonus (if any) to his Armor Class and his Combat Maneuver Defense. These bonuses to Armor Class apply even against touch attacks or when the disciple of the void is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. Classes and archetypes that adhere to the Way of the Void generally grant greater Armor Class bonuses over levels.

Practitioners of void generally fight using martial arts strikes or monk weapons. They can use other weapons at a penalty.

Design Notes: This is the strongest of the martial arts defenses, as it always applies. Its weakness lies in the relatively obscure attribute used. Practitioners of the way of the void generally get bracers of armor as they advance in levels. This balances the cost of their defense against the magic armor normal warriors get. The escalating Armor Class bonus they get is there to make up for their lack of shields.

Way of Life

Also known as the animal form or fighting panache, this energetic path is based on presence and movement. Some disciples channel the energy of life to fight like an animal does, with constant acrobatic moves and antics. Others develop an aura of invincibility, moving slowly and deliberately through danger that makes most people cringe. Not quite as demanding as the way of the void, the Way of Life still demands that you refrain from using armor or shields.

The disciple of life adds her Charisma modifier as a dodge bonus when calculating Armor Class and Combat Maneuver Defense. She loses this bonus when she wears armor, uses a shield, when she carries a medium or heavy load, or when she is denied her Dexterity bonus to Armor Class. Classes and archetypes using this style generally grant uncanny dodge as they advance in level,

as well as an increase in Armor Class.

Practitioners of life tend to fight using martial arts strikes and light weapons.

Design Notes: Another strong defense, the obvious disadvantage here is the danger of becoming flat-footed. Even after learning the uncanny dodge ability, you can still get feinted or lose your Dexterity modifier to Armor Class in other ways. Like void, those who use the Way of Life generally get *bracers of armor* as they advance in levels and the escalating Armor Class bonus is there to make up for their lack of shields.

Way of the Mind

Also known as canny defense or fencing, this style uses trained reflexes and cunning guile for defense, concealing the practitioner in a web of feints and tricks. It is based on an intellectual understanding of the physics of combat, and often uses a pattern for its attacks and defenses. This pattern can be geometric, working along an imaginary line or circle, or it can be based on a rhythm such as that of a song. Practitioners of the way of the mind are also known for their witty repartee during combat. This style allows some armor and the use of bucklers or small shields, but not large or tower shields. This is the style of the duelist prestige class.

When wearing light or no armor and not using a large or tower shield, the way of the mind adds 1 point of Intelligence bonus (if any) per class level as a dodge bonus to Armor Class and Combat Maneuver Defense while wielding a melee weapon. If a fencer is caught without a melee weapon, is flat-footed, or otherwise denied her Dexterity bonus, she also loses this bonus.

Way of the Mind can be used with any weapon, but most styles emphasize the use of light and agile weapons such as the rapier. Practitioners often favor Weapon Finesse, but some practitioners fight with pole arms or other heavy weapons. Some fencers have developed a one or two weapon style that grants additional defensive abilities when not using shields. Their need to always wield a melee weapon limits their use of two-handed missile weapons, but one-handed thrown and missile weapons such as daggers, hand crossbows, or even pistols are popular.

Design Notes: Way of the Mind shares the flat-footed weakness of the Way of Life, only more so as they generally lack uncanny dodge. The risk of a disarm is another liability. Way of the Mind gives Armor Class slower than the ways of void or life, but allows the use armor and

shields, potentially making this a very strong defense suitable for main fighting classes. Their option to use shields means they do not generally get additional armor bonuses at higher levels.

Way of the Body

This is the most earthy of the martial arts defense styles. Tribal warriors, gladiators, boxers, and sumotori follow this path. It is based on long and punishing training where the student builds ligament, muscle, and fat into an armored screen to protect from blows. This often makes them big and heavy, with large calloused hands and lots of scars. Practitioners of this style deflect some blows, and due to their strong constitution they can take immense punishment even from the blows they fail to deflect.

As long as they are not wearing any armor, disciples of the body gain a circumstance bonus to natural armor equal to their Constitution bonus. They can use shields normally and the bonus stacks with both natural armor and with enhancement bonuses to natural armor. At higher levels, classes and archetypes using this method often grant damage reduction, additional armor bonus, or allows the practitioner to apply the defense against incorporeal attacks.

Those of the Way of the Body tend to be big and strong and favor either martial arts strikes or big two-handed weapons. A few sacrifice agility and use tower shields for a very defensive combat style.

Design Notes: Way of the Body has a very attractive defensive attribute—Constitution—making this a very solid choice. Unlike more spiritual paths, they do not improve their touch Armor Class or Combat Maneuver Defense. Like Way of the Void and Way of Life, practitioners of the Way of Body generally get bracers of armor as they advance in levels.

Way of Force

This is the magician's way of defense, with protective force fields rather than armor. *Mage armor* is the most common spell of this path. Many practitioners of other paths combine their style with *bracers of armor* that are based on the Way of Force. Some oracle mysteries offer revelations similar to this, revelations that count as armor but with none of the restrictions.

Classes and archetypes using the Way of Force have the ability to erect force armor, either as a spell, spell-like, or supernatural ability. Not constantly up and possible to dispel, such armor still offers good protection without

sacrificing mobility. Force armor works as worn armor in most ways and does not benefit Combat Maneuver Defense, but it does offer protection from incorporeal touch attacks. Specialists at this path are able to combine such defenses with that provided by *bracers of armor*, and often gain additional mystic shields or defenses as they advance in level.

Force warriors can use any weapon. Many combine this with spells for a very volatile style. Some practitioners can create weapons made out of force.

Design Notes: *Mage armor* is a very good defense, but it is static—it provides the same amount of armor regardless of level. This is a big help for low-level casters and martial artists, but is generally phased out at higher level. To be competitive for a fighting class, the armor bonus needs to increase over levels. The reason to combine class defenses with *bracers of armor* is to allow these classes to spend resources on improving their Armor Class, just like most other classes do on magic armor. If this defense increased naturally over levels, it would give those using them more resources to spend in other areas while not letting them focus on defensive gear if they chose to do so. Level-dependent bonuses are, as usual, there to compensate for the lack of a shield and generally require a free hand.

Way of Armor

Encasing the body in armor of leather or steel is a defense, and certainly not one to be scoffed at. Some call it the path of strength, as it takes great strength to carry heavy armor without encumbrance. In many places, wearing heavy armor marks you as either a noble, soldier, or outlaw, making its use impractical if you want to avoid attention. The Way of Armor is usually the strongest defense in terms of pure Armor Class. It is also very magically versatile, there are many enchantments that can be put on armor. Its main weakness is weight and armor check penalty, and it is also vulnerable to touch attacks. Way of Armor is what a martial artist calls armor proficiency when he wants to be polite, it is not a martial arts system as recognized by these rules and uses normal rules.

Table 1.1 - Martial Strikes

Base Attack Bonus	Small Strikes	Medium Strikes	Large Strikes
Non martial-artist	1d2	1d3	1d4
0-3	1d4	1d6	1d8
4-7	1d6	1d8	1d10
8-11	1d8	1d10	2d6
12-15	1d10	2d6	2d8
16-19	2d6	2d8	2d10
20	2d8	2d10	4d6

Martial Arts Strikes

Not all martial artists fight unarmed, as one can see in each specific class or archetype. Here are the general rules for those who do.

A martial artist in an unarmed style gains Improved Unarmed Strike as a bonus feat. A martial artist's attacks may be with fist, elbows, knees, and feet. This means that a martial artist may make unarmed strikes with his hands full. There is no such thing as an off-hand attack

for a martial artist striking unarmed. A martial artist may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a martial artist's unarmed strikes deal lethal crushing damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A martial artist's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A martial artist also deals more damage with his unarmed strikes than a normal person would, as shown above on *Table 1.1 - Martial Strikes*. A Small martial artist deals less damage, while a Large martial artist deals more damage.

Some classes and archetypes using martial arts strikes use it differently, as described in each case. The monk is specialized in martial arts in a way few other classes are; their damage progression is based on monk level rather than on base attack bonus. A monk multiclassed in a martial arts class or archetype counts his monk levels instead of the base attack bonus gained from the monk class when calculating unarmed damage.

Kui Lun is a tenth level monk and fifth level iron inquisitor. For the purpose of calculating unarmed strike damage, he has an effective base attack bonus of +14, +10 for monk levels and +4 for his base attack bonus as an inquisitor.



Weapons and Martial Arts

Not all martial artists fight unarmed. Many use normal weapons or a combination of weapon and unarmed strikes.

Monk Weapons

Some weapons are noted in the weapon tables as monk weapons. These are especially suited to be used with the Way of the Void and often allow more maneuver and special abilities to be used, like the monk's flurry of blows. Their damage compares poorly with martial arts strikes, but it is generally easier to find enchanted weapons than to enchant unarmed attacks.

Light Weapons

Preferred by those who use the Way of Life, light weapons can be used in their wild stunts and maneuvers. Fencers of the Way of the Mind often use either light weapons or rapiers. Some weapons that are not light have the special feature that they can be used with Weapon Finesse, such as the rapier, which is popular with the Way of the Mind.

One-Handed and Two-Handed Weapons

Many martial artists fight with ordinary weapons, using martial arts for defense but normal weapons for offense. This is particularly true of the less spiritual styles. Many such warriors forgo martial arts strikes altogether and focus on using brutal weapons in combat.

Natural Weapons

Some martial artists are creatures equipped with natural attacks—claws, teeth, slam attacks, and so on. These generally work much like one or two-handed weapons when used with martial arts. There is an important difference between primary and secondary natural weapons. Primary natural weapons attack at full attack bonus and add the full Strength bonus to damage. Secondary natural attacks suffer a -5 penalty on attack rolls and get only half Strength bonus to damage. When used in combination with unarmed strikes or weapons, all natural attacks are considered secondary weapons.

Combining Martial Arts Attacks

A creature that can make unarmed strikes using martial arts and can use weapons can combine both. This works like two-weapon fighting, with the unarmed strikes always considered the primary hand. All weapon attacks are considered off-hand attacks.

A creature that can make unarmed strikes using

martial arts and use natural weapons can combine both. The martial arts strikes work normally, while all natural attacks become secondary attacks.

Way of the Void Archetypes

The Way of the Void is the most spiritual school, suited to pure martial artists and divine casters.

Iron Inquisitor (Inquisitor^{APG}; Way of the Void)

Iron inquisitor is an inquisitor archetype with martial arts training. Seen as the ultimate example of discipline in the lands they serve, the iron inquisitor is often both prosecutor and judge. She is a practitioner of the way of the void

Hit Die: d8.

Class Features

The iron inquisitor has all the standard inquisitor class features, except as noted below.

Weapon and Armor Proficiency: Iron inquisitors are proficient with the club, dagger, hand crossbow, quarterstaff, sai, and the favored weapon of her deity. If eastern weapons are in use, they are also proficient with the butterfly sword, fighting fan, and hanbo. They have no proficiency with armor or shields.

AC Bonus (Ex): When unarmored, unencumbered, and not using a shield, the iron inquisitor adds her Wisdom bonus (if any) as a dodge bonus to her Combat Maneuver Defense and Armor Class. In addition, an iron inquisitor gains a +1 bonus to Armor Class at 5th level. This bonus increases by 1 for every five iron inquisitor levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to Armor Class apply even against touch attacks or when the iron inquisitor is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This ability replaces armor and shield proficiency and track.

Unarmed Fighting (Ex): An iron inquisitor gains Improved Unarmed Strike as a bonus feat at first level and inflicts 1d6 damage with an unarmed attack. An iron inquisitor's attacks may be with fist, elbows, knees, and feet. This means that an iron inquisitor may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for an iron inquisitor strik-

ing unarmed. An iron inquisitor may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually an iron inquisitor's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

An iron inquisitor's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. An iron inquisitor can use any ability that normally requires a melee weapon with an unarmed attack, specifically the judgement and bane abilities.

The damage of the iron inquisitor increases with base attack bonus; when base attack bonus reaches +4, unarmed damage becomes 1d8. At base attack +8 unarmed damage becomes 1d10, at +12 it becomes 2d6. This damage is for a Medium character. For Small and Large characters, see martial arts strikes. This replaces domain.

Sorvus Stonnart (CR 14; XP 38,400)

Male half-giant^{UP} inquisitor (iron inquisitor) 15

LE Medium humanoid (giant, human)

Init +11; **Senses** low-light vision; Perception +24

Defense

AC 24, touch 23, flat-footed 24

(+2 armor, +3 class, +1 Dex, +1 dodge, +1 natural, +6 Wis)

hp 101 (15d8+30)

Fort +10, **Ref** +6, **Will** +15; +2 vs fire spells and effects

Defensive Abilities stalwart

Offense

Speed 30 ft.

Melee unarmed strike +16/+11/+6 (1d10+5)

Ranged mwk composite longbow +13/+8/+3 (1d8+5/x3)

Special Attacks exploit weakness, greater bane (swift action; 15 rounds/day, +4d6), judgement (5/day; second judgement), solo tactics, teamwork feats (Allied Spellcaster, Duck and Cover, Outflank, Precise Strike, Shielded Caster)

Spell-Like Abilities (CL 15th; concentration +21)

15 rounds/day—*discern lies* (W-DC 20)

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

Spells Known (CL 15th; concentration +21)

5th (4/day)—*break enchantment*, *dispel evil* (W-DC 21), *disrupting weapon* (W-DC 21), *true seeing*

4th (5/day)—*divine power*, *freedom of movement*,

greater invisibility, *stoneskin*

3rd (6/day)—*cure serious wounds*, *dimensional anchor*, *greater magic weapon*, *heroism*, *ward the faithful*^{APG}

2nd (6/day)—*align weapon*, *corruption resistance*^{APG}, *cure moderate wounds*, *ghostbane dirge*^{APG} (W-DC 18), *resist energy*, *shield other*

1st (7/day)—*cure light wounds*, *disguise self*, *remove fear*, *sanctuary* (W-DC 17), *shield of faith*, *tireless pursuit*^{APG}

0th (at will)—*detect magic*, *detect poison*, *disrupt undead*, *light*, *read magic*, *stabilize*

Half-Giant Psionics^{UP} (ML 7th; concentration +6)

1/day—*stomp* (R-DC 10)

Statistics

Str 20, **Dex** 13, **Con** 12, **Int** 10, **Wis** 22, **Cha** 8

Base Atk +11; **CMB** +16; **CMD** 36

Feats Allied Spellcaster^{APG}, Dodge, Duck and Cover^{APG}, Improved Initiative, Manyshot, Martial Weapon Proficiency (longbow), Outflank^{APG}, Point-Blank Shot, Precise Shot, Precise Strike, Rapid Shot, Shielded Caster^{APG}, Toughness, Wild Talent^{UP}

Skills Intimidate +24, Knowledge (religion) +18 (+24 to identify monsters), Perception +24, Sense Motive +31, Spellcraft +18, Survival +28; **Racial Modifiers** +4 Survival

Languages Common

SQ cunning initiative, monster lore +6, naturally psionic, powerful build, psionic aptitude, stern gaze +7, survivor

Combat Gear *potions of bear's endurance* (2), *cat's grace* (2), and *haste* (2), *wand of cure light wounds* (50 charges);

Gear mwk composite longbow & 40 arrows, *amulet of natural armor* +1, *belt of giant strength* +4, *bracers of armor* +2, *headband of inspired wisdom* +4, silver holy symbol, spell component pouch (including diamond dust (5) for *stoneskin* and eye ointment (5) for *true seeing*), pouch with 117 gp worth of mixed coins and gems

Demographics

Faith Lord Grunzol Firestorm

Homeland Clandom of the Fourlands

Sorvus serves a vital role in his community, bringing justice to a people physically powerful enough to ignore most laws. He prides himself on looking and acting very severe. His daily service to the Clandom has earned him many allies, including a reliable alchemist and an enchanter specializing in defensive magic, but he has very few friends. Those rare few are more precious to him than gold. Woe to the fool who tries to strike at Sorvus through a loved one. Bards still sing the brief, bloody tale of the last person to do so.



Sorvus Stonnart

Path of Spirit Cleric (Cleric; Way of the Void)

Clerics are naturally inclined to be martial arts practitioners of the path of spirit, but despite the similar talent required, merging these paths takes a great deal of effort.

Hit Die: d8.

Class Skills

The path of the spirit cleric's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Abilities

The path of spirit cleric has all the cleric's class abilities, except as noted.

Weapon and Armor Proficiency: Path of spirit clerics are proficient with quarterstaff and siangham. They have no proficiency with armor or shields. If eastern weapons are used in the campaign they are also proficient with the bo and hanbo. Path of spirit clerics are also proficient with the favored weapon of their patron, if they have a patron.

AC Bonus (Ex): When unarmored, unencumbered, and unarmed or wielding either a monk weapon or the favored weapon of their patron, the path of spirit cleric adds her Wisdom bonus (if any) to her Armor Class. In addition, a path of spirit cleric gains a +1 bonus to Armor Class at 5th level. This bonus increases by 1 for every five path of spirit cleric levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to Armor Class apply even against touch attacks or when the path of spirit cleric is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This replaces armor proficiency.

Unarmed Fighting (Ex): A path of spirit cleric gains Improved Unarmed Strike as a bonus feat at first level and inflicts 1d6 damage with an unarmed attack (1d4 for a Small character). A path of spirit cleric's attacks may be with fist, elbows, knees, and feet. This means that a path of spirit cleric may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a path of spirit cleric striking unarmed. A path of spirit

cleric may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a path of spirit cleric's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A path of spirit cleric's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. The damage of the path of spirit cleric increases with base attack bonus; when base attack bonus reaches +4, unarmed damage becomes 1d8 (1d6 if Small). At base attack +8 unarmed damage becomes 1d10 (1d8 if Small), and at +12 it becomes 2d6 (1d8 if Small).

This replaces domains. A path of spirit cleric gains no domain powers, domain spells, or domain spell slots.

Donal-Vagus (CR 6; XP 2,400)

Male dwarf cleric (path of spirit cleric) 7

N Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +14 (+16 notice unusual stonework)

Defense

AC 18, touch 16, flat-footed 18 ; +2 dodge vs aberrations

(+1 armor, +1 class, +1 Dex, +1 natural, +4 Wis)

hp 56 (7d8+21)

Fort +8, **Ref** +4, **Will** +10

SR 12 (can lower for 1 round as a standard action)

Offense

Speed 20 ft.

Melee mwk heavy pick +9 (1d6+3/x4), or unarmed strike +7 (1d8+2)

Ranged mwk heavy crossbow +7 (1d10/19-20)

Special Attacks +1 on attack rolls vs elves and orcs, channel positive energy (1/day; 4d6; W-DC 11)

Spells Prepared (CL 7th; concentration +11)

4th—*debilitating portent*^{UC} (2; W-DC 20)

3rd—*dispel magic*, *searing light* (2)

2nd—*bear's endurance*, *hold person* (3; W-DC 18)

1st—*command* (4; W-DC 17), *comprehend languages*

0—*guidance*, *mending*, *stabilize*, *virtue*

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +5; **CMB** +7 (+9 to grapple aberrations);

CMD 18 (22 vs bull rush and trip)

Feats Greater Spell Focus (enchantment), Spell Focus (enchantment), Toughness, Weapon Focus (heavy pick)

Skills Diplomacy +8, Heal +14, Knowledge (religion) +10, Perception +14 (+16 vs usual stonework)

Languages Common, Dwarven

SQ craftsman, deep warrior, hatred, magic resistant, stability, stonecunning, weapon familiarity (dwarven)

Combat Gear *wands of cure light wounds* (30 charges) and *magic weapon* (30 charges); **Gear** masterwork heavy pick, masterwork heavy crossbow & 20 bolts, *amulet of natural armor* +1, *bracers of armor* +1, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 409 gp worth of mixed coins and gems

Demographics

Faith Ferrakus

Homeland Nor-Du-Mag

“The Lord Beneath commands I bring you before the Grand Anvil. He won’t mind if I break a few bones first.”

Donal-Vagus is an excellent example of a warrior priest who has become old enough to tire of the violence but is still young enough to mete it out where needed. He has been a cleric of Ferrakus for a very long time, tending a small, quiet congregation for most of that time. Only recently called to more active service in the name of his god, Donal-Vagus now serves the same enforcer role that his mentor did before him. In fact, he only accepted the ‘promotion’ because his mentor Aldurn was slain in the line of duty and named Donal as his successor personally.

Peaceful by nature, Stonefather Donal-Vagus would much rather deal with problems peacefully. His skill at Diplomacy has lain fallow since he took on this new role however, a fact that only makes him more irritated as time goes by. His other main source of irritation is the fact that despite having investigated for three years, he is no closer to identifying his mentor’s killer.

Instead, on the anniversary of Aldurn’s death, Donal-Vagus receives a small box containing a holy symbol of Ferrakus with a hole through its center. The boxes appear on his person with no apparent magical means of getting there, and the holed symbol matches the blood soaked one found on Aldurn’s body. It is well known across Nor-Du-Mag that bothering Donal-Vagus on this day is a good way to get punched... or worse.

Void Fighter (Fighter; Way of the Void)

The void fighter is a specialist in unarmed combat, practicing the way of the void. Unlike the true monk, they do not live to perfect an inner force or spiritual purity—the power of their fists and the skills they learn are enough.

Hit Die: d10.

Class Skills

The void fighter’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Perform (Cha), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The void fighter has all fighter class features, except as noted.

Weapon and Armor Proficiency: The void fighter is proficient with all simple and martial weapons, but has no proficiency with shields or any kind of armor.

AC Bonus (Ex): When unarmored and unencumbered, the void fighter adds his Wisdom bonus (if any) to his Armor Class and combat maneuver defense. In addition, a void fighter gains a +1 bonus to Armor Class at 1st level. This bonus increases by 1 for every four void fighter levels thereafter (+2 at 4th, +3 at 8th, and so on). These bonuses to Armor Class apply even against touch attacks or when the void fighter is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This replaces armor proficiencies.

Agile: Starting at 2nd level, a void fighter gains a +1 bonus on Reflex saves. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Unarmed Attacks (Ex): The void fighter gains the Improved Unarmed Strike feat as a bonus feat at level 1. The damage of the void fighter increases with base attack bonus; when base attack bonus reaches +4, unarmed damage becomes 1d8. At base attack +8 unarmed damage becomes 1d10, at +12 it becomes 2d6 and at +16 it becomes 2d8 and at +20 it becomes 2d10. The void fighter can select to do either lethal or subdual damage with unarmed attacks and when grappling.

This damage is for a Medium character. For Small and Large characters, see *Table 1.1 - Martial Strikes*. This

ability replaces the armor training gained at level 7, 11, and 15.

Evasion (Ex): At 3rd level and higher, a void fighter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the void fighter is not wearing armor. A helpless void fighter does not gain the benefit of evasion. This ability replaces the Armor Training ability gained at level 3.

Unarmored Mastery (Ex): At 19th level, a void fighter gains Damage Reduction 5/— whenever he is not wearing armor or using a shield. This replaces armor mastery.

Void Mastery (Ex): At 20th level, a void fighter chooses either unarmed attack or one weapon, such as the longsword, greataxe, or longbow. Whichever his choice is, any attacks made with the choice automatically confirm all critical threats. If he chooses unarmed attack, it gains a critical rating of (18-20 x3). If he chooses a weapon, have its damage multiplier increased by 1 (x2 becomes x3, for example). In addition, he cannot be disarmed while wielding a weapon of this type. This replaces weapon mastery.

Drynn of the Long Run (CR 6; XP 2,400)

Female polkan fighter (void fighter) 7

N Large monstrous humanoid

Init +1; **Senses** low-light vision; Perception +2

Defense

AC 16, touch 15, flat-footed 16

(+1 armor, +2 class, +1 Dex, +1 natural, -1 size, +2 Wis)

hp 67 (7d10+21)

Fort +8, **Ref** +6, **Will** +5; evasion

Offense

Speed 20 ft.

Melee unarmed strike +12/+7 (1d8+7)

Ranged mwk composite longbow +9/+4 (1d8+6/x3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks weapon training (natural +1)

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +12; **CMD** 27 (31 vs trip)

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (longbow, unarmed strike), Weapon Specialization (longbow, unarmed strike)

Skills Acrobatics +9 (+13 jump), Heal +10, Swim +11

Languages Samsaran

SQ agile +2, quadruped, sociable

Combat Gear *potions of cat's grace* and *cure moderate wounds* (2); **Gear** masterwork composite longbow & 40 arrows, *amulet of natural armor* +1, *bracers of armor* +1, *cloak of protection* +1, pouch with 297 gp worth of mixed coins and gems

Demographics

Faith Myketa

Homeland Lotus Blossom Steppes

Born in the dead of winter outside the City of Um, Drynn is a rarity among his people – a twin. His brother, Vraan of the Stone Watch, serves their family's herd well as a spy and scout but Drynn's destiny took him in a different direction. Though he is no less vital to his people, Drynn acts as what would normally seem to be a menial task – messenger.

His role might seem base and simple, but nothing could be farther from the truth. Strong, agile, and enduring, Drynn of the Long Run has spent most of his life in training for the post of courier. With skirmishes raging across the Steppes, the simple act of running messages from one herd to another is fraught with danger. Few polkan messengers survive a year. Drynn, tough as horseshoe nails and a deadly shot with his finely-made longbow, has been carrying missives for his people for nearly ten.

His service to the herds is more complicated than any one other than his twin brother knows. For several years now, the polkan of the Lotus Blossom Steppes have been silently massing for war. Planning for a march of this scale has been slow, methodical, and dependent on good communication. Drynn serves them well in this regard, carrying secret missives and communicates between war leaders in each herd despite the constant risk of getting caught or the fatal consequences of his actions.

Vraan gathers intelligence on the herds' enemies and passes what he learns on to Drynn as fine parchment scrolls concealed in hollow arrow shafts. Even when Drynn is stopped and searched out on the Steppes, his secrets remain safely hidden in his quiver – the one place no one thinks to check.

Skillful and loyal as Drynn is, he has started to doubt his cause. The herds have been preparing for war for a long time with virtually nothing to show for their efforts. He is beginning to despair. While he still thinks the herds need to rise up and fight, he now suspects someone among the herd leaders of sabotaging their efforts.

Way of Life Archetypes

The Way of Life is diverse and permissive, allowing for a great variety of fighting styles.

Child of the Wild (Ranger; Way of Life)

A child of the wild grew up in the wilderness, far from man and his trappings. Unfamiliar with many of man's tools, he has never grown to depend on such crutches and is a perfect innocent and a natural practitioner of the Way of Life.

Hit Die: d10.

Class Features

This archetype has all normal ranger class features, except as noted.

Weapon and Armor Proficiency: A child of the wild is proficient with all simple and martial weapons and with shields (except tower shields) but not with any armor.

AC Bonus (Ex): When unarmored and unencumbered, the child of the wild adds his Charisma bonus (if any) as a dodge bonus to his Armor Class and his Combat Maneuver Defense. This bonus to Armor Class applies even against touch attacks. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he loses his Dexterity bonus to armor class, or when he carries a medium or heavy load.

Uncanny Dodge (Ex): At 2nd level, a child of the wild gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to Armor Class if the attacker is invisible. He still loses his Dexterity bonus to Armor Class if immobilized. A child of the wild with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action against him. This replaces the combat style feat normally gained at 2nd level.

Varr (CR 6; XP 2,400)

Male ith'n ya'roo ranger (child of the wild) 7
CN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 20, touch 14, flat-footed 16; uncanny dodge (+1 armor, +1 Dex, +3 dodge, +2 natural, +3 shield)

hp 67 (7d10+21)

Fort +8, **Ref** +7, **Will** +5

Resist cold 5; **Weakness** vulnerability to fire

Offense

Speed 30 ft.; woodland stride

Melee +1 *longsword* +12/+7 (1d8+4/19-20) and gore +6 (1d6+1)

Ranged bone javelin +8/+3 (1d6+3)

Special Attacks favored enemy (animal +4, giant +2)

Spell-Like Abilities (CL 7th; concentration +9)

2/day—*reinforce armaments*^{UC}

Statistics

Str 17, **Dex** 12, **Con** 14, **Int** 6, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 23

Feats Dodge, Endurance, Iron Will, Toughness, Weapon Focus (gore, longsword)

Skills Craft (weapons) +10, Handle Animal +12, Heal +7, Perception +10, Survival +6 (+9 tracking)

Languages Common, Ya'roo

SQ bonecrafter, bonechanter, combat style (natural weapon), favored terrain (cold +2), hunter's bond (wolf), track +3, wild empathy +9

Gear +1 *heavy steel shield*, +1 *longsword*, bone javelins (4), *bracers of armor* +1, *cloak of protection* +1, pouch with 512 gp worth of mixed coins, gems, and jewellery

Demographics

Faith Y'Tinasni the Inchoate Exultation

Homeland The Eternal Ice

Varr's Wolf Companion

N Medium animal

Init +7; **Senses** scent; Perception +7

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 34 (4d8+16)

Fort +7, **Ref** +7, **Will** +4; evasion

Offense

Speed 50 ft.

Melee bite +5 (1d6+3 plus trip)

Statistics

Str 14, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 18

Feats Iron Will, Toughness

Skills Perception +7, Survival +5

SQ bonus tricks (2), link, share spell

The tundra hunter known as Varr is thought to be a myth, a story told around campfires out on the Eternal Ice. Few know that the ith'n ya'roo stalker is real, mostly because Varr rarely leaves any survivors to speak of him at all. Known for the magical sword and shield he carries, both bearing the crest of a lost noble family.

Noble Savage (Barbarian; Way of Life)

A warrior whose honor and integrity have been honed by the struggle for survival, he has as much self-control as any lord from civilized lands. Protected by his confidence and the favor of the spirits, the noble savage is a practitioner of Way of Life martial arts.

Hit Die: d12.

Class Skills

The noble savage's class skills become Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Abilities

The noble savage has all the class abilities of the barbarian, except as noted below.

Disciplined Rage (Ex): A noble savage can call upon his integrity to use rage powers without actually raging. Every two rounds (or part thereof) of disciplined rage counts as a round of normal rage against daily rage limits and for how long the fatigue lasts afterwards. During this time, the noble savage can use rage powers as if raging, but there is no other effect and no restrictions on his actions. The noble savage can switch between using disciplined rage and normal rage as a free action. Powers limited to a certain number of uses per rage count any continuous use of rage and disciplined rage as a single use of rage. If a use of rage involved only disciplined rage and no regular rage, the noble savage is not fatigued at the end of it.

At 5th level, each minute of disciplined rage counts as one round of raging. At 9th level, each ten minutes of disciplined rage counts as one round of raging. At 13th level, every hour using disciplined rage counts as one round of raging. At 19th level, the noble savage can use rage powers at any time. This ability replaces trap sense.

Way of Life Armor Bonus (Ex): When unarmored and unencumbered, the noble savage adds his Charisma bonus (if positive) as a dodge modifier to armor class and Combat Maneuver Defense. He loses this bonus when he wears any armor, when he carries a medium or heavy load, or when he is denied his Dexterity bonus to armor class. This replaces damage reduction.

Uncanny Dodge (Ex): This is the same as the barbarian ability of the same name, but gained at 3rd level.

Improved Uncanny Dodge (Ex): This is the same as the barbarian ability of the same name, but gained at 7th level.

Indomitable Will (Ex): This is the same as the barbarian ability of the same name, but gained at 15th level.

Rage Powers

The following rage powers complement this archetype: auspicious mark, bestial climber, bestial leaper, bestial swimmer, boasting taunt, internal fortitude, intimidating glare, low-light vision, night vision, scent.

The following rage powers do not work well with this archetype: Moment of Clarity.

Shaavi, Warden of the Greenramble (CR 2; XP 600)

Female dhosari barbarian (noble savage) 3

CG Large monstrous humanoid

Init +2; **Senses** Perception +5

Defense

AC 15, touch 12, flat-footed 10; uncanny dodge (+2 Dex, +3 dodge)

hp 22 (3d12-3)

Fort +3, **Ref** +4, **Will** +3

Offense

Speed 40 ft.

Melee mwk greatsword +4 (2d6+1/19-20)

Ranged javelin +4 (1d6+1)

Space 10 ft.; **Reach** 5 ft.

Special Attacks disciplined rage, rage (7 rounds/day)

Statistics

Str 12, **Dex** 14, **Con** 8, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +3; **CMB** +5; **CMD** 20 (24 vs trip)

Feats Intimidating Prowess, Iron Will

Skills Climb +9, Intimidate +10, Knowledge (nature)

+7, Perception +5, Survival +6; **Racial Modifiers** +1

Bluff, +2 Climb, +1 Sense Motive, +1 Knowledge (local), +1 Survival

Languages Common, Giant

SQ fast movement, free dhosari, quadribrachial, rage power (intimidating glare), survivalist

Combat Gear *potions of cure light wounds* (4); **Gear** mwk greatsword, javelins (4), *cloak of protection* +1, pouch with 95 gp worth of mixed coins and gems

Demographics

Faith Saren

Homeland Calopia

"I know what you think when you look at me, but I am no slave. Leave here or you will be the one in chains."

Shaavi was introduced to the wilds of Calopia at a very young age, when the noble her mother was bonded to was slain by bandits on the way to Questown. Sorely wounded in the same attack, her mother managed to survive long enough to get Shaavi safely into the depths of the Greenramble. There she stayed, fending for herself, terrified of getting too close to any kind of civilization.

She might have remained hidden forever but for the misfortune of a band of thieves settling into ruins in her forest. For weeks she watched them as they fortified their new base, bringing in others of their kind and

stockpiling their stolen goods. At first she was curious, unsure about these newcomers in the wood, but all that changed when she followed a group of them to the edge of the forest and witnessed them assaulting a small merchant caravan.

Memories of her mother returned, sparking a rage inside her like nothing she had ever felt. Rushing out of the tree line, she picked up a fallen greatsword from one of the caravan's slain guards and started hacking the bandits apart. The merchant and his surviving escort took the chance to flee, grateful but terrified by the sight of a savage dhosari carving through their assailants, screaming like a demon.

Once her bloodlust subsided, Shaavi disappeared back into the woods. She did not, however, stay idle. Now that her taste for vengeance had been piqued, she was hungry for more. Over the next few weeks, she fought a guerilla war against the bandit camp. First content to pick off stragglers, she worked her way up to killing patrols and hanging their skinned bodies where other thieves would find them. By the time she set her sights on the main camp, her efforts had taken their toll.

The camp defenders were terrified. They were convinced that a small army was attacking them, a silent band of soldiers out in the woods with every intention of slaughtering them all. Shaavi let them exhaust themselves with paranoia and then struck when they were exhausted. The few bandits that survived and fled told stories later of a dhosari woman, her long blonde hair streaked in blood red, with tribal markings and a huge sword.

Those few who believed the bandits' rambling dubbed Shaavi the 'Warden' of the Greenramble. Most assumed she was just a ghost story. Even so, no one with any sense steps into her part of the forest. This suits Shaavi just fine, as she prefers to be alone.



Pao Garganster

Oracle of the Way (Oracle^{APG}; Way of Life)

The oracle of the way is a martial artist of the Way of Life. Oracles are rarely trained in martial arts, but some were trained before their revelations began or learned martial arts from their revelations.

Hit Die: d8.

Class Skills

The oracle of the way's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Abilities

The oracle of the way has all the oracle's class abilities, except as noted.

Weapon and Armor Proficiency: Oracles of the way are proficient with the dagger and quarterstaff. They have no proficiency with armor or shields. If eastern weapons are used in the campaign they are also proficient with the bo and hanbo.

Enlightened Fighting (Ex): The oracle begins play with Improved Unarmed Strike as a bonus feat. When unarmed and unencumbered, the oracle of the way adds her Charisma bonus (if any) as a dodge bonus to her Armor Class and Combat Maneuver Defense. These dodge bonuses to Armor Class apply against touch attacks. She loses these bonuses when she is flat-footed, immobilized, or helpless, when she wears any armor, when she carries a shield, when she carries a medium or heavy load, or if she is denied her dexterity bonus to armor class. This replaces armor proficiencies and the oracle's curse.

Fighting Revelations

An oracle of the way has additional monk-like revelation to select from in addition to those of her mystery. An oracle of the way may not select a revelation that grants an armor bonus.

Divine Fist (Ex): An oracle with the divine fist revelation inflicts 1d6 damage with an unarmed attack (1d4 for a Small character). Divine fist attacks may be with fist, elbows, knees, and feet. This means that an oracle of the way may make unarmed strikes with his hands full. There is no

such thing as an off-hand attack for an oracle of the way striking unarmed. An oracle of the way may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually divine fist unarmed strikes deal lethal damage, but the oracle can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A divine fist unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. The damage of divine fist increases with base attack bonus; when base attack bonus reaches +4, unarmed damage becomes 1d8 (1d6 if Small). At base attack +8 unarmed damage becomes 1d10 (1d8 if Small), and at +12 it becomes 2d6 (1d8 if Small).

Enlightened Moves (Ex): The oracle adds his class level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. He always counts as having a running start when making jump checks using Acrobatics. In addition the oracle can use a wall within arm's reach to slow his descent. For each oracle level, he takes damage as if the fall were 5 feet shorter than it actually is.

Evasion (Ex): The oracle gains a bonus of reflex saves of +1. This bonus increases by one every four levels. The oracle can avoid damage from many area-effect attacks. If an oracle makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if an oracle is wearing light armor or no armor. A helpless oracle does not gain the benefit of evasion.

Fast Movement (Ex): The oracle gains an enhancement bonus of +10 ft. to his land speed. The bonus increases by 10 ft. every 7 levels. An oracle in armor or carrying a medium or heavy load loses this extra speed.

Stunning Fist (Ex): The oracle gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. The oracle may attempt a stunning attack a number of times per day equal to his

oracle and monk levels combined, plus one more time per day for every four levels he has in classes other than oracle or monk.

Uncanny Dodge (Ex): An oracle with the uncanny dodge revelation gains the ability to 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 Armor Class if the attacker is invisible. An oracle of the way with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her or if she is helpless or immobilized.

Kallus Coinspinner (CR 10; XP 9,600)

Male gnome oracle (oracle of the way) 11

NE Small humanoid (gnome)

Init +6 (war sight); **Senses** low-light vision; Perception +21

Defense

AC 20, touch 18, flat-footed 13; +4 dodge vs giants (+2 armor, +2 Dex, +5 dodge, +1 size)

hp 86 (11d8+33)

Fort +9, **Ref** +10, **Will** +8; +2 vs illusion spells and effects, evasion

Offense

Speed 20 ft.

Melee +1 *unarmed strike* +12/+7 (1d8+2)

Spell-Like Abilities (CL 11th; concentration +15)

1/day—*dancing lights*, *ghost sound* (W-DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL 11th; concentration +15)

5th (4/day)—*greater command* (W-DC 19), *mass cure light wounds*, *righteous might*, *spell resistance*

4th (7/day)—*blessing of fervor*^{APG}, *cure critical wounds*, *divine power*, *greater shield of fortification*^{APG}, *wall of fire*

3rd (7/day)—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic vestment*, *protection from energy*, *water walk*

2nd (7/day)—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *eagle's splendour*, *fog cloud*, *silence* (W-DC 16), *weapon of awe*^{APG}

1st (7/day)—*command* (W-DC 15), *cure light wounds*, *deathwatch*, *divine favor*, *endure elements*, *enlarge person*, *shield of faith*

0th (at will)—*bleed* (W-DC 14), *create water*, *detect magic*, *detect poison*, *light*, *mending*, *read magic*, *stabilize*, *virtue*

Statistics

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

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

Feats Dodge, Eschew Materials, Extend Spell, Great Fortitude, Improved Critical (unarmed strike), Improved Initiative, Toughness, Weapon Focus (unarmed strike)

Skills Knowledge (engineering) +15, Knowledge (religion) +16, Perception +21, Spellcraft +14; **Racial Modifiers** +1 Disable Device, +2 Knowledge (religion), +1 Knowledge (engineering), +2 Perception

Languages Common, Gnome, Sylvan

SQ academician, gnome magic, illusion resistance, keen senses, master tinker, mystery (battle), revelations (divine fist, evasion, war sight, weapon mastery), weapon familiarity (gnome)

Combat Gear *potions of barkskin* (2); **Gear** *amulet of mighty fists* +1, *bracers of armor* +2, *cloak of protection* +2, *eyes of the eagle*, silver holy symbol, pouch with 224 gp worth of mixed coins and gems

Demographics

Faith Fenris Kul

Homeland Kingdom of Iskandar

Kallus lives up to his name. A devotee of Fenris Kul, he revels silently in the art of destruction and sets about his self-appointed holy task of ruin with the kind of methodical precision and pure cunning that only a gnome can embody. His life before he started slaying was very different.

Born into a family of Iskandar merchants, Kallus (then named Kallun) was much-beloved by his parents but never given the same opportunities as his siblings. This was not done out of malice but rather the natural consequence of his being born slow and impeded. Kallun toiled away as a jewelry cleaner in his family's shoppe, blissfully unaware of his low station and the subtle abuses of his smarter, wealthier brothers. He might have labored like this his whole life had fate not intervened in the form of an antique amulet with a blood red stone set in tarnished bronze.

Kallun spent hours alone with the necklace, cleaning and polishing it. As he did, the talisman slowly revealed its true nature to him. It was a medallion containing the last vestiges of a high priest's soul, spirit fragments that reached out in an attempt to possess the poor slow gnome from beyond the grave. There was not enough left of the ancient cleric of Fenris Kul to succeed, but the attempt left Kallun imprinted with all the prelate's lore and malice.

Kallun closed his eyes as the necklace disintegrated in his hands. Kallus opened them again.

Uncanny Monk (Monk; Way of Life)

Not all monks practice serene meditation. There are others whose styles are more dramatic, acting out the attack routines of animals or monsters through martial arts, including screeches and dramatic poses. They work to develop their animal instinct rather than the unity with the world normal monks practice. These wild combatants are known as uncanny monks. The uncanny monk is more focused on physical balance than on mental balance, learning to maintain control of his body in any situation. The uncanny monk is a martial artist of the Way of Life.

Hit Die: d8.

Class Features

The uncanny monk has all the monks class features, except as follows.

Way of Life Armor Class Bonus (Ex): When unarmed and unencumbered, the monk adds his Charisma bonus (if any) as a dodge bonus to his Armor Class and Combat Maneuver Defense. This bonus increases by 1 at level four and for every four uncanny monk levels thereafter, up to a maximum of +5 at 20th level.

He loses these bonuses when he loses his Dexterity bonus to Armor Class, when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This is a modification to the monk's armor class bonus class feature.

Uncanny Dodge (Ex): Starting at 3rd level, an uncanny monk can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to Armor Class if the attacker is invisible. He still loses his Dexterity bonus to Armor Class if immobilized. A rogue with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action (see Combat) against him.

If an uncanny monk already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. This ability replaces Still Mind.

Improved Uncanny Dodge (Ex): An uncanny monk of 7th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has levels in uncanny monk.

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

Karen Quickstep (CR 8; XP 4,800)

Female halfling monk (uncanny monk) 9

LN Small humanoid (halfling)

Init +7; **Senses** low-light vision; Perception +10

Defense

AC 22, touch 21, flat-footed 13; imp. uncanny dodge (+1 armor, +1 deflection, +3 Dex, +6 dodge, +1 size)

hp 62 (9d8+18)

Fort +9, **Ref** +11, **Will** +8; +2 vs fear, improved evasion

Defensive Abilities slow fall 40 ft.; **Immune** disease

Offense

Speed 50 ft., climb 20 ft.

Melee +1 *unarmed strike* +11/+6 (1d8+3) or flurry of blows +12/+12/+7/+7 (1d8+3)

Special Attacks ki pool (4 points; magic strike; high jump, wholeness of body), low blow, stunning fist (9/day; F-DC 14; stunned, fatigued or sickened)

Statistics

Str 14, **Dex** 16, **Con** 12, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +6; **CMB** +7; **CMD** 28

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Risky Striker^{ARG}, Step Up, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +17 (+34 jump), Climb +13, Perception +10, Stealth +14; **Racial Modifiers** +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Halfling

SQ high jump, maneuver training, purity of body, swift as shadows, weapon familiarity (halfling), wholeness of body

Combat Gear *potions of bull's strength* (2); **Gear** *amulet of mighty fists* +1, *bracers of armor* +1, *cloak of protection* +1, *elixir of hiding*, *ring of protection* +1, pouch with 199 gp worth of mixed coins and gems

Demographics

Faith Ithreia

Homeland Lotus Blossom Steppes

For many halflings, travelling to the Lotus Blossom Steppes is the first step on the path to enlightenment. Many who make this journey never leave its majesty and a few lucky ones are even granted access to the Lung Plateau by the canny tengu that live there.

Way of the Mind Archetypes

The Way of the Mind is a trained rational approach to combat. It uses an understanding of mechanics and movement to best effect.

Canny Magus (Magus^{UM}; Way of the Mind)

A canny magus is a magus archetype that focuses on fencing, combining spells with fencing tricks. It is a martial arts school of the way of the mind

Hit Die: d8.

Class Features

The canny magus has all the standard magus' class features, except as noted below.

Weapon and Armor Proficiency: Canny magi are proficient with all simple and martial weapons. A canny magus 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 canny magus 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 magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Canny Defense (Ex): When wearing light or no armor and not using a large or tower shield, a canny magus adds 1 point of Intelligence bonus (if any) per two class levels as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a canny magus is caught unarmed or is flat-footed or otherwise denied her Dexterity bonus, she loses this bonus. A canny magus that knows the Improved Unarmed Strike feat still cannot use canny defense unarmed, she needs a proper melee weapon to do so. This replaces the medium armor and heavy armor abilities.

Improved Spell Recall (Su): This is the same as the magus ability of the same name, but gained at level 13.

V'shae 'Storm-hand' Tul'tavashi (CR 4; XP 1,200)

Male erkunae magus (canny magus) 5
CN Medium humanoid (human)

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

Defense

AC 18, touch 13, flat-footed 15
(+5 armor, +1 Dex, +2 dodge)
hp 36 (5d8+10)

Fort +6, **Ref** +3, **Will** +5

Offense

Speed 30 ft.

Melee mwk falchion +8 (2d4+4/18-20)

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

Spells Prepared (CL 5th; concentration +7)

2nd—*frigid touch*^{UM} (2), *mirror image*

1st—*shocking grasp* (4), *vanish*

0th (at will)—*arcane mark*, *detect magic*, *mage hand*, *spark*^{APG}

Statistics

Str 17, **Dex** 12, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 20

Feats Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (falchion)

Skills Knowledge (arcana, planes) +9, Knowledge (local) +6, Knowledge (nobility) +7, Perception +5, Sense Motive +5, Spellcraft +10; **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, Ignan, Infernal, Protean
SQ castle dwellers, court intrigue, magus arcana (arcane accuracy), pact with elder powers (powers of the elements, fire), weapon familiarity (erkunae)

Combat Gear *potions of cure moderate wounds* (2); **Gear** +1 *chain shirt*, masterwork falchion, *cloak of protection* +1, spellbook, spell component pouch, pouch with 219 gp worth of mixed coins and gems

Demographics

Faith Zelasindrillis the Unplaced Harmony

Homeland Erkusaa

It is incorrect to label all erkunae evil, even those who serve the Opal Throne. It would be far more accurate to say that erkunae almost universally have no grasp of or concern for consequences. They do as they will, curbed in their appetites either by the limits of their own abilities or the strength of those around them. In this way, erkunae society exists in a perpetual state of functional chaos, rational, and productive despite itself.

There are exceptions like V'shae. His mind was utterly shattered by contact with the Protean Lords during a ritual gone terribly wrong. Now he serves as a magus in the service of a group of primordial powers he calls the 'Harvest', killing seemingly at random while professing to do it all as they bid. The last things his victims usually see are a blood-drenched falchion, a hand blazing with lightning, and almost apologetic eyes.



Canny Ranger (Ranger; Way of the Mind)

The canny ranger specializes in light armor, mobility, and an active defense, perfecting fencing like that of a classic Robin Hood movie. This is a martial arts style of the way of the mind.

Hit Die: d10.

Class Skills

The canny ranger's class skills after modification are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The canny ranger has all the standard ranger class features, except as noted below.

Weapon and Armor Proficiency: Canny rangers are proficient with all simple and martial weapons. They are also proficient in light armor and shields (except tower shields).

Canny Defense (Ex): When wearing no armor or light armor, and not using a large or tower shield, a canny ranger adds his Intelligence bonus as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a canny ranger is caught unarmed or is flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus. A canny ranger with the Improved Unarmed Strike feat is never considered unarmed.

This replaces the ranger's spellcasting ability. The Canny ranger can cast no spells, has no spellcaster level, and cannot use spell trigger or spell completion items (except by using means available to everyone, such as Use Magic Device).

Fast Movement (Ex): At 4th level, a canny ranger's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor or light armor, and not carrying more than a light load. This bonus does not stack with other versions of fast movement, such as the barbarian's fast movement ability.

Uncanny Dodge (Ex): At 7th level, a canny ranger gains the ability to 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 Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A canny ranger with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

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

Lofty Stride (Ex): At 10th level, a canny ranger can move at full speed while balancing and at half speed when swimming or climbing without penalty. The canny ranger no longer loses his Dexterity bonus to armor class when climbing. All jumps are considered running jumps.

Improved Uncanny Dodge (Ex): At 13th level and higher, a canny ranger can no longer be flanked. This defense denies a rogue the ability to sneak attack the canny ranger by flanking her, unless the attacker has at least four more rogue levels than the target has canny ranger levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Naethira, the Green Ghost (CR 10; XP 9,600)

Female elf ranger (canny ranger) 11

NG Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +17

Defense

AC 20, touch 14, flat-footed 17; uncanny dodge (+5 armor, +1 deflection, +3 Dex, +1 natural)

hp 87 (11d10+22)

Fort +10, **Ref** +12, **Will** +8; evasion

Offense

Speed 40 ft.; woodland stride

Melee +1 greatsword +16/+11/+6 (2d6+5/19-20)

Ranged +1 composite longbow +16/+11/+6 (1d8+4/x3)

Special Attacks favored enemy (giant +6, fire +2, water +2), quarry

Statistics

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

Base Atk +11; **CMB** +14; **CMD** 27

Feats Endurance, Improved Initiative, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (greatsword, longbow)

Skills Acrobatics +17, Climb +17, Knowledge (arcana) +8, Knowledge (geography, nature) +7, Perception +17, Survival +15 (+20 track), Swim +17; **Racial Modifiers**

+2 Knowledge (arcana), +2 Perception

Languages Common, Elven

SQ arcane focus, combat style (archery), dreamspeaker, elven magic, fast movement, favored terrain (+4 forest, +2 urban), hunter's bond (companions), keen senses, lofty stride, magical training, sociable, swift tracker, track +5, wild empathy +11

Combat Gear *potions of cure moderate wounds* (3) and *expeditious retreat* (3); **Gear** +1 mithril shirt, +1 greatsword, +1 composite longbow and 40 arrows, *amulet of natural armor* +1, *cloak of protection* +2, *ring of protection* +1, pouch with 147 gp worth of mixed coins and gems

Demographics

Faith Neria

Homeland The Jotun Forest

Few who travel the deepest parts of the Jotun Forest ever encounter Naethira and live to tell of it. This is not because she slays those she meets but rather because she is practically a woodlands ghost and is only seen when she wishes to be. Capable of incredibly fast movement and impossibly long jumps, the forest is Naethira's domain – both her sanctuary and her hunting ground.

Once, Naethira lived in a city with her husband and children. There she served as a tracker and bounty hunter, hunting enemies of the Crown. Her activities brought her into contact with a dangerous Jotun Oni assassin by the name of Sanguine. Known for bathing in the blood of his kills, he was considered too powerful to stop and even the Lords of the city turned a blind eye to his activities. Naethira spent six months tracking, observing, and setting a trap for the savage slayer.

Her efforts paid off, but only after a brutal battle that left her scarred and nearly blind in one eye. She collected the bounty but instead of praise, she was betrayed by the very powers she had sworn to serve. The location of her home was sold by her magistrate to Sanguine's Oni clan. One morning, Naethira awoke to a knife at her neck and her family trussed up around her. She was forced to watch as the Oni slaughtered her mate and her children before slitting her throat and leaving her for dead.

Through sheer fury and force of will, Naethira survived long enough to reach a healing potion. The wound robbed her of her voice but did not end her life. Instead, she was reborn amid the carnage. Bidding her family farewell, she gathered her things and set her home on fire, disappearing into the forest and leaving behind urban life forever.

Canny Rogue (Rogue; Way of the Mind)

The canny rogue uses tricks and whiles to defend himself effectively. He is more of a straight-up combatant than a normal rogue. This is a martial arts style of the way of the mind.

Hit Die: d8.

Class Features

The canny rogue has all the standard rogue's class features, except as noted below.

Weapon and Armor Proficiency: Canny rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are not proficient with any armor or shields.

Canny Defense (Ex): When wearing no armor and not using a shield, a canny rogue adds her Intelligence bonus as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a canny rogue is caught unarmed or is flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus. A canny rogue with the Improved Unarmed Strike feat is never considered unarmed. This replaces Trapfinding.

Rogue Talents (Ex): The following rogue talents complement the canny rogue archetype: assault leader^{APG}, befuddling strike^{APG}, finesse rogue, offensive defense^{APG}.

Shoavale Azurebough (CR 2; XP 600)

Male elf rogue (canny rogue) 3

CE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +9

Defense

AC 16, touch 12, flat-footed 14; uncanny dodge (+4 armor, +2 Dex)

hp 20 (3d8+3)

Fort +3, **Ref** +6, **Will** +3; evasion

Defensive Abilities trap sense +1

Offense

Speed 30 ft.

Melee mwk rapier +5 (1d6+3/18-20)

Special Attacks rogue talent (befuddling strike^{APG}), sneak attack +2d6

Statistics

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Armor Proficiency (light), Improved Initiative

Skills Acrobatics +8, Appraise +6, Escape Artist +8,

Knowledge (arcana) +5, Knowledge (dungeoneering, local) +6, Perception +9, Sense Motive +7; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception
Languages Common, Elven

SQ arcane focus, dreamspeaker, elven magic, keen senses, magical training, sociable

Gear masterwork chain shirt, masterwork rapier, *cloak of protection* +1, pouch with 79 gp worth of mixed coins and gems

Demographics

Faith Paletius

Homeland Iluriel

If treachery has a face in Iluriel, one need look no farther than Shoavalene 'Val' Azurebough, the unwanted fourth son of the late Lord Azurebough of Fairhaven. Everything about Val is a lie, from his appearance to his accent. He never uses his real name and he never frequents the same place twice, wise enough to move on before bodies and betrayed partners pile up enough to raise questions.

Shoavalene is a compulsive liar, while being malicious and greedy to boot. He loves to sow discord, the bloodier the better, and he is just good enough with his rapier to usually kill his unwary foes before they even know he is about to strike. Those few who survive his lethal attentions find themselves fighting a nimble foe capable of dodging almost any blow. Val has gotten himself in the thick of things with people more powerful than him, which is why he has no compunctions about fleeing when a fight stops being fun.

Val is at a very dangerous point in his budding career as a rogue. He is good but not extraordinary and he is just smart enough to realize that. He knows he needs to improve before he finally turns on someone he cannot outfight or outrun. If he is not slain soon, he may find himself seeking out real hardened killers to take lessons from or join one of the many shadowy groups that operate even in a land dedicated to the goddess Neria.

Right now, vicious and untrustworthy as Val might be, he is still a newcomer with untampered skills and a small string of kills to his many false names. Given time and training, he could become one of the deadliest assassins in Porphyra. He has the temperament, the talent, and the total disregard for other's lives. Only his innate cowardice has kept him from taking the plunge into this line of 'work' already.

Sooner or later, whether by desperate need or idle boredom, this will change and the streets of Iluriel will run with elven blood.

Canny Summoner (Summoner^{APG}; Way of the Mind)

The canny summoner is a fencer, and relies on defensive strategies rather than armor. This is a martial arts style of the way of the mind.

Hit Die: d8.

Class Features

The canny summoner has all the standard summoner's class features, except as noted below.

Weapon and Armor Proficiency: Canny rogues are proficient with the club, crossbow (light), dagger, and quarterstaff. If eastern weapons are in use in the campaign, they are also proficient in the hanbo. They are not proficient with any armor or shields.

Canny Defense (Ex): When wearing no armor and not using a shield, a canny summoner adds his Intelligence bonus as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a canny summoner is caught unarmed or is flat-footed or otherwise denied his Dexterity bonus to Armor Class, he also loses this bonus. A canny summoner with the Improved Unarmed Strike feat or who has a natural attack can use canny defense unarmed.

Sedge Halfburry (CR 8; XP 4,800)

Male halfling summoner (canny summoner) 9

N Small humanoid (halfling)

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

Defense

AC 16, touch 16, flat-footed 11

(+3 Dex, +2 dodge, +1 size)

hp 71 (9d8+27)

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

Offense

Speed 20 ft., climb 20 ft.

Melee mwk dagger +6/+1 (1d3-2/19-20)

Special Attacks low blow

Spell-Like Ability (CL 9th; concentration +14)

8/day—*summon monster V*

Spells Known (CL 9th; concentration +14)

3rd (4/day)—*charm monster* (W-DC 18), *heroism*, *spiked pit* (R-DC 20), *stinking cloud* (R-DC 20)

2nd (5/day)—*bear's endurance*, *haste*, *invisibility*, *wind wall*

1st (7/day)—*endure elements*, *feather fall*, *grease* (R-DC 18), *mage armor*, *shield*

0th (at will)—*arcane mark*, *daze* (W-DC 15), *detect*

magic, mage hand, message, read magic

Statistics

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

Base Atk +6; **CMB** +3; **CMD** 18

Feats Augment Summoning, Greater Spell Focus (Conjuration), Improved Initiative, Spell Focus (Conjuration), Toughness

Skills Climb +6, Perception +14, Ride +15, Spellcraft +13; **Racial Modifiers** +2 Acrobatics, +8 Climb*, +2 Perception

Languages Auran, Common, Halfling

SQ bond senses (9 rounds/day), eidolon, life link, maker's call 1/day, shield ally, swift as shadows, transposition, weapon familiarity (halfling)

Combat Gear *necklace of fireballs (type I)*; **Gear** mwk dagger, *cloak of protection* +2, *headband of alluring charisma* +2, spell component pouch, pouch with 92 gp worth of mixed coins and gems

Demographics

Faith Myketa

Homeland Freeport

Wrath, Serpentine Eidolon (CR -)

N Large outsider

Init +7; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 22, touch 12, flat-footed 19

(+3 Dex, +10 natural, -1 size)

hp 94 (7d10+35)

Fort +7, **Ref** +8, **Will** +7; evasion

Offense

Speed 20 ft., climb 20 ft., fly 60 ft. (average)

Melee bite +12 (1d8+6), tail slap +10 (1d6+3) and 3 tentacles +10 (1d6+3)

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

Special Attacks magic attacks

Statistics

Str 23, **Dex** 17, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +14; **CMD** 27

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

Skills Fly +11, Perception +10, Sense Motive +10, Stealth +9

Languages Common, Halfling

SQ devotion, evolutions (bite, climb, flight [60 ft.], Large, magic attacks, mount, reach [bite], tail, tail slap, tentacles (3)), link, share spells

Even for a halfling, Sedge has always been small. The tiniest child of a family of five siblings, Sedge always felt

inadequate despite his parents' best efforts to build up his confidence. While his brothers and sisters did tease him a little, they were mostly supportive and Sedge grew up surrounded by protectors no matter where he went. He struggled every day to be better at everything than everyone else, a goal that left him both constantly frustrated and gifted with a huge, outgoing personality that never surrendered.

As his siblings began to leave home for lives of their own, Sedge stayed behind to maintain the family home. His parents had become old enough to need care of their own, a task Sedge accepted gladly as it made him feel important and needed. When the Grey Plague came to Freeport, Sedge's parents numbered among the thousands slain by it. He survived, bed-ridden for weeks but alive.

It was during this time that Sedge discovered a fascinating book among the many tomes collected by his mother. The book, 'Summonations and the Infinite Beyond', seemed hopelessly arcane at first but as time went on, he found he had a strong innate talent for the power it promised. Though he had never considered magic before, something about this tome just felt right. By the time Sedge recovered his health, he was ready to perform the book's grand ritual - the Rite of the Eidolon.

The ritual took a great deal of time, open space, and wealth to achieve. Fortunately for the recently orphaned Sedge, he had all three in abundance. He performed the Rite flawlessly, calling forth a strange and wonderful beast from the Spirit Lands. This was a creature utterly devoted to him, powerful yet subservient in every way. He was its Master, large and in charge.

In other words, his gift as a Summoner had given Sedge everything he ever wanted. Dedicating himself to the art, Sedge has been spending every waking hour perfecting his control over Wrath, his eidolon, and improving his magical gifts. He has become withdrawn, hardly eating or sleeping, and his personality has taken a definite shift for the worse. These changes have drawn the concern of his siblings but they are only observing for now.

Their worries might actually be justified, though none of them have any direct proof. All they have seen so far is that Sedge is extremely attached to his eidolon, talking to it even when it has not been summoned. He seems preoccupied with summoner lore, going to great lengths and spending large sums of the family's funds to acquire whatever information he can on the art, no matter how obscure. He has even started delving into old tombs and lost cities, chasing down sometimes extremely thin leads

and often coming home the worst for it.

Self-destructive and wasteful behavior aside, what Sedge's family should truly be worried about is something they do not know about yet.

Sedge has gotten his hands on a very dark tome of summoning magic, the Crimson Codex, which details blood rites devoted to improving eidolons through the ritual consumption of sentient creatures. Eating the flesh of other creatures, so the book states, transfers some modicum of power and intelligence to the eidolon. The more it eats, the stronger and more capable it becomes.

So far, Sedge has only performed these rites using cadavers stolen from local mortuaries and graveyards. He has not yet taken the terrible step of gathering living subjects for Wrath to devour. Whether the rituals contained within the Crimson Codex are real or not, succumbing to the temptation of feeding people to his eidolon will lead Sedge down a dark road from which there can be no return.

Magus of the Mind (Magus^{UM}; Way of the Mind)

Magus of the mind is a magus archetype that combines spells with martial arts strikes. It is a practitioner of the way of the mind. Of all martial arts variants, this is perhaps the most cinematic, combining martial arts with amazing magical abilities, a classic high fantasy martial arts hero.

Hit Die: d8.

Class Features

The magus of the mind has all the standard magus' class features, except as noted below.

Weapon and Armor Proficiency: Magi of the mind are proficient with club, dagger, handaxe, javelin, kama, longsword, nunchaku, quarterstaff, sai, shuriken, and siangham. If oriental weapons are in use, they are also proficient with the butterfly sword and hanbo. They have no proficiency with armor or shields.

Canny Defense (Ex): When unarmored and unencumbered, the magus of the mind adds her Intelligence bonus (if any) as a dodge bonus to her Combat Maneuver Defense and Armor Class. In addition, a magus of the mind gains a +1 dodge bonus to Armor Class at 5th level. This bonus increases by 1 for every five magus of the mind levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to Armor Class are lost if the magus of the mind is flat-footed or denied his Dexterity bonus

to Armor Class, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This ability replaces the reduced armor proficiency, as well as the Medium Armor and Heavy Armor abilities.

Unarmed Fighting (Ex): A magus of the mind gains Improved Unarmed Strike as a bonus feat at first level and inflicts 1d6 damage with an unarmed attack. A magus of the mind's attacks may be with fist, elbows, knees, and feet. This means that a magus of the mind may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a magus of the mind striking unarmed. A magus of the mind may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a magus of the mind's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A magus of the mind's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A magus of the mind can use any ability that normally requires a melee weapon with an unarmed attack. This applies specifically to the arcane pool, spell, spellstrike, and magus arcana abilities.

The damage of the magus of the mind increases with base attack bonus; when base attack bonus reaches +4, unarmed damage becomes 1d8. At base attack +8 unarmed damage becomes 1d10, at +12 it becomes 2d6. This replaces the magus' reduced weapon proficiencies and the fighter training ability.

Improved Spell Recall (Ex): This is the same as the magus ability of the same name, but gained at level 10.

Grandfather Clock (CR 8; XP 4,800)

Male eventual magus (magus of the mind) 9

LN Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 18, touch 18, flat-footed 12

(+1 deflection, +1 Dex, +5 dodge, +1 natural)

hp 80 (9d8+36)

Fort +11, **Ref** +6, **Will** +8

Resist electricity 5

Offense

Speed 30 ft.

Melee unarmed strike +11/+6 (1d8+4)

Special Attacks arcane pool (7 points; +3, accurate strike, arcane accuracy, empowered magic), improved spell combat, spell recall, spellstrike, unarmed fighting

Spell-Like Ability (CL 9th; concentration +7)

1/day—*shocking grasp*

Spells Prepared (CL 9th; concentration +12)

3rd—*fly*, *greater magic weapon*, *haste* (2)

2nd—*bull's strength* (2), *darkness*, *mirror image* (2)

1st—*shocking grasp* (4), *shield* (2)

0th (at will)—*arcane mark*, *dancing lights*, *mage hand*, *ray of frost*, *read magic*

Statistics

Str 18, **Dex** 12, **Con** 16, **Int** 16, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +10; **CMD** 25

Feats Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (unarmed strike)

Skills Fly +13 (+21 if *fly* cast), Knowledge (arcana, planes) +15, Perception +9, Profession (lawyer) +12

Languages truespeech

SQ internal power source, knowledge pool, law affinity, magus arcana (accurate strike, arcane accuracy, empowered magic)

Combat Gear *potions of cure light wounds* (6) and *heroism* (2); **Gear** *amulet of natural armor* +1, *cloak of protection* +2, *ring of protection* +1, spellbook, spell component pouch, pouch with 244 gp worth of mixed coins and gems

Demographics

Faith Shankhil

Homeland Hesteria

Those who know this strangely placid, metal-skinned man refer to him as ‘Grandfather Clock’ because of his elderly appearance and the very soft ticking sound that echoes inside his chest. Though most eventuals are mortal enough to age and die, he has lived far past a normal span of years and is convinced that his longevity serves some lawful purpose in the universe. Until this destiny reveals itself, Clock has taken it upon himself to serve Law in its various forms no matter where he might be.

A wanderer by nature, Grandfather Clock can be found almost anywhere Porphyra, opposing Chaos. He does this through his magical and martial prowess if he must, but he prefers to use philosophy and skilled debate where he can. His manners, while off-putting, are usually countered by his brilliance and skill at articulating the law in a way virtually anyone can comprehend. He is known to accept any case for any client, so long as he

is satisfied of their innocence.

Grandfather Clock is so capable and widely travelled that his mere presence in a hall of justice or throne room has been known to end a trial prematurely. In situations of corruption in the court, he is an implacable foe and he is not above dispensing with closing arguments in favor of a roundhouse kick to the face.

Though he is best known for his status as a lawyer for those in dire need, Grandfather Clock is also famous for his social advocacy through peaceful protests coupled with the unspoken promise of violence if necessary. His ability to speak with any sentient being allows him to operate virtually anywhere and so he does not limit his wanderlust in any way. Grandfather Clock is perfectly at home, even if he must enforce his welcome.

It should be noted that on the Misty Isle of Erkusaa, there is a sizable bounty posted for his head. Many have tried to collect his blood fee, only to find their heads are the ones delivered to the Opal Throne.

Quicksilver Alchemist (Alchemist^{APG}; Way of the Mind)

The quicksilver alchemist makes has made metal his special interest—its nature, how to manipulate it, and how to use it. This is a martial arts style of the way of the mind.

Hit Die: d8.

Class Features

The quicksilver alchemist has all the standard alchemist’s class features, except as noted below.

Weapon and Armor Proficiency: Quicksilver alchemists are proficient with all simple weapons, plus the rapier, short sword, and bombs. They are not proficient with any armor or shields.

Canny Defense (Ex): When wearing no armor and not using a shield, a quicksilver alchemist adds her Intelligence bonus as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a quicksilver alchemist is caught unarmed or is flat-footed or otherwise denied her Dexterity bonus to Armor Class, she also loses this bonus. Even a quicksilver alchemist using a natural attack or with the Improved Unarmed Strike feat cannot use this ability unless actually wielding a melee weapon. This replaces swift alchemy and instant alchemy.

Quicksilver Oil: A quicksilver alchemist can create extracts in the form of oils, which he can then apply to

metal objects, most commonly weapons. Quicksilver oil cannot affect an object not at least partially made of metal. Only the quicksilver alchemist himself can apply a quicksilver oil, but anyone can use an object so enhanced. A quicksilver alchemist with the Infusion discovery can make quicksilver oils that anyone can apply.

Add the following spells to the quicksilver alchemist's formula list at the indicated levels. A communal spell as an extract or oil can be shared between several drinkers or objects, but the duration is counted from when the first target is affected.

1. *Dazzling blade, fabricate bullets, magic weapon, reinforce armaments.*
2. *Make whole, returning weapon, ricochet shot, unerring weapon, versatile weapon.*
3. *Keen edge, magic weapon (greater), reinforce armaments (communal), returning weapon (communal).*
4. *Align weapon, fabricate, named bullet.*
5. *Hardening, rapid repair.*
6. *Impart mind.*

Remove the following spells from the quicksilver alchemist's formula list at the indicated levels:

1. *Disguise self.*
2. *Alter self.*
3. *Monstrous physique I, undead anatomy I.*
4. *Elemental body I, monstrous physique II.*
5. *Elemental body II, monstrous physique III, polymorph, undead anatomy II.*
6. *Elemental body III, giant form I, monstrous physique IV, undead anatomy III.*

Kala Fuselighter (CR 10; XP 9,600)

Female human alchemist (quicksilver alchemist) 11
LN Medium humanoid (human)

Init +8; **Senses** Perception +18

Defense

AC 18, touch 18, flat-footed 10
(+4 Dex, +4 dodge)

hp 75 (11d8+22)

Fort +10, **Ref** +13, **Will** +6

Immune poison

Offense

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6+3/15-20)

Ranged bombs +13/+8 touch (6d6+4)

Special Attacks bombs (15/day; splash 10 (R-DC 19 half); blinding bomb (F-DC 19), dispelling bomb, fast bombs, smoke bomb), mutagen (+4/-2, +2 natural, 110 minutes), poison use, swift poisoning

Extracts Prepared (CL 11th; concentration +15)

4th—*fire shield* (2), *freedom of movement*

3rd—*greater magic weapon* (2), *haste* (2), *heroism*

2nd—*barkskin* (2), *bear's endurance*, *bull's strength* (2)

1st—*adhesive spittle*^{APG} (2; DC 15), *expeditious retreat* (2), *mage armor* (2)

Statistics

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

Base Atk +8; **CMB** +10; **CMD** 27

Feats Brew Potion, Improved Initiative, Improved Critical (rapier), Iron Will, Throw Anything, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (rapier)

Skills Acrobatics +13, Appraise +18, Craft (alchemy) +29, Disable Device +17, Knowledge (arcana, nature) +18, Perception +18, Spellcraft +18, Survival +13

Languages Common, Draconic, Elven, Giant, Goblin

SQ alchemy, discoveries (blinding bomb, dispelling bomb, infusion, fast bombs, smoke bomb), heart of the mountains, quicksilver oil

Combat Gear *wands of cure light wound* (50 charges);

Gear masterwork rapier, *belt of incredible dexterity* +2, *cloak of protection* +2, *elixir of swimming* (2), *eyes of the eagle*, *headband of vast intelligence* +2, extract pouch, pouch with 274 gp worth of mixed coins and gems

Demographics

Faith atheist

Homeland Boroughs of Dunmark

To understand the ordered yet revolutionary mindset of the woman named Fuselighter, one has to learn how she came by that nickname and the actions that earned it for her.

Kala was born to a poor family with too many children to feed even before she arrived. As soon as they were able, her family arranged for her to be taken in by a wealthier family, the Fessliers of Dunmark. Though much better off, the Fessler household was not nobility. Instead, they owed their good fortunes to the mages and intellectuals in their family line. Power and influence was their claim to fame, serving them well for genera-

tions even as many of their neighbors suffered in squalor.

Kala grew up in this house, gaining all the advantages of a broad education, magical training, and enough wealth to be comfortable even during the leanest years. She soon developed into a lovely young woman with a singular passion for a relatively new discipline – alchemy. The Fessler family was the first house in Dunmark to champion alchemy, quickly gaining a reputation based on its power and even greater wealth because of its many salable applications.

Fessler's fortunes were on the rise but this was not good news for everyone. Other rich households took offense at being surpassed and the nobility saw a potential threat in the making. Concerned that, unless held in check, the Fesslers would eventually outgrow their station and demand more authority in Dunmark, several houses conspired with the crown to 'bring the family down a peg or two.'

For a while, these attempts were all in vain. The trouble with trying to weaken or embarrass a household full of mages and geniuses is that it is a household full of mages and geniuses. Those plots that were not stopped outright were maneuvered around and their potential damage contained. Money and magic went a long way toward protecting the Fessler name. Throughout it all, Lord Fessler refused to strike back. An enlightened man in an unenlightened nation, he was convinced that his family's foes would tire of the game eventually.

Even brilliant people can sometimes be quite stupid. Rather than tire, the conspiracy became incensed. Open warfare was out of the question but it was clear more drastic measures would be needed. If they could not defeat the Fesslers head-on, they had to try something new. A plan was hatched to stage a small accident involving the family's claim to fame, their alchemy.

The intention was have a small explosion kill a few peasants and turn public opinion against House Fessler. Instead, because none of the saboteurs truly understood what they were doing, the results were both catastrophic and tragic. Just after sunset on the eve of Lord Fessler's birthday, a massive explosion demolished the family's alchemy shop, dozens of buildings all around it, and devastated House Fessler through force, fire, and choking clouds of poisonous smoke. Countless hundreds died, with thousands more sickened and slain by the ashen fallout.

Of all the Fesslers, only Kala and Domath, one of her adoptive brothers, survived the night as they were out of the city, riding back from another town with birthday gifts in tow. As soon as they saw the conflagration,

they feared the worst. Kala wanted to rush home but Domath forced her to wait with him outside the city walls.

His caution proved prescient. Though the conspiring families were shocked at the results of their subterfuge, there was nothing they could do but take advantage of the disaster. Alchemy was outlawed in Dunmark and the Fessler family blamed for the tragedy. With their home gone and their name ruined, Kala and Domath became outcasts in their own nation.

They were down but not defeated. Both of them knew the truth, having lived through months of failed plots and veiled threats against them by the other houses. Kala and Domath now live in secret exile just outside the city, venturing in only under magical disguise to gather evidence and commit hit-and-run acts of revenge. Kala's penchant for lighting bombs using a pair of steel thimbles on her thumb and fingertip has earned her the 'Fuselighter' nickname while her brother's liberal use of alchemist's frost has dubbed him 'The White Wolf'.

While both were reviled by the populace at first for their use of alchemy, their attacks against the houses that have oppressed the common folk of Dunmark are starting to turn them into local heroes. In slaughtering the Fesslers, the Dunmark nobility may have created a far greater threat to themselves.



Way of the Body Archetypes

The way of the body is an extreme physical regimen, and this shows. Practitioners are imposing, often with scars or calluses to prove their devotion to the art.

Animal Adoptee (Druid; Way of the Body)

The animal adoptee was brought up by animals and is foreign to humanoids and their ways, but tough and wise in the way of animals. This makes him a martial artist of the Way of the Body.

Hit Die: d8.

Class Skills

The animal adoptee's class skills are Acrobatics (Dex), Climb (Str), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

Animal adoptees have all the druid's class features, except as noted.

Weapon and Armor Proficiency: Animal adoptees are proficient with the following weapons: club, dagger, dart, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Animal adoptees are not proficient with any armor and prohibited from wearing armor. Animal adoptees are proficient with shields (except tower shields) but must use only wooden ones.

An animal adoptee who wears armor or uses a prohibited shield is unable to cast animal adoptee spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Way of the Body Armor Bonus (Su): As long as he is not wearing any armor, an animal adoptee gains a natural armor bonus equal to his Constitution bonus. He can use shields normally and the bonus stacks with armor and shield bonuses and with enhancement bonuses to natural armor. It does not stack with natural armor, like that provided by wild shape.

Borvan Silverbawn (CR 6; XP 2,400)

Male dwarf druid (animal adoptee, mountain druid) 7
N Medium humanoid (dwarf)

Init +5 (+8 in mountains); **Senses** darkvision 60 ft.; Perception +10 (+12 vs usual stonework; +13/+15 in mountains)

Defense

AC 19, touch 12, flat-footed 18; +2 dodge vs aberrations (+1 armor, +1 Dex, +4 natural, +3 shield)

hp 70 (7d8+35)

Fort +10, **Ref** +6, **Will** +8

SR 12

Offense

Speed 20 ft.

Melee +1 *shortspear* +9 (1d6+3)

Special Attacks +1 on attack rolls vs elves and orcs

Spells Prepared (CL 7th; concentration +9)

4th—*spike stones* (R-DC 16)

3rd—*greater magic fang*, *protection from energy*

2nd—*barkskin* (2), *bull's strength* (2)

1st—*faerie fire* (2), *obscuring mist* (2), *pass without trace*

0th—*detect poison*, *light*, *purify food and drink*, *stabilize*

Statistics

Str 14, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +7 (+9 to grapple aberrations);

CMD 18 (22 vs bull rush and trip)

Feats Lightning Reflexes, Improved Initiative, Toughness, Weapon Focus (shortspear)

Skills Climb +10 (+13 in mountains), Knowledge (geography) +8 (+11 in mountains), Perception +10 (+12 vs usual stonework; +13/+15 in mountains), Stealth +9 (+12 in mountains), Survival +10 (+13 in mountains)

Languages Common, Dwarven

SQ craftsman, deep warrior, hatred, magic resistant, mountaineer (+3), nature bond (animal), nature sense, stability, stonecunning, spire walker, sure-footed, weapon familiarity (dwarven), wild empathy +5, wild shape (1/day; *beast shape I*, 4 hours)

Combat Gear *wands of cure light wound* (20 charges);

Gear +1 *heavy darkwood shield*, +1 *shortspear*, *bracers of armor* +1, *cloak of protection* +1, spell component pouch, pouch with 136 gp worth of mixed coins and gems

Demographics

Faith Ferrakus

Homeland Frozen North

Rime, Polar Bear Companion (CR —)

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +9

Defense

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 51 (6d8+24)

Fort +8, **Ref** +7, **Will** +5; evasion

Offense

Speed 40 ft.

Melee bite +9 (1d6+5) and 2 claws +9 (1d4+5)

Statistics

Str 21, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 21

Feats Combat Reflexes, Iron Will, Toughness

Skills Perception +9, Survival +5

SQ bonus tricks (3), devotion, link, share spell

Borvan is a man who only wants to be left alone. Self-exiled over a drunken quarrel with another dwarf over a woman that turned lethal, Borvan left his homeland and did not stop walking until the earth beneath his weary feet had turned to snow and the stars above were bright jewels hanging in an unfamiliar sky. The Frozen North

is desolate and unforgiving, the perfect place for a wanderer unable to forgive himself.

Though he welcomes no company nor seeks any, Borvan does have a companion whether he wishes one or not. While hunting one night, Borvan came upon a gravely wounded polar bear at the mouth of a hidden cave in the ice. After putting the great animal out of her misery, he claimed her hide, her meat and her lair for himself. To his great surprise, he found a single cub inside, nearly dead from the cold. Against his bitter nature, Borvan tended the little orphan, expecting to set it free once it grew old enough to hunt on its own.

That was a decade ago. Rime, now a much larger, louder bear, steadfastly refuses to leave his 'father's' side. No amount of yelling, prodding, or half-hearted threatening on Borvan's part has made any difference at all.



Brave (Barbarian; Way of the Body)

The brave is a barbarian brought up in the way of the body. A tough upbringing and innumerable skirmishes have made him a warrior of unmatched resilience. His body has a sheen of perfection that marks him as one of the warrior elite.

Hit Die: d12.

Class Abilities

The brave has all the class abilities of the barbarian, except as noted below.

Weapon and Armor Proficiency: A brave is proficient with all simple and martial weapons and with shields (except tower shields) but not with any armor.

Way of the Body Armor Bonus (Ex): As long as he is not wearing any armor, a brave gains a circumstance bonus to natural armor equal to his Constitution bonus. He can use shields normally and the bonus stacks with both natural armor and with enhancement bonuses to natural armor.

Note that temporary Constitution modifiers, such as those from Rage, do not increase armor class.

Rage Powers

The following rage powers complement this archetype: energy eruption^{APG}, guarded stance, increased damage reduction, renewed vigor, rolling dodge.

Vuusha Sundancer (CR 14; XP 38,400)

Female dragonblood barbarian (brave) 15
CN Medium humanoid (reptilian)

Init +5; **Senses** Perception +18

Defense

AC 22, touch 13, flat-footed 20 ; imp uncanny dodge (+1 deflection, +1 Dex, +1 dodge, +4 natural, +5 shield)

hp 163 (15d12+60)

Fort +14, **Ref** +8, **Will** +7; +15 vs poison

DR 3/—; **Defensive Abilities** trap sense +5

Offense

Speed 40 ft.

Melee +1 furious^{APG} scimitar +23/+18/+13 (1d6+7/15-20)

Special Attacks gatecrasher

Statistics

Str 22, **Dex** 13, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +21; **CMD** 32

Feats Critical Focus, Bleeding Critical, Blinding Critical

(F-DC 25), Dodge, Improved Critical (scimitar), Improved Initiative, Toughness, Weapon Focus (scimitar)

Skills Acrobatics +19 (+23 jump), Knowledge (nature) +18, Perception +18, Survival +18; **Racial Modifiers** +1 Bluff, +1 Diplomacy

Languages Common, Draconic

SQ dragon guile, dragon magic, fast movement, greater rage (35 rounds/day), indomitable will, rage powers (guarded stance, increased DR (3), renewed vigor, rolling dodge, superstition)

Combat Gear potions of mage armor (10); **Gear** +3 heavy mithril shield, +1 furious scimitar, amulet of natural armor +1, belt of giant strength +4, cloak of protection +2, ring of feather falling, ring of protection +1, pouch with 164 gp worth of mixed coins and gems

Demographics

Faith Nise

Homeland Dhosari Isles

The harsh wilds of the Dhosari Isles can be rough for anyone, especially a clanless dragonblood left to fend for herself after her kin have been slain in a raid. Vuusha took to the solitary life well, however, and soon mastered the art of survival. She thrived under the constant pressure of seeking shelter and sustenance, pitting her strength and the power in her wyrm blood against the many vicious predators roaming the Isles.

Unlike most who live apart from society, Vuusha is not a recluse and does not immediately evade or assault those who encounter her. Instead, she hides for a time, observing newcomers to see if they are friend or foe. Potential enemies are avoided, while those who seem to mean no harm are tentatively approached. Vuusha can be unpredictable and wild, but she craves contact with other people. Her grasp of social graces being what it is, most meetings tend to be short with her visitors fleeing from the uncouth savage dragonblood woman with no sense of personal space.

Those few capable of dealing with her odd mannerisms can find a powerful, if flighty, ally in Vuusha. She is loyal and brave, but she rarely stays in one place or with any group for very long. Every morning marks a new day for her, one that may or not see her remembering friends from the past.

Grizzled Ranger (Ranger; Way of the Body)

The grizzled ranger is a weather-bitten survivor of the wild lands, tough as nails with an untamed heart that beats with a will to survive. This makes him a martial artist of the way of the body.

Hit Die: d10.

Class Features

The grizzled ranger has all the standard ranger class features, except as noted below.

Class Skills

Add Acrobatics (Dex) to the ranger's list of class skills.

Weapon and Armor Proficiency: The grizzled ranger is proficient with all simple and martial weapons and with shields (except tower shields). He is not proficient in any armor.

Way of the Body Armor Bonus (Ex): As long as he is not wearing any armor, a grizzled ranger gains a circumstance bonus to natural armor equal to his Constitution bonus. He can use shields normally and the bonus stacks with both natural armor and with enhancement bonuses to natural armor.

Mandis Steelhart (CR 2; XP 600)

Male geraldite ranger (grizzled ranger) 3

LG Medium outsider (native)

Init +5; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 17, touch 11, flat-footed 16

(+1 Dex, +3 natural, +3 shield)

hp 30 (3d10+9)

Fort +7, **Ref** +5, **Will** +4

Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee mwk longsword +6 (1d8+2/19-20)

Special Attacks favored enemy (shapechanger +2)

Spell-Like Ability (CL 3rd; concentration +3)

1/day—*continual flame*

Statistics

Str 15, **Dex** 13, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Endurance, Improved Initiative, Shield Focus, Skill Focus (Knowledge [local])

Skills Knowledge (local) +5, Knowledge (nature) +5, Perception +8, Sense Motive +10, Survival +8 (+9 track);

Racial Modifiers +2 Intimidate, +2 Sense Motive

Languages Common

SQ celestial resistance, combat style (weapon and shield), favored terrain (+2 urban), flame of heaven, law-bringer, scion of humanity, track +1, wild empathy +3

Combat Gear *potions of cure light wounds* (3); **Gear** masterwork heavy steel shield, masterwork longsword, *cloak of protection* +1, pouch with 14 gp worth of mixed coins

Demographics

Faith Gerana

Homeland Middle Kingdoms

The people of Nachtburg know Mandis Steelhart to be a stalwart defender of the city and a guardsman beyond peer. Older citizens even know that he is the son of Malvern Steelhart, Nachtburg's former Captain of the Watch. What no one knows about Mandis and the Steelhart family is that their lineage traces back through the entire history of the Middle Kingdoms all the way back to a celestial ancestor so old even they have forgotten its name. There is a touch of the divine in Mandis and his kin, a cosmic fire that refuses to burn out.

That fire inside drives Mandis to serve as his family always has, protecting the people of Nachtburg through righteous force of arms. Intended for service as a paladin, he was called upon to join the guard prematurely when his father was slain by werewolves while travelling outside the city walls. Mandis does not regret missing his calling as a holy warrior but he does sometimes consider taking his vows to Gerana anyway.

His ambitions in this regard have been constantly thwarted by the skinchanger threat in Nachtburg. The City Guard have been overwhelmed dealing with one emergency after another, assaults both within the city and outside in its surrounding territory. Mandis spends more time in the forest around Nachtburg hunting shapeshifters than he does in his own bed.

Again, he has no regrets about his life. Being outside the walls of Nachtburg allows him to spend his free time hunting for the foul beast that killed his father. It has escaped justice for far too long. Mandis has vowed before the altar of Gerana that by the next anniversary of his father's death, he will drape the murderer's pelt over his grave stone.

Iron Man (Fighter; Way of the Body)

The iron man is a fighter trained in the way of the body. Thousands of hours of practice and grueling matches have made him a fighting machine of unmatched resilience. His body shows the effects of this training, becoming scarred, calloused, and often increasing in weight by as much as 50%.

Class Abilities

The iron man has all the class abilities of the fighter, except as noted below.

Class Skills

The iron man's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Weapon and Armor Proficiency: The iron man is proficient with all simple and martial weapons and with all kinds of shields (small, large, and wall shields). He is not proficient in any armor.

Way of the Body Armor Bonus (Ex): The iron man is a practitioner of the way of the body martial arts. As long as he is not wearing any armor, an iron man gains a circumstance bonus to natural armor equal to his Constitution modifier. He can use shields normally and the bonus stacks with both natural armor and with enhancement bonuses to natural armor.

Starting at 3rd level and every four levels thereafter (7th, 11th, and 15th), the iron man's natural armor bonus improves by 1, to a maximum +4 increase. This replaces armor training.

Unarmored Mastery (Ex): This works just like Armor Mastery, only the iron man must be wearing no armor. This modifies armor mastery.

Lady Danah, 'The Plague Knight' (CR 10; XP 9,600)

Female human fighter (iron man) 11

LE Medium humanoid (human)

Init +2; **Senses** Perception +1

Defense

AC 23, touch 13, flat-footed 20

(+3 Dex, +5 natural, +5 shield)

hp 98 (11d10+33)

Fort +13, **Ref** +10, **Will** +8; +3 vs fear

Defensive Abilities bravery

Offense

Speed 30 ft.

Melee +1 *longsword* +19/+14/+9 (1d8+9/19-20) and +2 spiked heavy mithril shield +19 (1d6+9 plus bull rush)

Special Attacks weapon training (+2 heavy blades, +1 close)

Statistics

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 27

Feats Combat Reflexes, Double Slice, Great Fortitude, Improved Shield Bash, Iron Will, Lightning Reflexes, Shield Master, Shield Slam, Two-Weapon Fighting, Weapon Focus (heavy shield, longsword), Weapon Specialisation (heavy shield, longsword)

Skills Heal +15, Sense Motive +15

Languages Common

SQ heart of the streets

Combat Gear *potions of barkskin* (2); **Gear** +2 *spiked heavy mithril shield*, +1 *longsword*, *belt of giant strength* +2, *cloak of protection* +2, pouch with 404 gp worth of mixed coins and gems

Demographics

Faith Rolterra

Homeland Kingdom of Avandrool

A few scholars, if given the right resources and paid handsomely for their time, might be able to pull together what little is known of Lady Danah, the so-called 'Plague Knight' of Avandrool. There are no records of Danah actually having noble blood, but considering the condition of her cursed homeland, her mere survival is enough to qualify her for whatever titles and honors she wishes to claim.

The many fevered tales of the Plague Knight only agree on a few points. In her youth, Danah was a human girl of unusual stature and size. Contracting one of her homeland's many virulent diseases during puberty, she was locked in one of Avandrool's plague houses along with hundreds of other victims to await her demise. This is a common occurrence in the Rotting Kingdom, but what happened next is very unusual (and varies from one story to the next).

The most common version of her legend is that 'Lady Danah' smashed through the door of the plague house, covered head to toe in wounds from the scalpels and weapons of the Pestilent Guard, the sentries posted inside plague houses to keep the stricken inside. After slaughtering several other guards, she disappeared into the Wet Marshes and now only emerges to waylay travelers.

Scarred Alchemist (Alchemist; Way of the Body)

The scarred alchemist is a tough survivor of dangerous experiments, scarred both physically and emotionally but with an unnatural toughness matched by few. This makes him a martial artist of the way of the body. Some consider the scarred alchemist a monster even in his natural form.

Hit Die: d8.

Class Features

The scarred alchemist has all the standard alchemist class features, except as noted below.

Weapon and Armor Proficiency: The scarred alchemist is proficient with all simple weapons, but not with any armor or shields.

Way of the Body Armor Bonus (Su): As long as he is not wearing any armor, a scarred alchemist gains a natural armor bonus equal to his Constitution bonus. The bonus stacks with armor bonuses (as long as the armor bonus does not come from actual armor worn) and with enhancement bonuses to natural armor. It also stacks with natural armor gained from the mutagen ability, despite both being natural armor bonuses. It does not stack with natural armor, like that provided by *polymorph* spells.

Slate (CR 14; XP 38,400)

Male furnace elf alchemist (scarred alchemist) 15
LE Medium humanoid (elf)

Init +6; **Senses** Perception +13

Defense

AC 17, touch 13, flat-footed 15
(+2 armor, +1 deflection, +2 Dex, +2 natural)

hp 116 (15d8+45)

Fort +13, **Ref** +13, **Will** +8; +2 vs enchantment spells and effects

Defensive Abilities preserve organs; **Immune** sleep, poison

Offense

Speed 30 ft.

Melee +2 *glaive* +18/+13/+8 (1d10+9/x3), or +1 *bite* +17 (1d6+6) and 2 +1 *claws* +17 (1d4+6)

Ranged bombs +14/+9/+4 touch (8d6+4)

Special Attacks bombs (19/day; splash 12 (R-DC 21 half)); explosive bomb, fast bombs, force bomb (R-DC 21)), greater mutagen (+6, +4/-2, -2, +4 natural, 15 hours), poison use, swift poisoning

Spell-Like Abilities (CL 15th; concentration +14)

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*

Extracts Prepared (CL 15th; concentration +19)

5th—*resurgent transformation*, *sending*, *spell resistance*

4th—*cure critical wounds* (3), *greater invisibility*, *stone-skin*

3rd—*displacement*, *fly*, *gaseous form*, *haste* (2), *heroism*

2nd—*barkskin* (2), *bear's endurance* (2), *countless eyes*, *undetected alignment*

1st—*bomber's eye*, *endure elements*, *enlarge person*, *expeditious retreat*, *shield* (2)

Statistics

Str 21, **Dex** 14, **Con** 14, **Int** 18, **Wis** 8, **Cha** 8

Base Atk +11; **CMB** +16; **CMD** 28

Feats Brew Potion, Combat Reflexes, Improved Initiative, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot Toughness, Throw Anything

Skills Craft (alchemy) +27, Craft (weapons) +17 (+19 to craft metal weapons), Disable Device +21, Fly+20

(+31 if fly cast), Knowledge (arcana) +22, Knowledge (engineering) +20, Knowledge (local) +19, Perception +17, Spellcraft +22 (+24 to identify magic items);

Racial Modifiers +1 Disable Device and +1 Knowledge (engineering)

Languages Common, Draconic, Dwarven, Elven, Ignan, Tengu

SQ alchemy, craftsman, discoveries (explosive bomb, fast bombs, force bomb, feral mutagen, greater mutagen, preserve organs (2)), elven immunities, elven magic, envoy, greed, master tinker, persistent mutagen, weapon familiarity (furnace elf)

Combat Gear *wand of cure light wounds* (30 charges);

Gear +2 *glaive* (self-forged), *amulet of mighty fists* +1, *belt of giant strength* +4, *bracers of armor* +2, *cloak of protection* +1, *extract* (spell component) pouch (including diamond dust (3) for stoneskin and meteoric iron (3) for resurgent transformation), pouch with 186 gp worth of mixed coins and gems

Demographics

Faith Kamus

Homeland Azag-Ithiel

A mysterious ebon-skinned killer has recently been encountered haunting the shadows of Azag Ithiel. Shirtless and clad only in forge-blackened gear and an ashen grey cloak, Slate's nickname is due to the fact that chalk white words appear on his flesh as if written by a ghostly hand before fading from view a few seconds later. He strikes

without mercy, never speaks, and has no known agenda.

Way of Force Archetypes

The Way of Force is inherently magical, and force armor classes either dabble in the arcane arts or have some other kind of supernatural protection.

Dandy (Bard; Way of Force)

Often from an upper-class background, the dandy is a bard with a refined sense of style. Unwilling to give in to the demands of armor or cumbersome weapons, he compensates with magic and finesse. The dandy is a martial artist of the Way of Force.

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, a dandy starts the game with a courtier's outfit at no cost and is strongly recommended to buy at least 10 gp worth of jewelry to compliment her appearance

Class Abilities

This archetype affects the following class abilities.

Weapon and Armor Proficiency: A dandy is proficient with the club, crossbow (hand), dagger, dart, longsword, rapier, sap, shortsword, sword cane, and whip. If eastern weapons are in use in the campaign he is also proficient with the hanbo and fighting fan. If firearms are in use in the campaign, the dandy is proficient with the coat pistol.

Dandies are not proficient with armor or shields, and cannot ignore spell failure chance when casting spells in armor.

Mage Armor (Ex): Add *mage armor* to the dandy's spell list as a first level bard spell and as a bonus known spell. At 4th level the dandy becomes a master at using force armors, and the armor bonus of *mage armor* and *bracers of armor* stack when worn by a dandy.

Phylarie Starsparrow (CR 14; XP 38,400)

Female halfling bard (dandy, songhealer) 15

NG Small humanoid (halfling)

Init +7; **Senses** low-light vision; Perception +20

Defense

AC 18, touch 16, flat-footed 15

(+2 armor, +1 deflection, +3 Dex, +1 natural, +1 size)

hp 131 (15d8+60)

Fort +11, **Ref** +15, **Will** +12; +2 vs fear, +4 vs bardic

performance, sonic, and language-dependent effects

Offense

Speed 20 ft., climb 20 ft.

Melee +2 rapier +18/+13/+8 (1d4+2 /18-20)

Special Attacks bardic performance (38 rounds/day; swift action; W-DC 23; countersong, distraction, fascinate, inspire courage +3, inspire competence +5, suggestion, dirge of doom, inspire greatness, soothing performance, healing performance, inspire heroics), low blow

Spells Known (CL 15th; concentration +21)

5th (4/day)—*cloak of dreams* (W-DC 23), *greater heroism*, *ki shout* (F-DC 21), *mass cacophonous call* (W-DC 23)

4th (5/day)—*dimension door*, *greater invisibility*, *greater path of glory*, *shadow conjuration* (W-DC 20)

3rd (6/day)—*arcane concordance*, *confusion* (W-DC 21), *displacement*, *good hope*, *haste*

2nd (7/day)—*blistering invective* (R-DC 18), *cat's grace*, *discovery torch*, *glitterdust* (W-DC 18), *heroism*, *invisibility*

1st (7/day)—*alarm*, *charm person* (W-DC 19), *feather step*, *identify*, *mage armor*, *remove fear*, *undetectable alignment*

0th (at will)—*daze* (W-DC 18), *detect magic*, *message*, *read magic*, *sift*, *spark*

Statistics

Str 10, **Dex** 16, **Con** 16, **Int** 8, **Wis** 10, **Cha** 23

Base Atk +11; **CMB** +10; **CMD** 23

Feats Arcane Strike, Greater Spell Focus (enchantment), Improved Initiative, Power Attack, Spell Focus (enchantment), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +23, Climb +11, Diplomacy +24, Intimidate +24, Knowledge (all) +9, Perception +20, Sense Motive +18; Racial Modifiers +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Halfling

SQ bardic knowledge (+7), enhance healing (6/day), jack-of-all-trades (any skill), lore master 2/day, mage armor, swift as shadows, weapon familiarity (halfling), well-versed

Combat Gear *potions of shield of faith* (2), *scrolls of arcane concordance* (2), *wand of cure light wounds* (30 charges); **Gear** +2 rapier, *amulet of natural armor* +1, *belt of mighty constitution* +2, *bracers of armor* +2, *cloak of protection* +2, *handy haversack*, *headband of alluring charisma* +4, *ring of protection* +1, courtier outfit, spell component pouch, pouch with 274 gp worth of mixed coins, gems and jewellery

Demographics

Phylarie comes from a noble, if not strictly royal, family with a long tradition of service in the name of Neria. Her mother is a priestess, her sisters are priestesses, her brothers are paladins, and her father is a divine architect responsible for some of the finest shrines and temples in Calopia. When the time came for her to choose her role in life, there was really only one path available for her to travel. She had no artistic gift so she joined the only other group she could.

She signed up with a band of travelling minstrels and fled Crystalbridge before her parents even knew she was leaving. Her choice had nothing to do with Neria, faith, or even her family. She simply did not feel the same calling as the rest of her kin. She believed in doing good in the world. She just could not see herself preaching to the masses or being cooped up in a stuffy old church, even if it was one her father designed.

Travelling the world, learning from hundreds of different people and seeing wonders she could never have imagined, Phylarie did not return to the Land of Heroes for fifteen years. In that time, she has matured from a wide-eyed halfling girl to a seasoned adventurer with hundreds of exciting stories to tell. Though she delayed returning for a long time, her fears at being rejected turned out to be unnecessary. As soon as she arrived on the porch of her family home, she was family again.

With that worry put to rest, Phylarie settled in quickly and began giving back to the community in her own way. She had not fled Crystalbridge to escape responsibility, after all, and she felt the same need to serve that all Starsparrows do. Together with her father, a little more wizened but as skilled as ever, Phylarie designed a new shrine of sorts. This building, dedicated to the bardic arts and healing, became her home and a haven for all those in need.

This building, Aria Hall, sits just outside Crystalbridge proper and can be heard long before travelers enter its airy, well-lighted confines. Serving as a tavern, inn, dancing parlor, and hospice for the needy, Phylarie's shrine-home is a common gathering place for performers, merchants, and newcomers to the city. It is a well-known fact that in Aria Hall, one really can buy dinner, a room for the night, or even healing 'for a song', provided the piece is either original or performed in a way Phylarie has never heard before.

Though not especially pious, Phylarie is very devoted to Neria and the goddess' teachings. No one is ever turned away from Aria Hall, though they may be ex-

pected to work off any debt owed to Phylarie and her apprentices if they are capable of doing so. While Phylarie does believe in charity, she is still possessed of good Halfling sense. She knows an establishment, even one like hers, cannot support itself on well-wishes and ballads alone.



Faith Neria

Homeland Calopia

Force Knight (Cavalier^{APG}; Way of Force)

The force knight has a gift for force fields, and is able to create armor and weapons out of shining force rather than steel. The force knight is a martial artist of the Way of Force.

Hit Die: d10.

Class Abilities

The following class abilities are affected by this archetype:

Weapon and Armor Proficiency: Force knights are proficient with all simple weapons and with the falchion, glaive, lance, light hammer, light pick, longsword, lucerne hammer, rapier, scimitar, scythe, and short sword. They are not proficient in any armor or shields.

Force Armor (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *bracers of armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. The armor created by force knights looks like a transparent image of normal armor. It provides an armor bonus of +7.

Force Knight Block (Su): While under *force armor*, the force knight adds a +2 shield bonus to armor class. This is considered force armor, and improves by +1 for every 4 levels (+2 at levels up to 3, +3 at levels 4-7, +4 at levels 8-11 and so on). The force knight must have one hand free, and he cannot carry a shield or two weapons when using this ability, nor can he use a weapon in two hands. He may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Force Barding (Sp): At 4th level, the force knight can use *mage armor* as a spell-like ability once per day as a

sorcerer of his class level, but only to affect his mount. He can use this ability an additional time per day for every 4 class levels after level 4. This replaces the Expert Trainer ability cavaliers normally gain at level 4.

Force Weaponry (Su): At 6th level, the force knight can create any weapon he is proficient with out of force as a swift action. The weapons come with accessories such as ammunition, sheathes, and quivers. Such weapons work identically to masterwork weapons in most respects. They cannot be sundered and have the *ghost touch* property. If dropped, thrown, or shot, they disappear at the end of the force knight's turn. They are considered magic weapons for the purpose of what they can harm but have no bonus to damage.

If a force knight repeatedly creates a specific weapon, that weapon is considered to be the same from time to time and can be enchanted as a magic weapon. Two identical weapons created this way would have to be enchanted separately. Ammunition created cannot be enchanted this way.

This replaces the bonus feat cavaliers normally gain at level 6.

Sir Tebriand Vallendyr (CR 10; XP 9,600)

Male half-elf cavalier (force knight) 11

LN Medium humanoid (human, elf)

Init +0; **Senses** low-light vision; Perception +15

Defense

AC 23, touch 11, flat-footed 23

(+7 armor, +1 deflection, +1 natural, +4 shield)

hp 87 (11d10+22)

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

Offense

Speed 30 ft.

Melee +1 *ghost touch longsword* +16/+11/+6 (1d8+5/19-20), or *force ghost touch lance* +16/+11/+6 (1d8+4/x3)

Special Attacks banner (+3 vs. fear, +2 attack), cavalier's charge, challenge 4/day (+3 circumstance bonus on attack rolls vs challenged target, +11 damage), greater tactician (3/day; 8 rounds; swift action; Outflank or Precise Strike), mighty charge, order abilities (aid allies [+4], strategy)

Spell-Like Abilities (CL 11th; concentration +13)

2/day—*mage armor* (affect force knight's mount only)

Statistics

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

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

Feats Dreadful Carnage, Furious Focus, Mounted Combat, Outflank, Power Attack, Precise Strike, Ride-By

Attack, Skill Focus (Intimidate, Ride), Spirited Charge
Skills Diplomacy +16 (+20 gather information), Handle Animal +9, Intimidate +22, Knowledge (history, local) +8, Perception +15, Ride +10, Survival +8 (+13 when helping allies); **Racial Modifiers** +4 Diplomacy to gather information

Languages Common, Elven

SQ curiosity, elf blood, focused study, force armor (+7), force barding, force knight block (+4), force weaponry, order (Dragon), mount, multitasking

Combat Gear *potions of bear's endurance* (2), *cure moderate wounds* (4) and *shield of faith* (4); **Gear** +1 *ghost touch* longsword, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of protection* +2, *ring of protection* +1, pouch with 34 gp worth of mixed coins

Demographics

Faith Linium

Homeland Great Green

Sir Tebriand Vallendyr's Horse (CR —)

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

Defense

AC 22, touch 12, flat-footed 19

(+3 Dex, +10 natural, -1 size)

hp 85 (9d8+45)

Fort +10, **Ref** +9, **Will** +6; evasion

Offense

Speed 40 ft.

Melee bite +12 (1d4+6) and 2 hooves +10 (1d6+3)

Statistics

Str 22, **Dex** 16, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 21

Feats Armor Proficiency (Light), Combat Reflexes, Iron Will, Multiattack, Toughness, Weapon Focus (bite, hooves)

Skills Perception +12, Survival +5

SQ bonus tricks (4), combat trained, devotion, link

A taciturn man of few words and stern expression, Sir Tebriand Vallendyr has been a knight without a master. Tebriand never speaks of the past directly, though he does occasionally call his former mentor 'Magus' as opposed to 'Master'. He also seems to hold himself responsible for his Master's loss in some way.

What is known about Sir Vallendyr is that he possesses incredible skill at arms and can conjure his weapons and armor from thin air at a moment's notice. This has led to opponents underestimating him in the past, as he looks like nothing more than a harmless, middle aged

half-elf until the glimmering plate armour and ghostly longsword simply appear.

Ghost Hunter (Rogue; Way of Force)

The ghost hunter specializes in finding and destroying ghosts and other incorporeal undead. As they progress, they learn to apply their ghost hunting abilities to other supernatural creatures and finally to all creatures. They are practitioners of the Way of Force.

Hit Die: d8.

Class Features

A ghost hunter has all class features of the normal rogue except as follows.

Weapon and Armor Proficiency: Ghost hunters are proficient with all simple weapons, plus the battle aspergillum, flask thrower, sap, and whip. They ignore the penalty for using a torch as an improvised weapon. They are not proficient with armor or shields. If eastern weapons are in use, the ghost hunter is also proficient with the sai.

Mage Armor (Sp): A ghost hunter with an Intelligence score of 11 or more can use *mage armor* as a spell-like ability twice per day, with a caster level equal to his rogue level and personal range. At 4th level, and every 4 levels thereafter, the ghost hunter can use this ability one additional time per day. At 4th level the armor bonus of *mage armor* and *bracers of armor* stack when worn by a ghost hunter. These bonuses do not otherwise stack with armor, either normal or force. This replaces Trapfinding.

Disrupt Undead (Sp): At 3rd level, a ghost hunter with an Intelligence of 10 or more can use *disrupt undead* at will as a wizard of his rogue level. He can use it either as a ranged or melee touch attack. This ability inflicts full damage when used against an incorporeal target and a ghost hunter can sneak attack an incorporeal creature with this ability as if using a *ghost touch* weapon.

At 6th level, a ghost hunter can use *disrupt undead* in lieu of an attack. He can thus make full attack actions using *disrupt undead*.

At level 9, *disrupt undead* gains the ability to damage outsiders.

At level 12, *disrupt undead* gains medium range (100 ft. + 10 ft./level).

At level 15, *disrupt undead* gains the ability to damage creatures of the Aberration, Dragon, Fey, Magical Beast,

and Monstrous Humanoid types.

At level 18, *disrupt undead* can damage any type of creature.

This replaces trap sense.

Rogue Talents

The ghost hunter has access to the following additional rogue talent.

- **Magetrap:** You can disarm magical traps.

The following rogue talents complement the ghost hunter archetype: black market connections, iron guts, major magic, minor magic.

Advanced Talents: The following advanced rogue talents complement the ghost hunter archetype: hard to fool, hunter's surprise, slippery mind, thoughtful reexamining.

Luura Whitemane (CR 8; XP 4,800)

Female half-orc rogue (ghost hunter) 9

CG Medium humanoid (elf, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 15, touch 12, flat-footed 15; imp. uncanny dodge (+1 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)

hp 71 (9d8+27)

Fort +6, **Ref** +8, **Will** +7; evasion, +2 vs enchantment spells and effects, +1 vs ingested poisons, +4 vs all spells or effects that cause nauseated or sickened effects

Defensive Abilities iron guts, orc ferocity; **Immune** *sleep*

Offense

Speed 30 ft.

Melee +1 *greataxe* +12/+7 (1d12+7/x3)

Ranged *disrupt undead* +7/+2 touch (1d6)

Special Attacks gatecrasher, rogue talents (slow reactions), sneak attack +5d6

Spell-Like Abilities (CL 9th; concentration +8)

At will—*disrupt undead*

2/day—*shield*

3/day—*mage armor*, *message*

Statistics

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

Base Atk +6; **CMB** +10 (+12 sunder); **CMD** 21

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack, Weapon Focus (*greataxe*)

Skills Acrobatics +13, Knowledge (arcana, religion) +10, Knowledge (dungeoneering) +13, Knowledge (local) +14, Perception +13, Sense Motive +13, Stealth +13, Use Magic Device +11; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc, Sylvan

SQ elven magic, integrated, mixed blood, rogue talents (iron guts, major magic [shield], minor magic [message], slow reactions, weapon training), weapon familiarity (half-orc)

Combat Gear *potions of bull's strength* (2), *cat's grace* (2), and *cure light wounds* (6); **Gear** +1 *greataxe*, *amulet of natural armor* +1, *bracers of armor* +1, *cloak of protection* +1, *ring of protection* +1, pouch with 229 gp worth of mixed coins and gems

Demographics

Faith Zaelendris the Lament of Whispering Wounds

Homeland Jotun Forest

The result of a liaison between an orc and an elf, Luura's mother died only moments after giving birth to her. Surviving just long enough to hold her daughter, the elfen woman swore to watch over her, kissed her forehead, and passed away. In that moment, the infant half-orc's tiny ringlets of hair turned stark white and she stopped wailing. From that moment on, she was a quiet baby and grew up as a silent, serious child. Her strange appearance marked her as 'touched by the spirits' and her father's tribe accepted her, a rare gift for a halfbreed in orcish society.

Among her orc kin, Luura learned how to fight, stalk, and steal, all trades well suited to someone as patient and quiet as her. In rare moments when she did not think anyone was listening, Luura could be heard talking to the empty air. When her father finally confronted her about this behavior, she simply told him that she was telling her mother about her day. Her father, assuming it was something akin to praying to an ancestor, accepted this answer and never spoke of it again.

The truth was a little more complex. The tribal elders were more right than they knew when they declared Luura to be touched by the spirits. She could hear her dead mother's voice and even converse with her sometimes. She heard other voices as well, though many of them were not friendly and a few were outright terrifying. From her mother's spirit, she learned how to drown out those spectral voices and keep them at bay.

She learned other things as well, namely how to combat the undead. Midnight lessons given to her by the ghost of her mother prepared her for combat with creatures from beyond the grave. Her talents were put to the test when, a few nights after her Coming of Age ceremony in the tribe, a mob of ravenous ghouls attacked the tribe. While all of her orcish kin fought bravely, she broke the undead legion with her new gifts. The shamen

of the tribe still talk about that night, how Luura shone like moonlight as she blasted apart the howling horde with nothing but empty hands and glowing eyes.

Ghost Knight (Cavalier^{APG}; Way of Force)

The ghost knight is a cavalier who have forged a bond with a spirit mount, a ghostly supernatural creature. The ghost knight has a secret destiny, and when destiny calls, he answers. Until then, he is content to be a drifter and companion to others. To everyone but his closest friends and companions, he is but a nameless, lonesome traveler. The ghost knight is a martial artist of the Way of Force.

Hit Die: d10.

Class Skills

The ghost knight's class skills are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The ghost knight has all the cavaliers class features, except as follows.

Weapon and Armor Proficiency: Ghost knights are proficient with all simple and martial weapons. They are not proficient in any armor or shields.

Destiny: The ghost knight has a special destiny. What that destiny is need not be clear at first, but it should always be relevant to the campaign. It is generally something to do with the dead, making the ghost knight an agent for spooks and revenants. Player and game master should work together to create a destiny that appeals to the player and works as an adventure hook to the adventures the game master is running. A ghost knight that blatantly ignores his destiny loses his supernatural and spell-like class abilities until he decides to pursue it again.

Ghost Armor (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack

with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *braces of armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. It provides an armor bonus of +7.

The armor created by ghost knights looks like a veil of ghostly shadows. It can hide the wearer's appearance, granting a +10 bonus on Disguise checks to conceal identity. This replaces the cavalier's order.

Ghost Knight Block (Su): While under *ghost armor*, the ghost knight adds a +2 shield bonus to armor class. This is considered force armor, and improves by +1 for every 4 levels (+2 at levels up to 3, +3 at levels 4-7, +4 at levels 8-11 and so on). The ghost knight must have one hand free, and he cannot carry a shield or two weapons when using this ability, nor can he use a weapon in two hands. He may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Ghost Touch (Su): At 2nd level, any weapon the ghost knight wields gains the *ghost touch* property while wielded. Weapons fired, thrown, or dropped lose the property at the end of the ghost knight's turn. The ghost knight can also choose to inflict nonlethal damage without taking the usual -4 attack penalty to do so.

He can also use *mage armor* as a spell-like ability once per day as a sorcerer of his class level, but only to affect his mount. He can use this ability an additional time per day for every 5 class levels after level 5.

This ability replaces the order ability normally gained at level 2.

Phantom Steed (Sp): At third level, the ghost knight gains the ability to cast *phantom steed* once per day as a sorcerer of his cavalier level. When cast, the steed appears in the cavalier's space (squeezing as required if there is not enough space) and the ghost knight is immediately mounted. The mount disappears if the cavalier dismounts, but can otherwise carry other riders along with the ghost knight, as it's carrying capacity allows. The ghost rider and anything the cavalier wears or carries does not count against the weight limit of the *phantom steed*. The *phantom steed* has the Improved Evasion and Share Spells ability of an animal companion. A ghost knight does not take an armor check penalty on Ride checks while riding his *phantom steed*. The *phantom steed*

is considered combat trained. At 6th level, the ghost knight can cast *phantom steed* at will. At 9th level, he can cast *phantom steed* as a swift action. At 12th level, he can cast *phantom steed* as an immediate action, replacing a killed steed before hitting the ground. At 15th level, the *phantom steed* becomes *incorporeal*, but is still able to carry the ghost rider and any additional load. This replaces the Mount ability.

Weapon Cache (Su): At 4th level, the ghost knight gains access to a personal extra-dimensional space. This space can hold weapons and personal gear with a total weight of 10 lbs. per level of the ghost knight. Weight carried in the weapon cache does not count against the ghost knight's encumbrance. Drawing an item from the weapon cache is a free action, and it can be done outside the ghost knight's turn as an immediate action. It is possible for others to reach into this extra-dimensional space to steal what is in there, this is about as hard as stealing something out of a backpack. This ability replaces the Expert Trainer ability normally gained at level 4.

Ghost Run (Sp): At 8th level, once per day the ghost knight can cast *ethereal jaunt* as a sorcerer of his cavalier level. He can end this effect as a free action. This affects the ghost knight himself and his *phantom steed* if he is mounted. The ghost knight can use this ability one additional time per day for every 4 levels after level 8. This ability replaces the order ability normally gained at level 8.

Ghost Army (Su): At 15th level, any weapon or armor used by an ally within 60 ft. of the ghost knight gains the *ghost touch* property while wielded. Missile weapons imbue this ability on their ammunition. Items fired, thrown, or dropped lose the property at the end of the wielder's turn. This ability replaces the order ability normally gained at level 15.

Borag Thuul (CR 6; XP 2,400)

Male half-orc cavalier (ghost knight) 7

CG Medium humanoid (elf, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 21, touch 10, flat-footed 21

(+8 armor, +3 shield)

hp 57 (7d10+14)

Fort +8, **Ref** +3, **Will** +5; +2 vs enchantment

Defensive Abilities orc ferocity; **Immune** sleep

Offense

Speed 30 ft.

Melee +1 *ghost touch longsword* +12/+7 (1d8+5/19-20), or *mwk ghost touch lance* +12/+7 (1d8+4/x3)

Special Attacks banner (+2 vs. fear, +1 attack), cavalier's charge, challenge (3/day, +7 damage), gatecrasher, tactician (2/day; 6 rounds; standard action; Outflank)

Spell-Like Abilities (CL 7th; concentration +8)

At will—*phantom steed*

1/day—*mage armor* (affect ghost knight's mount only)

Statistics

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +7; **CMB** +11 (+13 sunder); **CMD** 21

Feats Furious Focus, Iron Will, Mounted Combat, Outflank, Power Attack, Ride-By Attack

Skills Diplomacy +11, Disguise +2 (+12 to conceal identity), Knowledge (religion) +10, Perception +7, Ride +10; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ elven magic, integrated, mixed blood, ghost armor (+7), ghost knight block (+3), ghost touch, phantom steed, weapon cache (70 lbs), weapon familiarity (half-orc)

Combat Gear *potions of bull's strength* (2), *cat's grace* (2), and *cure light wounds* (2); **Gear** +1 *longsword*, masterwork lance, *bracers of armor* +1, *cloak of protection* +1, *ring of protection* +1, pouch with 74 gp worth of mixed coins and gems

Demographics

Faith Tulus

Homeland Nor-Du-Mag

Borag's last memory of the life he used to have is of lying in a broken field, surrounded by the sundered bodies of his entire company. Gazing up into the night sky, he saw not stars but the immense face of a dragon so black it seemed almost invisible.

"These others will sate my appetite but you still live. You will serve me a different way."

Since that night, Borag Thuul has ridden as the cavalier-envoy of a shadow dragon known only as Tenebrae. In the dragon's service, Borag has learned to wield a dark power he could scarcely have imagined before. Tenebrae seems content to simply train the young, scarred knight for now and send him as an envoy to run messages to people all over Nor-Du-Mag. Though Borag is impatient and wants to do more, his Master seems to have other plans for now.

Never exactly the most patient of souls, Borag Thuul has started hiring out as a sellsword. When it comes to priorities, ancient shadow dragons always come first.

Guard Maid (Paladin; Way of Force)

A guard maid is the bodyguard of a worthy master, but not necessarily a good-aligned one. She acts as a servant to always be close to her ward. The guard maid is a martial artist of the Way of Force.

A male guard maid is a valet or batman.

Alignment: Any lawful.

Hit Die: d10.

Class Abilities

A guard maid has all the standard paladin class abilities, except as noted.

Alignment & Code: The guard maid must always be of lawful alignment, but can be lawful neutral, good, or evil. If she ever willfully places her ward in danger or discomfort, she loses all spells, spell-like, and supernatural abilities of the paladin class and guard maid archetype until she re-bonds, either with her old ward or a new one. This is done in the same manner as creating a new ward bond. If she ever changes to a non-lawful alignment, she loses all the mentioned abilities until she becomes lawful again. This restriction replaces the paladin's alignment restriction.

Weapon and Armor Proficiency: Guard maids are proficient with all simple and martial weapons. They are not proficient in any armor or shields.

Aura of Protection (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *braces of armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. It provides an armor bonus of +7.

Maid Block (Su): While under *aura of protection*, the

guard maid adds a +2 shield bonus to armor class. This is considered force armor, and improves by +1 for every 4 levels (+2 at levels up to 3, +3 at levels 4-7, +4 at levels 8-11 and so on). The maid guard must have one hand free, she cannot carry a shield or two weapons when using this ability, not can she use a weapon in two hands. She may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Ward Bond (Ex): A guard maid can have a ward. This is one specific creature the guard maid is dedicated to protecting, and whose safety and comfort is her prime objective. The guard maid is free to pick her own ward, but often the choice is influenced by her background. The ward is generally a lawful authority figure. A player character guard maid generally has another player character as her ward. It is possible for a player character guard maid to have her own cohort as her ward, if no other option is available.

To form a bond, the maid guard must not already have an active ward bond. She offers her service as a full-round action and must be adjacent to the prospective ward. The ward must accept the guard maid within the next minute, this also requires a full action. Once the relationship is accepted, it is immediately effective. The bond between maid guard and ward is normally permanent. Not even death negates it. When the maid guard advances in level, she can choose to renounce her bond, meaning she has no ward and is free to dedicate her services to another. She must inform her ward as soon as possible. It is also possible for the ward to ask the maid guard to transfer her services to another creature. All three must be adjacent, and all must formally accept - this is a full-round action for each.

Several abilities below trigger on the ward bond. This replaces Aura of Good.

Smite Threat (Su): This is a variant of the normal paladin's smite evil ability. Rather than activating the smite herself, the guard maid has a smite ability that triggers when her ward is threatened. The following things trigger the smite threat ability:

- A creature attacking, intimidating, or otherwise harming the ward.
- As a standard action that is language-dependent but not an attack, the ward can order the guard maid to

attack a creature, marking that creature as a threat.

Smite threat lasts for 15 minutes and can be used any number of times per day. The target need not be evil. It otherwise functions as the paladin's smite evil ability. This replaces the smite evil ability.

Lay on Hands (Su): At 2nd level, the guard maid learns to lay on hands. She can use lay on hands on herself or her ward as a swift action. This is otherwise identical to the paladin ability of the same name.

Protective Attention (Ex): From level 2 and onwards, the guard maid adds half her level to all Profession (servant) checks. She can use Profession (servant) in place of Perception checks as long as her ward is present or could possibly be discomforted. A guard maid without a ward cannot use protective attention. This ability replaces detect evil.

Weapon Cache (Su): At 4th level, the maid guard gains access to a personal extra-dimensional space. This space can hold weapons and personal gear with a total weight of 10 lbs. per level of the guard maid, and weight carried in the weapon cache does not count against her encumbrance. Drawing an item from the weapon cache is a free action, and it can be done outside the maid guard's turn as an immediate action. It is possible for others to reach into this extra-dimensional space to steal what is in there, this is about as hard as stealing something out of a hidden inside pocket. This ability replaces the channel energy ability normally gained at level 4.

Spells: A guard maid casts spells as a paladin with some changes.

Spells vs. Threats (Ex): When a guard maid casts a paladin spell that normally has a special effect on evil creatures, she instead affects any creature that is under her smite threat ability or that has attacked her or her ward in the last 15 minutes. Note that a target that emerges as a new threat can suddenly begin to suffer the effects of spells cast earlier, to when it was not a threat.

Divine Focus (Ex): The guard maid uses her symbol of office as her divine focus. This can be a maid's cap, apron, badge, her ward's coat of arms, or some other small symbol that can be worn as a pin or medallion.

Divine Bond (Su): At 5th level, the guard maid always forms a divine bond with weapons, never a mount.

Aura of Order (Su): At 14th level, a guard maid's weapons are treated as lawful-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of her is treated as lawful-aligned for the purposes of overcoming Damage Reduction.

This ability functions only while the guard maid is conscious, not if she is unconscious or dead. It replaces Aura of Faith.

Aura of Loyalty (Su): At 17th level, a guard maid gains DR 5/chaos and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the guard maid is conscious, not if she is unconscious or dead. This ability replaces Aura of Righteousness.

Champion Maid (Su): At 20th level, a guard maid becomes a conduit of law. Her DR increases to 10/chaos. Whenever she uses smite threat and successfully strikes an outsider, the outsider is also subject to a *banishment*, using her guard maid level as the caster level (her weapon and her ward automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever she uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces Holy Champion.

Salranya (CR 6; XP 2,400)

Female half-medusa paladin (guard maid) 7

LE Medium monstrous humanoid (human, medusa)

Init +3; **Senses** darkvision 60 ft.; Perception +12

Aura courage (10 ft.)

Defense

AC 20, touch 9, flat-footed 20; +2 AC vs flanking opponents

(+8 armor, -1 Dex, +3 shield)

hp 64 (7d10+21)

Fort +11, **Ref** +6, **Will** +7

Defensive Abilities divine grace, divine health, dual minded; **Immune** diseases, fear

Offense

Speed 30 ft.

Melee +1 *longsword* +12/+7 (1d8+4/19-20)

Special Attacks divine bond (weapon; 1/day, +1, 7 minutes), lay on hands (5/day, 4d6, swift action for paladin or ward), smite threat (+2 attack, +7 damage)

Spells Prepared (CL 4th; concentration +6)

2nd—*shield other*

1st—*divine favor* (2)

Statistics

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

Base Atk +7; **CMB** +10; **CMD** 21

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Step Up

Skills Intimidate +14, Perception +12, Profession (servant)+6; Racial Modifiers +2 Intimidate, +2 Perception

Languages Common, Medusa dialect

SQ aura of courage, aura of protection (+7), code, divine focus, maid block (+3), medusa blood, mercy (diseased, fatigued), protective attention (+3), snake eyes, snake hair, spells vs threats, ward bond, weapon cache (70 lbs)

Combat Gear *wand of cure light wounds* (2; 50 charges each); **Gear** +1 *longsword*, *bracers of armor* +1, *cloak of protection* +1, two platinum rings (focus for *shield other*), spell component pouch, pouch with 129 gp worth of mixed coins and gems

Demographics

Faith Eshsalqua

Homeland Haunted Seas

Protecting the infamous Pirate Queen known as the Gilded Serpent is a family affair. The Gilded Serpent is a medusa; her bodyguards are the daughters she engenders with captive sailors before turning them to stone and devouring them. Salranya is one of four such siblings, all trained in the art of guardianship and defensive magic.

Never far from her matron mother, Salranya relishes her place as eldest daughter. She is in charge of her sisters, responsible for their training and tactics during battle. When her mother chooses to attack another vessel plying the Haunted Seas, she is the one that must ensure the Gilded Serpent does not suffer so much as a scratch should the fighting spread to their vessel. Every new battle is another chance that she might fail.

In all her years, Salranya has only seen one person get through the protections she and her sisters provide. Her mother was actually stabbed that day, though the wound was slight and the attacker easily slain. Though the injury was minor, her mother's rage knew no bounds. Salranya's youngest sister, Seashana, was the one whose parry failed to turn aside that fateful slash. Before the night was through, Seashana was dead, her body thrown overboard, and the Gilded Serpent's remaining children – Salranya included – were forbidden to speak of her ever again.

Though the incident did harden Salranya's resolve, it also shook her faith in her mother.

Protégé (Bard; Way of Force)

A protégé has gained the favor of a supernatural patron. After having impressed the patron with talent and potential, the protégé receives gifts of magic and power. Protégés are less proficient as adventurers than regular bards, having led a charmed life. Instead they have more magic and are accompanied in their adventures by a familiar, an agent of their patron.

Hit Die: d8.

Alignment: A protégé can be of any alignment.

Class Features

The protégé has all the standard bard class features, except as noted below.

Weapon and Armor Proficiency (Ex): A protégé is proficient with all simple weapons, plus the longsword, rapier, and shortbow. He is not proficient in any armor or with shields. Armor interferes with a protégé's gestures, which can cause his spells with somatic components to fail.

Familiar (Ex): At 1st level, a protégé forms a close bond with a familiar, a creature that helps to guide him along his path. Familiars also aid a protégé by granting him skill bonuses, additional spells, and help with some types of magic. This functions like the wizard's arcane bond class feature.

A protégé's familiar is an agent of the patron (see below), sent to keep the protégé alive and in line. The ultimate loyalty of the familiar is to the patron, and it can be a constant nagging reminder to a protégé that it feels is straying from the patron's ideals or takes unnecessary risks. As long as the protégé and patron are well aligned, the familiar is loyal. If the familiar feels the protégé has betrayed the patron, it might turn hostile and betray him in various ways. It has no control over the protégé's powers, but may alert his enemies, share his secrets, and otherwise work to counter his ambitions in various ways. When the protégé advances in level, the patron asks the familiar to report on the activities of the protégé. If the familiar gives a bad report, the protégé might not be allowed to select the new spells he wants upon gaining the new level, or might be denied new spells altogether. If the familiar's reports that the protégé is a traitor, the patron will deny the increase in power and the protégé cannot level up as a protégé until he makes up with the familiar. A possible theme of such a story might be how

the protégé subverts the familiar's loyalty, making it give false reports. An evil solution is to slay the familiar just before leveling and summoning a new one that knows nothing of the protégé's actions.

A protégé that for some reason does not have a familiar when leveling up is called to a patron audience (see below) and asked to report in person.

If a protégé takes the Improved Familiar feat, the familiar options available are decided by the patron's alignment, not the bard's. This replaces countersong and distraction.

Mage Armor (Ex): Add *mage armor* to the protégé's spell list as a first level bard spell and as a bonus known spell. At 5th level the protégé becomes a master at using force armors, and the armor bonus of *mage armor* and *bracers of armor* stack when worn by a protégé. This replaces the lore master reroll a bard ordinarily gains at level 5, but not the ability to take 10.

Patron Audience (Sp): At 1st level, when a protégé gains his familiar, he must also select a patron from the same list used by the witch. This patron is a vague and mysterious force, granting the protégé power for reasons that he might not entirely understand. While these forces need not be named, they typically hold influence over one area of magical forces.

Patrons are powerful entities, often fey but sometimes from the outer or inner planes; agathions, archons, angels, azatas, devils, genies, kami, oni, and proteans all make good patrons for protégés. A bard's alignment need not resemble the patron's, but too great a difference is likely to cause poor relations. The actual personality and goals of the patron should be worked out between the GM and the player of the protégé, taking into consideration alignment, the type of familiar (and plans for a possible future Improved Familiar), and theme of the patron. The GM should not force a hostile patron on the protégé, but some tension between protégé and patron increases the role-playing potential. The patron's primary interest in the bard is in experiencing the bard perform and sponsoring his artistic development, patrons generally treat their favorite's adventuring careers with benign neglect.

At any time, the protégé can be called back to his patron to entertain. This takes the form of a *gate* spell that opens and transports the protégé into the patron's presence, then sends him back to his companions when the patron is satisfied. This is basically a random event the GM can spring on the protégé at any time, but it should

not be allowed to disrupt the story being told. The most common use of this ability is to explain where the protégé is when the player is away from the game, but it can be used as a plot device by the GM to bring the protégé (and possibly any willing companions) to the patron. On rare occasions the patron might have some advice to offer or task it wants done, but mostly the audience is merely entertainment for the patron. An audience usually takes eight hours but can take much more or less at the whim of the patron. The bard and any friends return from the audience fully healed, fed, rested, and with spells prepared.

At level 16, the protégé can request an audience with his patron once per day. This is a *gate* spell that brings the bard and his companions into the patron's presence, possibly escaping some dire situation. After the audience is completed, the patron will return the group to a familiar safe location, such as their home, a beautiful glade in the forest, and so on. This replaces the jack of all trades ability gained at level 16.

At level 20, the protégé can return from the audience with his patron to any spot he knows of, as long as that spot is not inside a building or being guarded. This ability can deposit the bard in exotic locations such as the City of Brass or a specific angelic mountain, but not inside any building or secure area there. Wilderness areas of huge cave complexes count as outdoors for this ability. This replaces deadly performance.

Patron Spells: At 1st level, 4th level and every 3 protégé levels after level 4 until level 16, a protégé's patron adds new spells to a protégé's spells list and known spells. The spells gained depend upon the patron chosen, and are the same as those offered to a witch, but gained at a slower rate. Each patron is listed by its theme. See patron audience for more on the patron.

This replaces bardic knowledge and the jack of all trades ability gained at 19th level.

Commune (Sp): At level 10, the protégé can cast *commune* at will to communicate with his patron. This ability requires using two rounds of bardic performance per question asked. If used during a patron audience, it only costs one round of bardic performance per question. This replaces the jack of all trades ability gained at level 10.

Kail Wildren (CR 4; XP 1,200)

Male half-elf bard (protégé) 5

N Medium humanoid (human, elf)

Init +1; **Senses** low-light vision; Perception +11 (+13 if familiar within arm's reach)

Defense

AC 12, touch 11, flat-footed 11

(+1 armor, +1 Dex)

hp 38 (5d8+10)

Fort +5, **Ref** +6, **Will** +5; +4 vs bardic performance, sonic, and language-dependent effects

Offense

Speed 30 ft.

Melee mwk rapier +7 (1d6+3/18-20)

Special Attacks bardic performance (16 rounds/day; standard action; fascinate (W-DC 16), inspire courage +2, inspire competence +2)

Spells Known (CL 5th; concentration +9)

2nd (3/day)—*cure moderate wounds*, *heroism*, *owl's wisdom*, *suggestion* (W-DC 16)

1st (5/day)—*disguise self*, *feather step*^{APG}, *hideous laughter* (W-DC 15), *mage armor*, *shield of faith*, *undetectable alignment*

0th (at will)—*dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *spark*^{APG}

Statistics

Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +5; **CMD** 16

Feats Alertness, Arcane Strike, Skill Focus (Perception), Toughness, Weapon Focus (rapier)

Skills Diplomacy +12 (+16 to gather information), Knowledge (history, local) +9, Perception +11, Sense Motive +8; Racial Modifiers +4 Diplomacy to gather information, +2 Knowledge (history, local)

Languages Common, Elven

SQ curiosity, elf blood, familiar, focused study, mage armor, patron (wisdom), patron audience, patron spells, multitasking, well-versed

Combat Gear *potions of bull's strength* (2) and *eagle's splendor*; **Gear** masterwork rapier, *bracers of armor* +1, *cloak of protection* +1, spell component pouch, pouch with 224 gp worth of mixed coins, gems and jewellery

Demographics

Faith Chiuta

Homeland Fenian Triarchy

Kail Wildren's Rat Familiar (CR -)

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1

Defense

AC 17, touch 14, flat-footed 15

(+2 Dex, +3 natural, +2 size)

hp 19 (1d8)

Fort +2, **Ref** +6, **Will** +5; improved evasion

Offense

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee bite +7 (1d3-4)

Statistics

Str 2, **Dex** 15, **Con** 11, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs trip)

Feats Weapon Finesse

Skills Climb +10, Stealth +18, Swim +10; Racial Modifiers +4 Stealth; **Racial Modifiers** +4 Stealth

SQ Alertness, deliver touch spells, empathic link, share spells, speak with master

A street urchin in Greenwall, Kail Wildren struggled daily just to survive. Odd jobs were taken whenever he could, with many of them involving following strangers and reporting back to the local constables. His small size and natural affability made him perfect for such jobs and he took to the role well.

Unfortunately, he followed one such stranger too well, staying with the evasive rogue long enough to witness him commit a savage murder of a faerie prince in an alleyway. Kail gasped and was spotted by the killer. He tried to flee but the man was too fast for him. Scrabbling against the wet cobblestones, Kail was stopped short by a hand at his neck. When the assassin left the blood-soaked alley, there were two bodies on the ground.

Kail was not quite dead, however. He was young, stubborn, and dutiful. Determined to tell someone of the crime, he forced himself to his feet, took the prince's jeweled brooch for proof, and tried to stagger his way to the nearest guard.

He made it as far as the nearest sewer drain. Collapsing, he fell in and was washed away with the city tide. Tumbling through the water, gasping for breath even as he bled out, Kail blacked out several times before finally waking up underwater, gazing into the eyes of a curious nereid. The regal water spirit, one of the faerie princesses of the Sea of Reeds, healed his wound and listened to his story.

Impressed that any mortal child would go so far to try and bring a fae killer to justice, Lady Galene returned him to land after marking him with a kiss on his forehead. This act branded the child as hers, bonding them as Protégé and Patron. To keep an eye on her brave little boy, she imparted a spark of wit and sentience to one of the sewer rats that had washed out to sea with him.

Robe Magus (Magus^{UM}; Way of Force)

A robe magus considers himself elite, a true swordmaster wizard, not encumbered by armor, a martial artist of the Way of Force.

Hit Die: d8.

Class Features

The robe magus has all the standard magus' class features, except as noted below.

Weapon and Armor Proficiency: A robe magus is proficient with all simple and martial weapons. Robe magi are not proficient with armor or shields and suffers normal arcane spell failure chance when casting magus spells while armored.

Mage Armor (Ex): Add *mage armor* to the robe magus' spell list as a first level magus spell, and add it to his spell book as an additional starting spell. At 4th level, the robe magus becomes a master at using force armors, and the armor bonus of *mage armor* and *bracers of armor* stack when worn by a robe magus. In addition, a robe magus gains a +1 modifier to the armor bonus provided by *mage armor* at 7th level. This bonus increases by 1 for every six magus of the mind levels thereafter (+2 at 13th, +3 at 19th level) and only affects the magus himself. This replaces the medium armor and heavy armor abilities.

Baelana of the Blade (CR 6; XP 2,400)

Female elf magus (robe magus) 7

N Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +10

Defense

AC 15, touch 14, flat-footed 11

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

hp 49 (7d8+14)

Fort +7, **Ref** +6, **Will** +9

Offense

Speed 30 ft.

Melee mwk longsword +6 (1d8/19-20)

Special Attacks arcane pool (6; +2), spell combat, spell recall, spellstrike

Spells Prepared (CL 7th; concentration +10 (+12 defensively))

3rd—*displacement*, *phantom steed*

2nd—*bear's endurance*, *glitterdust* (2; W-DC 16), *invisibility*

1st—*grease* (2; R-DC 15), *mage armor* (2), *obscuring*

mist

0th (at will)—*arcane mark*, *detect magic*, *prestidigitation*, *ray of frost*, *spark*^{APG}

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 17, **Wis** 12, **Cha** 8

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

Feats Dodge, Improved Initiative, Iron Will, Toughness

Skills Knowledge (arcana) +15, Knowledge (planes) +13, Perception +10, Ride +13, Spellcraft +13; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception

Languages Common, Draconic, Elven, Orc, Sylvan

SQ arcane focus, dreamspeaker, elven magic, keen senses, knowledge pool, mage armor, magical training, magus arcana (wand mastery, wand wielder), sociable

Combat Gear *potions of cure moderate wounds* (3), *wand of fireball* (10 charges) and *ray of enfeeblement* (25 charges); **Gear** masterwork longsword, *bracers of armor* +1, *cloak of protection* +1, spell component pouch, pouch with 154 gp worth of mixed coins and gems

Demographics

Faith Myketa

Homeland Morah'Silvanath

A native of Pestilence, born to soldiers in Rezarian's army, Baelana exhibited her magical powers very early in life when she began to glow in the cradle. Though all of her childhood tests showed a strong arcane talent, it was a gift she detested because her parents were both warriors. All she wanted was to be a swordswoman like her mother and serve in the military as soon as she was old enough to join.

Pestilence, however, needed sorcerers and magi, so Baelana was conscripted into magical study at the age of ten. Despite her best efforts, she excelled at the craft, mastering basic spellcasting without really trying. Most of her time was spent practicing martial combat with her family whenever she could get away from her classes. She received reprimands for this behavior and was disciplined for it more than once, but she did not care. Baelana gave her magical study as little attention as she could get away with and every other waking hour was devoted to the sword.

Eventually, Baelana's single mindedness paid off. She was given special dispensation to carry her sword into combat, a right that few wizards were afforded in Pestilence at that time. In the years since, Baelana's devotion has opened the door for the magus tradition and now Rezarian the Black has reaped the benefits of armored spellcasters in his rank and file, sowing destruction with both swords and spells alike.

Robed Summoner (Summoner^{APG}; Way of Force)

The robed summoner combines summoning with dangerous magical attacks and dazzling displays of defensive force.

Class: Summoner.

Hit Die: d8.

Class Abilities

The following class abilities are changed by this archetype.

Weapon and Armor Proficiency: A robed summoner is proficient with all simple weapons. Robed summoners are not proficient with armor or shields, and cannot ignore spell failure chance when casting spells in armor.

Mage Armor Mastery (Ex): At 4th level the robed summoner becomes a master at using force armors, and the armor bonus of *mage armor* and *bracers of armor* stack when worn by a robed summoner. They do not otherwise stack with armor, either normal or force.

Force Spells (Ex): Add the following to the robed summoner's spell list at the indicated levels. A robed summoner does not automatically know these spells, they must be learned in the usual manner.

1. *Magic Missile*
2. *Pilfering Hand*^{UC}
3. *Twilight Knife*^{APG}
4. *Telekinetic Charge*^{UC}
5. *Leashed Shackles*^{UM}
6. *Mage's Sword*

Perevein Prinhoppe (CR 4; XP 1,200)

Male gnome summoner (robed summoner) 5

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +9

Defense

AC 13, touch 12, flat-footed 12 ; +4 dodge vs giants (+1 armor, +1 Dex, +1 size)

hp 41 (5d8+15)

Fort +6, **Ref** +3, **Will** +4; +2 vs illusion spells and effects

Offense

Speed 20 ft.

Melee mwk greatsword +6 (2d4+1/19-20)

Spell-Like Abilities (CL 5th; concentration +9)

7/day—*summon monster III*

1/day—*dancing lights*, *ghost sound* (W-DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL 5th; concentration +9)

2nd (3/day)—*barkskin*, *see invisibility*, *slow* (W-DC 16)

1st (5/day)—*expeditious retreat*, *daze monster* (W-DC 15), *mage armor*, *lesser rejuvenate eidolon*^{APG}

0th (at will)—*daze* (W-DC 14), *detect magic*, *guidance*, *light*, *message*, *resistance*

Statistics

Str 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 15

Feats Great Fortitude, Improved Initiative, Toughness, Weapon Focus (greatsword)

Skills Craft (weapons) +8, Perception +9; **Racial Modifiers** +1 Disable Device, +2 Knowledge (religion), +1 Knowledge (engineering), +2 Perception

Languages Common, Gnome, Sylvan

SQ academician, bond senses (5 rounds/day), eidolon, force spells, gnome magic, illusion resistance, life link, keen senses, mage armor, master tinker, shield ally, weapon familiarity (gnome)

Combat Gear *potions of cure light wounds* (4), *wand of lesser rejuvenate eidolon* (50 charges); **Gear** masterwork greatsword, *bracers of armor* +1, *cloak of protection* +1, spell component pouch, pouch with 144 gp worth of mixed coins and gems

Demographics

Faith Veiloaria

Homeland Mount Xoa

Zipjerah, Perevein Prinhoppe's Eidolon (CR -)

Biped eidolon

N Medium outsider

Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 34 (4d10+12)

Fort +6, **Ref** +3 (evasion), **Will** +6

Offense

Speed 30 ft., swim 30 ft.

Melee 2 claws +8 (1d6+4)

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

Special Attacks magic attacks

Statistics

Str 18, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +8; **CMD** 20

Feats Iron Will, Toughness

Skills Intimidate +15, Perception +15, Sense Motive +7, Stealth +9

Languages Common, Gnome, Sylvan

SQ evolutions (claws, gills, improved damage (claws), limbs (arms), limbs (legs), magic attacks, reach (2; claws), skilled (Intimidate, Perception), swim), link, share spells

Many gnomish families are known for creating maps of Mount Xoa, an ultimately pointless task as the immense mountain and its many paths change slowly over time. The chimerical nature of the Mount dooms any given map to become worthless within a few years. Despite this, the gnomes of Xoa toil away, drawing and redrawing their maps as aids to any traveler desperate enough to chance using one.

The only way this mapmaking remains a viable business is for brave souls to scout the Great Road – the long and winding trail that circumnavigates Mount Xoa all the way to its peak – and bring back their findings in a timely manner. Such runs are a mix of cartography, investigation, combat, and exploration, every bit as dangerous as adventuring along the Great Road for any other reasons but with the added factor of limited time. Most scouts are volunteer travelers, offering their services in exchange for a sizable discount on maps and other vital goods.

The trouble with these would-be scouts is that most are unreliable, returning with partial, barely usable information assuming they return at all. The dangers of the Great Road can be Hell on a gnomish business model. To overcome this, many of the mapmaker consortiums use the only explorers they can depend on – their own kin.

Perevain is one such trailblazer, a young gnomish summoner entrusted with the hopes and fiscal wishes of his entire cartographer family. It is a great honor to serve the Prinhoppe Pathscribing Company, one he could not be less thrilled about.

All Perevain ever wanted was to study his unique kind of magic and grow powerful enough to leave Mount Xoa and never let its shadow fall upon his face again. He hates this place and its chaotic pathways, its strange sounds in the middle of the night, and the deadly beasts that roam its ever-shifting roads. Unfortunately for him, the more powerful he grows, the more valuable he and his ‘disposable protector’ Zipherah become to the family business.

Someday, by Veiloaria’s wandering grace, he will escape this miserable mount. Someday...

Shield Maiden (Paladin; Way of Force)

Many shield maidens use a shield, but they earn the name because they are the shield of the faithful. A shield maiden operates incognito and independently of regular church authorities. She protects the faithful from danger, or if this fails, avenges them and in doing so prevents further evil. The shield maiden is a martial artist of the Way of Force.

Hit Die: d10.

Class Skills

Add Disguise (Cha), Fly (Dex), and Intimidate (Cha). Remove Knowledge (nobility).

Class Features

This archetype has all normal paladin class features, except as noted.

Weapon and Armor Proficiency: Shield maidens are proficient with all simple and martial weapons, and with shields (except tower shields). They are not proficient in any armor.

Aura of Faith (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *braces or armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. It provides an armor bonus of +7. The armor created by shield maidens is clearly visible as a nimbus of light. The shield maiden can choose for this aura to hide her appearance, granting a +10 bonus on Disguise checks to conceal her identity.

Shield Aura (Su): Any shield the shield maiden uses gains the *ghost touch* property. This replaces the *detect evil* ability normally gained at level 1.

Sacred Bond (Sp): At 5th level, if the shield maiden chooses to bond with her weapon using the divine bond ability, she can also use this ability to bond with a shield she wears. This works in the same way as a bond with

a weapon except that it is based of the shield's defensive enchantment, and when the shield maiden gains multiple uses of divine bond, she can improve both her weapon and shield simultaneously by using the ability twice. She can give her shield the *champion*, *fortification* (light, medium, or heavy), *invulnerability*, or *spell resistance* (any type) properties. This is in addition to the *ghost touch* property conferred by the shield aura class ability, above.

Winged Protector (Sp): At 8th level, the shield maiden can use *fly* as a spell-like ability with a caster level equal to her shield maiden level. The target of this ability gains majestic wings.

Normally, the shield maiden can only affect herself with this ability, but if she has a mount from her divine bond ability, she can use its share spells ability to give the benefit of winged protector to the mount instead of herself. Two uses can give the ability to both the shield maiden and her mount.

A shield maiden can use this once per day at level 8, and gain an additional daily use of this ability every 2 levels after level 8. This replaces the aura of resolve ability normally gained at level 8.

At 11th level, the shield maiden can use *overland flight* instead of *fly* if desired. This replaces the aura of justice ability normally gained at level 11.

At 17th level, the shield maiden can use winged protector at will. This replaces the aura of righteousness ability normally gained at level 17.

Eirenody Cloudmantle (CR 10; XP 9,600)

Female gnome paladin (shield maid) 11

LG Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +15

Aura courage (10 ft.)

Defense

AC 25, touch 14, flat-footed 23; +4 dodge vs giants (+8 armor, +1 deflection, +2 Dex, +3 shield, +1 size)

hp 98 (11d10+33)

Fort +14, **Ref** +10, **Will** +11; +2 vs illusion spells and effects

Defensive Abilities divine grace, divine health; **Immune** diseases, fear

Offense

Speed 20 ft.

Melee mwk longsword +17/+12/+7 (1d6+3/17-20)

Special Attacks channel positive energy, divine bond (weapon; 2/day, +3, 11 minutes), lay on hands (8/day, 6d6), smite evil (4/day; +3 attack, +11 damage)

Spell-Like Abilities (CL 11th; concentration +14)

2/day—*fly* or **overland flight** (in any combination)

1/day—*dancing lights*, *ghost sound* (W-DC 14), *prestidigitiation*, *speak with animals*

Spells Prepared (CL 8th; concentration +11)

3rd—*greater magic weapon*, *mass ghostbane dirge*^{APG} (W-DC 16)

2nd—*bull's strength* (2), *corruption resistance*^{APG}

1st—*divine favor* (2), *protection from evil*, *lesser restoration*

Statistics

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

Base Atk +11; **CMB** +13; **CMD** 25

Feats Combat Reflexes, Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword)

Skills Knowledge (religion) +15, Perception +15; **Racial Modifiers** +1 Disable Device, +2 Knowledge (religion), +1 Knowledge (engineering), +2 Perception

Languages Common, Gnome, Sylvan

SQ academician, aura of faith, aura of good, divine bond (weapon), gnome magic, illusion resistance, master tinker, mercy (sickened, staggered, nauseated), sacred bond, shield aura, weapon familiarity (gnome), winged protector

Combat Gear *potions of bear's endurance* (2), *wands of bless weapon* (50 charges) and *cure light wounds* (50 charges); **Gear** +1 *ghost touch heavy mithril shield*, masterwork longsword, *belt of giant strength* +2, *cloak of protection* +2, *hat of disguise*, *ring of protection* +1, spell component pouch, pouch with 109 gp worth of mixed coins and gems

Demographics

Faith Toma Thule

Homeland Iffud

A kind heart and a friendly demeanor do not always go together. Eirenody Cloudmantle is a prime example of this, combining a lifelong dedication to the protection of others with the temperament of an angry warhound. Her perpetual foul mood comes from the lingering traces of an ancient curse, one she contracted from a ring that made her act contrary to her nature for many years. The ring removed and the curse cleansed, she still bears the scars of irritability on her personality.

She is a peerless defender and an inspiration to those who see her on the battlefield. A glowing, glorious champion of good, her sword and shield are a blessing to all. Many soldiers in the service of Iffud owe their lives to Eirenody, though those who worship her the most are usually those that have never spoken to her personally.

Shining Cleric (Cleric; Way of Force)

The shining cleric uses the channeled power of her patron as a shield and shoots beam of divine power from her holy symbol. She is literally armed and armored in faith. Shining clerics are martial artists of the Way of Force.

Hit Die: d8.

Class Abilities

The following class abilities are affected by this archetype:

Weapon and Armor Proficiency: Shining clerics are proficient with all simple weapons and with the preferred weapon of their patron if they have a patron. They are not proficient in any armor or shields.

Channeling Ray (Su): A channeling cleric can release energy by channeling the power of her faith as a ray. Channeling ray is a standard action that provokes an attack of opportunity. Unlike the cleric's channel energy ability this only affects a single target, but there is no saving throw to reduce the damage. This energy can be used to deal damage or to heal certain creatures, depending on the type of energy channeled and the creatures targeted. Note that both negative and positive energy channeling rays can damage any kind of target, regardless of type.

A shining cleric of a good deity channels positive energy and can choose to heal living creatures or deal damage. An shining cleric of an evil deity channels negative energy and can choose to heal undead creatures or deal damage. A shining cleric with a patron neutral with respect to good and evil who is good or evil channels energy as if she her patron shared her alignment. A neutral shining cleric of a neutral patron must choose whether she channels positive or negative energy. A shining cleric can always heal herself with this power. Once this choice is made, it cannot be reversed unless the shining cleric changes alignment or patron.

Channeling ray has medium range (100 ft. + 10 ft./level) and requires a ranged touch attack against an unwilling target. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two shining cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A shining cleric may channel energy a number of times per day equal to 3 + Charisma modifier + half her class level.

A shining cleric must be able to present her divine focus to use this ability, and can use the ability with channeling feats, but only affect a single target hit by the channeling ray is affected. Channeling feat abilities that allow saving throws have a saving throw DC of 10 + ½ her cleric level + her Charisma modifier. A successful saving negates the added ability of the feat, but does not reduce damage.

This replaces the channel energy ability.

Sacred Aura (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *bracers of armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. It provides an armor bonus of +5. The armor gives a clue to the alignment of the shining cleric. Good auras literally shine, evil ones are a cloak of darkness. A lawful aura is one solid color, while a chaotic aura swirls in rainbow patterns.

Shining Block (Su): While under *sacred aura*, the shining cleric adds a +2 shield bonus to armor class. This is considered force armor, and improves by +1 for every 4 levels (+2 at levels 1-3, +3 at levels 4-7, +4 at levels 8-11 and so on). The shining cleric must have one hand free, and she cannot carry a shield or two weapons when using this ability, not can she use a weapon in two hands. She may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Dorsen Alder (CR 2; XP 600)

Male enigmon cleric (shining cleric) 3

LN Medium humanoid (enigmon)

Init +1; **Senses** Perception +7

Defense

AC 18, touch 11, flat-footed 17; +4 dodge vs humans (+5 armor, +1 Dex, +2 shield)

hp 20 (3d8+3)

Fort +5, **Ref** +3, **Will** +7; +2 vs disease and mind-affect-

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

Offense

Speed 30 ft.; desert stride

Melee mwk heavy mace +5 (1d8+1)

Ranged composite longbow +3 (1d8+1/x3)

Special Attacks channelling ray (5/day, 2d6)

Spell-Like Abilities (CL 3rd; concentration +4)

6/day—*rebuke death* (1d4+1), *touch of law*

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

Spells Prepared (CL 3rd; concentration +6)

2nd—*bull's strength*, *cure moderate wounds*^D, *hold person* (W-DC 15)

1st—*cure light wounds*^D, *divine favor* (2), *magic weapon*

0th—*create water*, *light*, *mending*, *stabilize*

Domains Healing, Law

Statistics

Str 13, **Dex** 12, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 18

Feats Sandsight^{LR:S}, Weapon Focus (heavy mace)

Skills Heal +7, Knowledge (religion) +5, Perception +7

Languages Common, Sphinx

SQ aura of law, magical linguist, sacred aura, stalker, weapon familiarity (enigmon)

Gear mwk heavy mace, composite longbow with 20 arrows, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 106 gp worth of mixed coins and gems

Demographics

Faith Shakhil

Homeland Wastes of Simoon

Dorsen Alder has been sequestered in his father's temple his entire life. Trained as a cleric in preparation for the day when he would be called into his sphinx mother's service, Dorsen still has a long way to go before he is ready to handle the burden of his birthright.

Even so, both his parents agree that the time has come for him to step out into the world as a travelling servant of the Gatekeeper. He has learned all he can in the safety of his cloister. Now he needs the kind of education that can only come from experience. To survive the power and responsibility in his blood, he must be tempered by the outside world.

This decision is a harsh one. Neither his mother nor his father can predict how their child will fare on his pilgrimage across the Wastes of Simoon. He will be exposed to hardship, privation, and dangers that may prove too great for him to bear.

Shining Inquisitor (Inquisitor^{APG}; Way of Force)

The shining inquisitor uses the channeled power of his patron as a shield, and is literally armored in faith. They are martial artists of the Way of Force.

Hit Die: d8.

Class Abilities

The following class abilities are affected by this archetype:

Weapon and Armor Proficiency: Shining inquisitors are proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and the favored weapon of her deity. They are not proficient in any armor or shields.

Sacred Aura (Su): A character with this ability can project a powerful protective aura and becomes an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as the user is conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like *magic vestment*, but such enhancements do not stack with *bracers of armor*. This counts as heavy armor to abilities that require or work with armor and suffers a 25% chance of arcane spell failure. It provides an armor bonus of +5. The armor created by a shining inquisitor gives a clue to his alignment. Good shining inquisitors literally shine, evil ones are surrounded by darkness. The aura of a lawful shining inquisitor is tinted one solid color, while a chaotic shining inquisitor's aura swirls in rainbow patterns. This replaces Track.

Shining Inquisitor Block (Su): While under *sacred aura*, the shining inquisitor adds a +2 shield bonus to armor class. This is considered force armor, and improves by +1 for every 4 levels (+2 at levels 1-3, +3 at levels 4-7, +4 at levels 8-11 and so on). The shining inquisitor must have one hand free, and he cannot carry a shield or two weapons when using this ability, nor can he use a weapon in two hands. He may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Ondar-ze Crystaleye (CR 6; XP 2,400)

Female dwarf inquisitor (shining inquisitor) 7

NE Medium humanoid (dwarf)

Init +9; **Senses** darkvision 60 ft.; Perception +14 (+16 usual stonework)

Defense

AC 19, touch 11, flat-footed 18; +2 dodge vs aberrations (+5 armor, +1 Dex, +3 shield)

hp 56 (7d8+21)

Fort +8, **Ref** +6, **Will** +10

SR 12

Offense

Speed 20 ft.

Melee +1 battleaxe +9 (1d8+3/x3)

Special Attacks +1 on attack rolls vs elves and orcs, bane (swift action; 7 rounds/day, +2d6), judgement (3/day), solo tactics, teamwork feats (Outflank, Precise Strike)

Spell-Like Abilities (CL 7th; concentration +11)

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

7/day—*battle rage* (+3 damage)

5 rounds/day (immediate action)—*discern lies* (W-DC 18)

Spells Known (CL 7th; concentration +11)

3rd (2/day)—*heroism*, *litany of eloquence*^{UC}

2nd (4/day)—*corruption resistance*^{APG}, *invisibility*, *see invisibility*, *undetectable alignment*

1st (5/day)—*alarm*, *divine favor*, *expeditious retreat*, *litany of sloth*^{UC}, *shield of faith*

0th (at will)—*acid splash*, *detect magic*, *light*, *read magic*, *sift*^{APG}, *stabilize*

Domain War

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +5; **CMB** +7 (+9 to grapple aberrations);

CMD 18 (22 vs bull rush and trip)

Feats Lightning Reflexes, Improved Initiative, Outlook, Precise Strike, Toughness, Weapon Focus (battleaxe)

Skills Intimidate +14, Knowledge (religion) +10 (+14 to identify monsters), Perception +14, Sense Motive +17, Spellcraft +10, Survival +14

Languages Common, Dwarven

SQ cunning initiative, craftsman, deep warrior, domain, hatred, magic resistant, monster lore +4, sacred aura (+5), shining inquisitor block (+3), stability, stonecunning, stern gaze +3, sure-footed, weapon familiarity (dwarven)

Combat Gear *potions of bear's endurance* and *bull's strength*, *wand of cure light wounds* (50 charges); **Gear** +1 battleaxe, bracers of armor +1, cloak of protection +1, silver holy symbol, spell component pouch, pouch with 309

gp worth of mixed coins and gems

Demographics

Faith Ashamar Shining

Hometown Wastes of Simoon

Ondar-ze Crystaleye is a living deception. Her true last name is Aishalyn, of the Children of Aish. A family of Ashamar worshippers, she shares her all-but-extinct House's two notable traits – subterfuge and glassblowing. The latter is a hobby of hers, trained as she was from a very young age, and the way she infiltrates dwarven communities as a glazier merchant.

Once she arrives in a new town, she quickly ingratiates herself to her neighbors and opens a small booth in whatever market or bazaar they possess. She sells trinkets and window panes, creating them in a small glass furnace she builds on the spot and hires someone to tend constantly. From here she establishes a rapport with the community, even giving away tiny, intricate glass statues to make friends among their children. Once she is accepted as a peer, she sets to her real task.

Ondar-ze is a mistress of secrets. At first she just collects gossip, sitting on her little treasures of information until she overhears something she can act upon. Once she has blackmail material on someone of use, she draws them into her web and forces them to act as a proxy. Through this one unwilling agent, she recruits others until she is sitting in the middle of a network of informants and spies. She learns all she can about the town, focusing on the things people would rather die than have revealed.

Ondar-ze bolsters her knowledge by acting as a confidant, even obliquely hinting that she used to be a constable in another city somewhere far away. She leverages reputation and seeming trustworthiness to get people to admit their secrets and their suspicions, even acting upon a few of them to earn gratitude from all the right people. She starts at the bottom and works her way into the good graces of leaders and nobles alike.

Once she has gotten all she can from a town, she chronicles its vices and dark truths in a special tome, sacrifices it to her goddess, and then moves on. To ensure that she is not missed, she arranges a terrible accident by detonating her own forge while she is believed to be in her booth. This accident always kills her assistant, who knows too much about her to be allowed to live, and some random female of her approximate height and weight that she knows will not be missed. The fire and molten glass ensure that very little is left behind to identify.

Martial Classes

These classes are built from the ground up to use martial arts, and serving as examples of what each path of martial arts is like.

Boxer

Boxer is a martial artist that focuses on using fists and fist weapons. It is a martial arts class that merges two styles, the way of the body and way of the mind.

Often seen as a competitive sport, in a fantasy setting boxers can be warriors and champions as well as entertainers or pit-fighters. Often bodyguards to important personages, a boxer is never unarmed or unarmored and equally effective in a social setting or dungeon. Boxers focus on punching techniques. They learn various kicks and dirty fighting moves, but these are simply not as fast or powerful as straight-up hand blows.

Role: Boxers are front-line warriors, protecting others, and putting pressure on the opposition.

Table 1.1 - The Boxer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Boxing limitations, canny hardening, Improved Unarmed Strike, lunge
2nd	+2	+3	+3	+0	Block 1/round, chin +1
3rd	+3	+3	+3	+1	Boxing style
4th	+4	+4	+4	+1	Punching practice +1
5th	+5	+4	+4	+1	Bonus feat
6th	+6/+1	+5	+5	+2	Boxing style ability, chin +2
7th	+7/+2	+5	+5	+2	Block 2/round
8th	+8/+3	+6	+6	+2	Bonus feat, punching practice +2
9th	+9/+4	+6	+6	+3	Cunning opportunist
10th	+10/+5	+7	+7	+3	Bonus feat, chin +3
11th	+11/+6/+1	+7	+7	+3	Uncanny dodge
12th	+12/+7/+2	+8	+8	+4	Block 3/round, punching practice +3
13th	+13/+8/+3	+8	+8	+4	Bonus feat
14th	+14/+9/+4	+9	+9	+4	Aggressive defense, chin +4
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	Boxing style ability, punching practice +4
17th	+17/+12/+7/+2	+10	+10	+5	Block 4/round
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, chin +5
19th	+19/+14/+9/+4	+11	+11	+6	Boxing mastery
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, boxing style ability, punching practice +5

Alignment: Any.

Hit Die: d12.

Starting Gold: 3d6 x 10 gp (105 gp average).

Class Skills

The boxer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (local) (Int), Perform (Cha), Profession (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the boxer.

Weapon and Armor Proficiency: A boxer is proficient with all simple weapons, all weapons from the close weapon group (see the fighter's weapon training ability) and with shields (excluding tower shields) but not with any armor.

Boxing Limitations: A boxer may use an unarmed attack or any weapon from the close weapon group along with his boxing techniques, but may not wear armor or use a weapon in two hands or otherwise carry or handle anything that takes up both hands (all hands for multi-armed creatures). A boxer who does not fulfill these conditions loses all class features except skills, weapon and armor proficiencies, and bonus feats. All abilities are instantly regained as soon as the boxer fulfills the requirements.

Improved Unarmed Strike: The boxer gains Improved Unarmed Strike as a bonus feat at first level. Unlike a monk, a boxer does not deal increased damage with unarmed attacks (see Lunge). Boxers using performance combat consider unarmed strike a performance weapon.

Lunge (Ex): A boxer can use his mobility to make powerful strikes in melee with an unarmed attack or a weapon he can use with his style, adding his boxer level to the damage roll. A boxer that uses a shield or two melee weapons only adds half his class level to damage on a lunge. A boxer can use Two-Weapon Fighting and subsequent feats with unarmed attacks and still do full damage on a lunge.

Canny Hardening (Ex): Boxers have two layers of defense, first their nearly impenetrable guard and then the toughness they develop through rigorous training. This is a specific exception to the general martial arts rule that only two attributes can modify Armor Class.

A boxer adds 1 point of Intelligence bonus (if any) per boxer class level as a dodge bonus to Combat Maneuver Defense and Armor Class. If a boxer is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

In addition, as long as he is not wearing any armor, the boxer gains a circumstance bonus to natural armor equal to his Constitution bonus. He can use shields normally and the bonus stacks with both natural armor and with enhancement bonuses to natural armor.

Block (Ex): At 2nd level a boxer learns to block the attacks of other creatures against himself. To block an attack, the boxer makes an attack roll at his best attack bonus. If this roll is greater than the attack roll of the attacking creature, the block succeeds and the original attack misses. For each size category that the attacking creature is larger than the boxer, the boxer takes a –2 penalty on his parry roll. The boxer declares the use of

this ability after the attack is rolled.

A boxer denied his Dexterity bonus to armor class cannot block.

At 2nd level, the boxer can block one attack per round. For every 5 levels past level 2, the boxer can block an additional attack each round, to a maximum of four blocks per round at level 17.

On his next turn after a boxer made one or more blocks, he is staggered, and this condition cannot be mitigated.

Chin (Ex): Starting at 2nd level, a boxer gains a +1 bonus on saves against pain effects and effects that would make him dazed, exhausted, fatigued, nauseated, sickened, staggered, or stunned. This bonus increases by +1 for every four levels beyond 2nd.

Boxing Styles: At 3rd level a boxer must select a boxing style to train in. Once chosen, this cannot be changed. This is similar to the fencer's fencing school ability, all effects that work on fencing schools also apply to boxing styles.

Each style has a set of unique abilities boxers of that style develop as they advance in levels. A boxer gains school abilities at level 3, 6, 11, 16, and 20. Note that certain style features have specific requirements that must also be fulfilled to use that particular ability.

It is possible to extend the choice of boxing styles through the Additional Fencing School feat, just as a fencer can. All decisions regarding a boxing style, such as which weapon to specialize in, are made when the ability is first gained and cannot be changed later.

Punching Practice (Ex): At 4th level, the boxer gains a +1 attack bonus with unarmed attacks and attacks with weapons from the close weapon group. This bonus increases by +1 for every five levels beyond 4th.

Bonus Feats: At level 5, 8, 10, 13, 15, 18, and 20, the boxer chooses a combat feat as a bonus feat. He needs to fulfill the prerequisites of these feats as normal. A boxer can select fighter-only feats as a fighter of his boxer level.

Cunning Opportunist (Ex): At 9th level, the boxer may make a number of additional attacks of opportunity per round equal to his Intelligence bonus. This stacks with the benefits of Combat Reflexes.

Uncanny Dodge (Ex): Starting at 11th level, a boxer can react to danger before his senses would normally

allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to Armor Class if the attacker is invisible. He still loses his Dexterity bonus to Armor Class if immobilized. A boxer with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action (see Combat) against him.

Aggressive Defense (Ex): At 14th level and higher a boxer can use aggressive defense. Whenever the boxer chooses to use Combat Expertise, to fight defensively, or to use total defense, he can make an attack of opportunity against any opponent within reach who misses him with a melee attack.

Boxing Mastery (Ex): At 19th level the boxer gains DR 5/—.

Boxing Styles

These are the fighting styles available to boxers. Each gives a series of abilities as the boxer advances in level. See the boxing style class feature.

Sluggier

The slugger relies on heavy punches to finish the fight in a few mighty blows.

Haymaker (Ex): At 3rd level, a slugger using an unarmed attack or a light or one-handed weapon from the close weapon group in one hand gains some of the advantages of using a two-handed weapon. He gains the increased Strength damage bonus and Power Attack benefits of a two-handed weapon, but the nature of the attack does not change and he does not gain any other effects of wielding a weapon in two hands. It is not possible to use haymaker and Two-Weapon Fighting together, not can haymaker be used in a grapple.

Dazing Blow (Ex): A slugger of 6th level or higher can deliver a dazing blow as a part of one attack each round. Dazing blow must be declared in advance, and no more attacks can be made that turn after a dazing blow, successful or not.

Dazing blow forces a foe damaged by the attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + the slugger's Str modifier), in addition to dealing damage normally. A defender who fails this saving throw is dazed for 1 round (until just after the slugger's next turn). A dazed character can't take actions but is otherwise unimpaired. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be dazed this way.

Power Punch (Ex): At 16th level, a slugger can make a single power punch as a full-round action. A power punch that hits is automatically a critical threat. The critical damage multiple of an unarmed power punch is x3. A power punch is also automatically a dazing blow.

Crippling Critical (Ex): At 20th level, when a slugger confirms a critical hit, he can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target's speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage
- –4 penalty on all saving throws
- –4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Stylist

The stylist fights much like a fencer, keeping their distance and using mobility and tactics to win the fight.

Sidestep (Ex): At 3rd level, a stylist gains a +1 bonus on blocks and counters for each empty square of open ground adjacent to both him and the attacker.

Counter (Ex): At 6th level, when an attack is successfully blocked, the stylist can make an attack of opportunity on the attacker if he is within reach. It is possible to block attacks that would have missed anyway, just to trigger a counter.

Outreach (Ex): At 16th level, a stylist adds 5 ft. to his natural reach.

Deadly Defense (Ex): At 20th level, when a stylist makes a full attack, every creature that misses him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the boxer.

Swarmer

The swarmer or in-fighter relies on getting up close and delivering a rain of fast punches.

Aggression (Ex): At 3rd level, a swarmer gains a +4 bonus on initiative checks.

Two-Fisted Action (Ex): At 6th level, a swarmer who knows the Two-Weapon Fighting feat fighting with unarmed attacks or two light weapons from the close weapon group ignore the attack penalty from Two Weapon Fighting.

Double Step (Ex): At 16th level, a swarmer can move

10 ft. as a “5 ft. step”, or take a 5 ft. step in difficult terrain.

Blitz (Ex): At 20th level, a swarmer can make a full-attack action as a standard action.

Yaeun ‘The Brute’ Corgin (CR 4; XP 1,200)

Male human boxer 5

NE Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 16, touch 11, flat-footed 15

(+1 armor, +1 Dex, +2 natural, +2 shield)

hp 48 (5d12+10)

Fort +7, **Ref** +6, **Will** +5; +1 vs pain effects and effects that would make him dazed, exhausted, fatigued, nauseated, sickened, staggered, or stunned

Defensive Abilities block (1/round), chin (+1)

Offense

Speed 30 ft.

Melee unarmed strike +10 (1d3+8), or unarmed strike with Power Attack +8 (1d3+14)

Special Attacks haymaker, lunge (+2 while using shield), punching practice (+1)

Statistics

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 19

Feats Combat Reflexes, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (unarmed strike), Weapon Specialisation (unarmed strike)

Skills Acrobatics +9, Knowledge (local) +8, Perception +6

Languages Common

SQ boxing limitations, boxing style (slugger), canny hardening, heart of the streets

Combat Gear *potions of cure light wounds* (6); **Gear** heavy mithril shield, *bracers of armor* +1, *cloak of protection* +1, pouch with 129 gp worth of mixed coins and gems

Demographics

Faith Shade

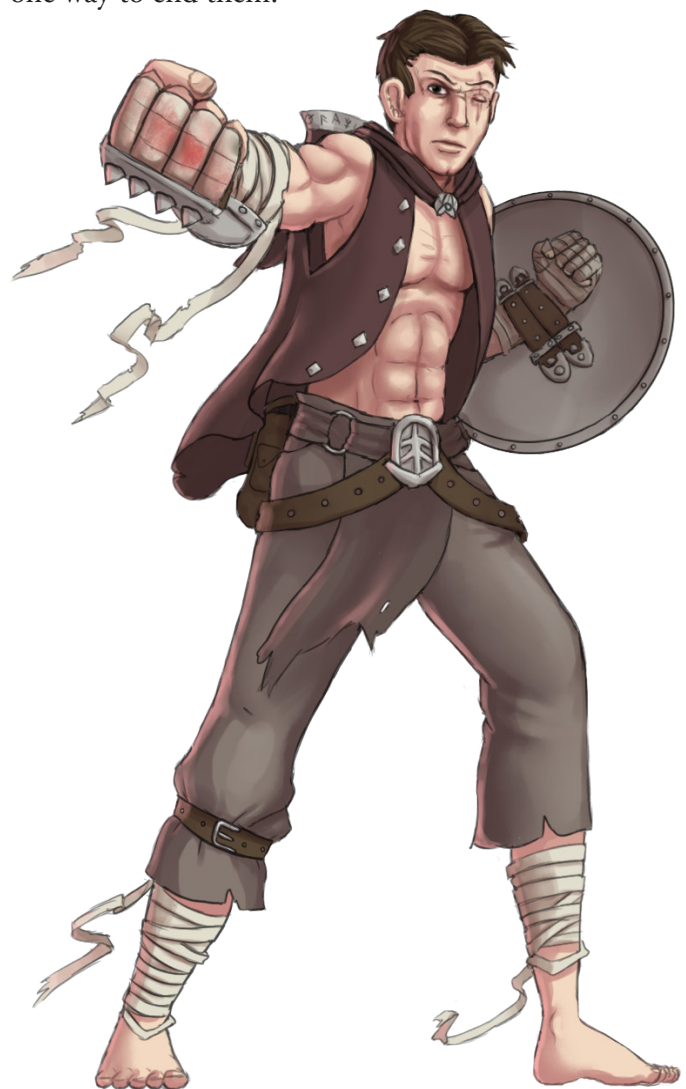
Homeland Pynnian Coast

Yaeun (pronounced ‘yawn’) is a very particular sort of assassin, possessed of a very particular method of killing. Once given a target and paid his fee, Yaeun tails them for a few days and watches his quarry’s habits, all the while watching for the perfect place to make his kill. Known in his line of work as ‘the Brute’, he does not kill with blades, arrows, magic or poison. His weapon of choice? Bar fights.

The Brute stages his kills with exacting precision, making sure that all the right people will be there at just the right time for a perfect assassination. He arranges distractions elsewhere in town so guards will be too far away to interfere and he encourages tempers inside the bar to be at a fever pitch long before his mark arrives.

Once his target has entered the bar, the show begins. He stands close enough to his prey to spike his drinks with grain alcohol. He calls wenches over to serve as distractions. He buys a round or two for the house, picking libations sure to get everyone present tipsy and susceptible. The kill is Yaeun’s performance; the tavern is his stage.

When the time is right, he instigates a bar fight. His methods vary, but they range from tripping servers into the most violent patron present to goading arguments and encouraging violence. If his target tries to leave before the fight begins, he is not above ‘accidentally’ spilling a coin pouch full of shiny gold to block the victim’s path and get people fighting out of pure, simple greed. The Brute knows a hundred ways to start fights, but only one way to end them.



Fencer

Inigo Montoya: *You are using Bonetti's Defense against me, ah?*

Man in Black: *I thought it fitting considering the rocky terrain.*

Inigo Montoya: *Naturally, you must expect me to attack with Capo Ferro?*

Man in Black: *Naturally, but I find that Thibault cancels out Capo Ferro. Don't you?*

Inigo Montoya: *Unless the enemy has studied his Agrippa... which I have!*

- Man in Black and Inigo Montoya, Princess Bride (1987)

Fencers represent the pinnacle of elegant swordplay. They move with a grace unmatched by most foes, parrying blows and countering attacks with swift thrusts of their blades. They may wear armor, but generally eschew bulky protection as their grace allows them to dodge their opponents with ease. They thrive in melee, where their skill with the blade allows them to make sudden attacks against clumsy foes and

to cripple opponents with particularly well-placed thrusts of the blade. This is a martial art of the way of the mind.

Role: Fencers fight in the forefront alongside fighters, barbarians, and other melee combatants, deftly avoiding the blades of their opponents while expertly targeting their vulnerabilities.

Alignment: Any.

Hit Die: d10.

Starting Gold: 4d6 x 10 gp (140 gp average).

Class Skills

The fencer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Profession (Wis), Ride (Dex), Swim (Str),

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the fencer.

Table 2.1 - Fencer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Canny defense, fencing school, lunge, Weapon Finesse
2nd	+2	+3	+3	+0	Parry 1/round, school ability
3rd	+3	+3	+3	+1	School ability
4th	+4	+4	+4	+1	Riposte
5th	+5	+4	+4	+1	Bonus feat
6th	+6/+1	+5	+5	+2	School ability
7th	+7/+2	+5	+5	+2	Parry 2/round
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Cunning opportunist
10th	+10/+5	+7	+7	+3	Bonus feat
11th	+11/+6/+1	+7	+7	+3	School ability
12th	+12/+7/+2	+8	+8	+4	Parry 3/round
13th	+13/+8/+3	+8	+8	+4	Bonus feat
14th	+14/+9/+4	+9	+9	+4	Aggressive defense
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	School ability
17th	+17/+12/+7/+2	+10	+10	+5	Parry 4/round
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+11	+6	Fencing mastery
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, school ability

Armor and Weapon Proficiency: Fencers are proficient with all simple weapons, all martial melee weapons, and with light armor and shields (excluding tower shields). Deepening on the style a fencer employs, he may be further restricted to particular weapons and armor.

Fencing School: At 1st level a fencer must select a fencing school to train in. Once chosen, this cannot be changed.

Each fencing school has special requirements that must be fulfilled to use that school in combat. Unless specifically mentioned in the school description, all fencing schools require the fencer to be in light or no armor and with light encumbrance. A fencer who does not fulfill the conditions of her school loses all class features except skills, weapon and armor proficiencies, and bonus feats. Remedying the situation can be as simple as drawing a particular weapon, and immediately allows the fencer to use her fencing school and other class features again. Note that certain class features have specific requirements that must also be fulfilled to use that particular ability.

Each school also has a set of unique abilities fencers of that school develop as they advance in levels. A fencer gains school abilities at level 2, 3, 6, 11, 16, and 20. It is possible to extend the choice of fencing schools through the Additional Fencing School feat. All decisions regarding a fencing school, such as which weapon to specialize in, are made when the ability is first gained and cannot be changed later.

Canny Defense (Ex): When fulfilling the requirements of a fencing school, a fencer adds 1 point of Intelligence bonus (if any) per fencer class level as a dodge bonus to Combat Maneuver Defense and Armor Class while wielding a melee weapon. If a fencer is caught unarmed or is flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus. A fencer that knows the Improved Unarmed Strike feat still cannot use canny defense unarmed, she needs a proper melee weapon to do so.

Weapon Finesse: A fencer gains Weapon Finesse as a bonus feat at 1st level. If he already knows this feat, the fencer can select any combat feat he fulfills the prerequisites for instead.

Lunge (Ex): A fencer can use her mobility to make powerful strikes in melee with a weapon, adding her fencer level to her damage roll.

When making a lunge, a fencer cannot attack with a weapon in her other hand or use a large, heavy, or tower shield. A fencer can use a buckler, but this halves the damage bonus from lunge.

Parry: At 2nd level a fencer learns to parry the attacks of other creatures. To parry an attack, the fencer makes an attack roll at his best attack bonus. If this roll is greater than the attack roll of the attacking creature, the parry succeeds and the original attack misses. For each size category that the attacking creature is larger than the fencer, the fencer takes a –2 penalty on his parry roll. The fencer declares the use of this ability after the attack is rolled.

A fencer denied his Dexterity bonus to armor class cannot parry.

At 2nd level, the fencer can parry one attack per round. For every 5 levels past level 2, the fencer can parry an additional attack each round, to a maximum of four parries per round at level 17.

On his next turn after a fencer made one or more parries, he is staggered, and this condition cannot be mitigated.

Riposte: At 4th level, when an attack the fencer parries misses, he can make an attack of opportunity on the attacker if he is within reach. It is possible to parry attacks that would have missed anyway, just to trigger a riposte.

Bonus Feats: At level 5, 8, 10, 13, 15, 18, and 20, the fencer chooses a combat feat as a bonus feat. He needs to fulfill the prerequisites of these feats as normal.

Cunning Opportunist: At 9th level, the fencer may make a number of additional attacks of opportunity per round equal to his Intelligence bonus. This stacks with the benefits of Combat Reflexes.

Aggressive Defense (Ex): At 14th level and higher a fencer can use aggressive defense. Whenever the fencer chooses to use Combat Expertise, to fight defensively, or to use total defense, he can make an attack of opportunity against any opponent within reach who misses her with a melee attack.

Fencing Mastery (Ex): At 19th level, as long as he wields a melee weapon, the fencer gains a DR 5/—.

Fencing Schools

These are the fighting schools available to fencers. Each has requirements for use, along with a series of abilities as the fencer advances in level. See the fencing school class feature.

Agrippa

This school has an easy and relaxed style, using a one-handed weapon to attack and parry while keeping one hand free for tricks, feints, and flourishes. The free hand is often used to hold a cloak, hat, or other accessory that is further used to distract the opponent.

Requirements: Agrippa works with any melee weapon that can be used with Weapon Finesse. It does not permit the use of a off-hand weapon or any shield, but a ranged weapon can be held in the off-hand, including such things as a throwing dagger, as long as it is not used in melee.

Deceptive strike (Ex): At 2nd level, a fencer using Agrippa gains a +1 bonus to Combat Maneuver Bonus and Combat Maneuver Defense on disarm checks and on Bluff checks to feint or create a diversion to hide. This bonus increases by +1 for every four levels after 2nd.

Weapon Bind (Ex): At 3rd level, a fencer using Agrippa can trap his opponent's weapon (or one weapon of choice against an opponent using several weapons). This uses one melee attack and requires a combat maneuver bonus check against the target's combat maneuver defense. Any modifier or feat that applies to or works with the disarm maneuver works with weapon bind. This maneuver works against opponents using natural weapons or otherwise immune to disarm, and a locked glove or weapon cord provides no defense.

On a success both the fencer and her opponent are prevented from using the locked weapons. The fencer can break the weapon bind at any time, and must do so if she wants to use the locked weapon. This lasts until the beginning of the fencer's next turn, until the fencer uses the locked weapon to attack or parry, or until the two combatants are no longer adjacent, whichever is sooner.

Uncanny Dodge (Ex): Starting at 6th level, a fencer using Agrippa 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 Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A fencer with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint

action (see Combat) against her.

High Guard (Ex): At 11th level, a fencer using Agrippa gains a +4 bonus on parries.

Reversal (Ex): At 16th level, a fencer using Agrippa can make a reversal combat maneuver as an immediate action against his attacker when he is the target of a melee attack. This is executed as a disarm combat maneuver. If successful, the attack changes target to another creature in the fencer's reach —this cannot be the original attacker. This effect replaces the normal result of a disarm. This maneuver works against opponents not using weapons or otherwise immune to disarm, and a locked glove or weapon cord provides no defense.

Weapon Mastery (Ex): At 20th level, a fencer using agrippa improves his critical hits. Any attacks made with a weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed.

Bonetti

This is a mobile style, with an emphasis on footwork and positioning to gain an advantage. It relies on all kinds of strikes, not just the thrust.

Requirements: Bonetti works with any melee weapon from the light blades group. See the fighter's weapon training ability for the definition of weapon groups.

Agility (Ex): At 2nd level, a fencer using Bonetti gains a +1 bonus on Acrobatics rolls and on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd.

Guarded Moves (Ex): Starting at 3rd level, the Bonetti fencer gains a +4 dodge bonus to Armor Class against all attacks of opportunity.

Positioning (Ex): At 6th level, when a fencer using Bonetti moves at least 5 feet prior to attacking, he gains a +1 bonus on attack rolls. This bonus increases by +1 for every five levels beyond 6th.

Double Step (Ex): At 11th level, a Bonetti fencer can move 10 ft. as a "5 ft. step", or take a 5 ft. step in difficult terrain.

Rapid Attack (Ex): At 16th level, a fencer using bonetti can combine a full-attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement.

Whirlwind Blitz (Ex): At 20th level, a fencer using Bonetti can make a full-attack action as a standard action. He may also use Whirlwind Attack as a standard action if he knows the feat.

Capo Ferro

In many ways the “standard” fencing school, Capo Ferro focuses on attack speed and devastating thrusts.

Requirements: Capo Ferro requires a melee weapon from the light blades group that does piecing damage only.

Improved Reaction (Ex): At 2nd level, a fencer using Capo Ferro gains a +1 bonus on initiative. This bonus increases by +1 every four levels after third.

Acrobatic Charge (Ex): At 3rd level, a Capo Ferro fencer gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Thrusting Drill (Ex): At 6th level, a fencer using Capo Ferro gains a +1 bonus on attack rolls. This bonus increases to +2 at 11th level and +3 at 16th level.

Fleche (Ex): A 11th level fencer using Capo Ferro and making a standard attack or charge automatically confirms any critical threat.

Balestra (Ex): At 16th level, a fencer using Capo Ferro adds 5 ft. to his natural reach.

Crippling Critical (Ex): When a 20th level fencer using Capo Ferro confirms a critical hit, he can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target’s speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage, –4 penalty on all saving throws
- –4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Carranza

A school based on evasion, positioning, and always keeping your options open, the Carranza school views the battle as a round stage as opposed to the more linear approach of most styles. As a result, Carranza fencers move sideways more than back and forward and need more space to excel.

Requirements: Carranza requires a thrusting melee weapon from the light blades group.

Deceptive Strike (Ex): At 2nd level, a fencer using

Carranza gains a +1 bonus to Combat Maneuver Bonus and Combat Maneuver Defense on disarm checks and on Bluff checks to feint or create a diversion to hide. This bonus increases by +1 for every four levels after 2nd.

Sidestep (Ex): At 3rd level, a fencer using Carranza gains a +1 bonus on parries and ripostes for each empty square of open ground adjacent to both him and the attacker.

Positioning (Ex): At 6th level, when a fencer using Carranza moves at least 5 feet prior to attacking, he gains a +1 bonus on attack rolls. This bonus increases by +1 for every five levels beyond 6th.

Weapon Bind (Ex): At 11th level, a fencer using Carranza can trap his opponent’s weapon (or one weapon of choice against an opponent using several weapons). This uses one melee attack and requires a combat maneuver bonus check against the target’s combat maneuver defense. Any modifier or feat that applies to or works with the disarm maneuver works with weapon bind. This maneuver works against opponents using natural weapons or otherwise immune to disarm, and a locked glove or weapon cord provides no defense.

On a success both the fencer and her opponent are prevented from using the locked weapons. The fencer can break the weapon bind at any time, and must do so if she wants to use the locked weapon. This lasts until the beginning of the fencer’s next turn, until the fencer uses the locked weapon to attack or parry, or until the two combatants are no longer adjacent, whichever is sooner.

Evasion (Ex): At 16th level and higher, a Carranza fencer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Carranza fencer is wearing light armor or no armor.

Crippling Critical (Ex): When a 20th level fencer using Carranza confirms a critical hit, he can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target’s speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage, –4 penalty on all saving throws
- –4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability dam-

age, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Firentine

A style focusing on two weapons, Firentine is considered something of a dead end by fencers wishing to study multiple schools, but offers great rewards to the dedicated student.

Requirements: Firentine requires two weapons, both of which can be used with Weapon Finesse. The off-hand weapon can be a small shield. Note that two-weapon fighting does not combine with lunge, as lunge only works with a single melee weapon. The normal penalties for attacking with two weapons apply to all Firentine maneuvers.

Weapon Balance (Ex): Starting at 2nd level, a fencer using Firentine gains a +1 attack and damage bonus. This bonus increases by +1 for every four levels beyond 2nd.

Bind and Thrust (Ex): At 3rd level a fencer using Firentine gains a +4 bonus on attacks of opportunity performed with the off-hand weapon.

Double Strike (Ex): At 6th level, a Firentine fencer may, as a standard action, make one attack with both his primary and secondary weapons.

Case of Rapiers (Ex): At 11th level, a fencer using Firentine can make one attack with both his primary and secondary weapons when he makes a charge.

Equal Opportunity (Ex): At 16th level, when a fencer using Firentine makes an attack of opportunity, he may attack once each with both his primary and secondary weapon. The off-hand attack benefits from bind and thrust.

Deadly Defense (Ex): At 20th level, when a fencer using Firentine makes a full attack, every creature that misses him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the fencer.

Ghisliero

The Ghisliero or concentric school views the battlefield as a series of concentric circles around the fencer. It focuses on situation awareness and combating many opponents simultaneously.

Requirements: Ghisliero requires a melee weapon from the light blades group.

Agility (Ex): At 2nd level, a fencer using Ghisliero gains a +1 bonus on Acrobatics rolls and on saving throws made against effects that cause him to become

paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd.

Uncanny Dodge (Ex): Starting at 3rd level, a fencer using Ghisliero 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 Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A fencer with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action (see Combat) against her.

Fencing Drill (Ex): At 6th level, a fencer using Ghisliero gains a +1 bonus on attack rolls. This bonus increases by +1 for every five levels beyond 6th.

Improved Uncanny Dodge (Ex): Starting at 11th level, a fencer using Ghisliero can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has total levels in all classes with the uncanny dodge ability.

Reversal (Ex): At 16th level, a fencer using Ghisliero can make a reversal combat maneuver as an immediate action against his attacker when he is the target of a melee attack. This is executed as a disarm combat maneuver. If successful, the attack changes target to another creature in the fencer's reach —this cannot be the original attacker and need not be in the original attacker's reach. This effect replaces the normal result of a disarm. This maneuver works against opponents not using weapons or otherwise immune to disarm, and a locked glove or weapon cord provides no defense.

Improved Whirlwing Attack (Ex): At 20th level a Ghisliero fencer can make a Whirlwind Attack (as the feat) as a standard action. He need not know the feat to do this.

Grazzi

This school claims to be universal, a combat technique applicable to all melee weapons. It is less aristocratic than many other styles. Grazzi relies on strength rather than the lunge.

Requirements: Grazzi works with any melee weapon, but does not allow the use of lunge.

Improved Reaction (Ex): At 2nd level, a fencer using Grazzi gains a +1 bonus on initiative. This bonus increases by +1 every four levels after third.

Universal Technique (Ex): At 3rd level, the non-proficiency penalty of using an improvised or non-proficient weapon is reduced to -2.

Weapon Drill (Ex): At 6th level, when a fencer using

Grazzi attacks with a melee weapon, he gains a +1 bonus on attack rolls and damage. This bonus increases by +1 for every five levels beyond 6th.

Acrobatic Charge (Ex): At 11th level, a Grazzi fencer gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Attack on the Move (Ex): At 16th level, a fencer using Grazzi can combine a full-attack action with a single move. He must forgo the attack at his highest bonus.

Weapon Mastery (Ex): At 20th level, a Grazzi fencer masters all melee weapons. Any attacks made with a melee weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a melee weapon.

Hard Knocks

The school of life teaches harsh tricks focused on street survival.

Requirements: Hard knocks works with any melee weapon that can be used with Weapon Finesse, including light improvised weapons.

Dirty Maneuvers (Ex): At 2nd level, a hard knocks fencer becomes skilled at deceiving and discomfiting his opponents. He gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. He also gains a +1 bonus to Combat Maneuver Defense when attacked with the disarm, dirty trick, and steal combat maneuvers. These bonuses increase by 1 for every four levels after 2nd (to a maximum of +5 at 18th level).

Razor-Sharp Chair Leg (Ex): At 3rd level, as a swift action, a hard knocks fencer may pick up a weapon and/or alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, he has a critical threat range of 18–20/×2 with any improvised weapon. He is also considered to be armed when using improvised weapons, and is proficient in their use. A light improvised melee weapon can be used with lunge.

Payback (Ex): At 6th level, a hard knocks fencer gains a +1 bonus on attack rolls against any creature that has attacked him in the last week. This bonus increases by +1 for every five levels beyond 5th (to a maximum of +5 at 20th level).

Evasion (Ex): At 11th level and higher, a hard knocks fencer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw

against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the hard knocks fencer is wearing light armor or no armor. A helpless hard knocks fencer does not gain the benefit of evasion.

Treacherous Blow (Ex): At 16th level, when a hard knocks fencer confirms a critical hit, he can attempt a dirty trick combat maneuver as a free action against the target of his critical hit.

Ultimate Payback (Ex): At 20th level, any critical threats a hard knocks fencer makes against an opponent that has attacked him in the last minute are automatically confirmed.

Hayd'n

Also known as academic style or duelist style, this is a popular sport. Hayd'n fencers often have facial scars that they show off with pride. The dueling school focuses on facing peril unflinchingly and sudden moves at the opportune time to break through a line or steal a flag. This is the style used by the duelist prestige class and archetype.

Requirements: Hayd'n requires requires a melee weapon from the light blades group that does piercing damage only. Shields are considered cowardly in this style and are not allowed.

Bravery (Ex): Starting at 2nd level, a duelist gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond two.

Improved Reaction (Ex): At 3rd level, a duelist gains a +4 bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

Grace (Ex): At 6th level, a duelist gains a +2 competence bonus on all Reflex saving throws.

Elaborate Defense (Ex): At 11th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +2 dodge bonus to Armor Class. This improves to a +3 bonus at level 16.

Enhanced Mobility (Ex): Starting at 16th level, a duelist gains a +4 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of a threatened square.

Crippling Critical (Ex): When a fencer using Hayd'n confirms a critical hit, he can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target's speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage, —4 penalty on all saving throws

- -4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Melane

Melane is a highly unpredictable style that makes seemingly random twists and attacks. Not as reactive as other styles, a melane fencer seeks to dominate the action by getting opponents off-balance with unpredictable moves. The melane fencer is really moving to the tune of a song, basing her pace on the rhythm of the music. If the opponent can figure out which song the melane fencer is fighting to, they can predict her movements and intercept her attacks.

Requirements: Melane works with any weapon or weapons that can be used with Weapon Finesse.

Allegro (Ex): Starting at 2nd level, a fencer using Melane gains a +4 bonus on initiative.

Rubato (Ex): Starting at 3rd level, a fencer using Melane can make an opposed Perform check against an opponent in melee as a swift action. The winner can prevent the loser from using his Dexterity modifier to Armor Class against his next attack. The opponent can use his attack bonus with the weapon he is wielding in lieu of Perform skill for this check if desired, but if he does so he can get no benefit from his success, he only negates the maneuver.

Battaglia (Ex): At 6th level, a fencer using Melane gains a +1 bonus on attack rolls. This bonus increases by +1 for every five levels beyond 6th.

Capriccio (Ex): At 11th level, a fencer using Melane gains a +4 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of a threatened square.

Intermezzo (Ex): At 16th level, a student of Melane can combine a full-attack action with a single move. He must forgo the attack at his highest bonus.

Prestissimo (Ex): At 20th level, a fencer using Melane can make a Whirlwind Attack (as the feat) as a standard action. He need not know the feat to do this.

Military

This is a school taught in the military, that incorporates more armor and basic fighting drill. It is seen as rigid and dull by civilian fencers, but the combination of canny defense and heavy armor can become nigh invul-

nerable. Military fencers usually put more emphasis on Strength than on Dexterity.

Requirements: Military school works with any weapon from the light blades group. A military fencer learns to use fencing in heavier armor as he advances in level.

Bravery (Ex): Starting at 2nd level, a military fencer gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Medium Armor (Ex): At 3rd level, a military fencer gains proficiency in medium armor and can move at his normal speed and use all fencer class abilities normally limited to light or no armor while wearing medium armor and encumbrance.

Armor Training (Ex): Starting at 6th level, a military fencer learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0). Every four levels thereafter (10th, 14th, and 18th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty.

Weapon Drill (Ex): At 11th level, when a fencer using the military school attacks with a melee weapon, he gains a +1 bonus on attack rolls. This bonus increases to +2 at level 16.

Heavy Armor (Ex): At 16th level, a military fencer gains proficiency in heavy armor and can move at his normal speed and use all fencer class abilities normally limited to light or no armor while wearing heavy armor and encumbrance.

Weapon Mastery (Ex): At 20th level, a military fencer chooses one weapon, such as the dagger or rapier. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

Tibault

Tibault is a defensive school focusing on situation awareness and shifting from attack to defense at a moment's notice. This is the school most similar to modern sports fencing.

Requirements: Tibault works only with a single rapier or short sword.

Single-Weapon Defense (Ex): Starting at 2nd level, a fencer using Tibault can maintain a guard using only one hand. The fencer adds a +1 shield bonus to armor class. This improves by +1 for every 4 levels (+1 at levels up to 3, +2 at levels 4-7, +3 at levels 8-11 and so on). Single-weapon defense halves the bonus of lunge in a round

when it is used, just like a buckler does.

High Guard (Ex): At 3rd level, a fencer using Tibault gains a +4 bonus on parries.

Fencing Drill (Ex): At 6th level, a fencer using Tibault gains a +1 bonus on attack rolls. This bonus increases by +1 for every five levels beyond 6th.

Uncanny Dodge (Ex): Starting at 11th level, a fencer using Tibault 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 Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A fencer with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action (see Combat) against her.

Advanced Weapon Training (Ex): At 16th level, a student of Tibault can use any light blade with the school.

Crippling Critical (Ex): When a fencer using Tibault confirms a critical hit, he can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target's speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage, –4 penalty on all saving throws
- –4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Yeoman

This is a style developed by foresters and peasants and is decidedly lower-class in origin. It focuses on the use of the quarter staff in combat. It is an old style developed separately from other fencing styles and unlike them in many ways.

Requirements: Yeoman style works with the club, hanbo, and quarterstaff. A quarterstaff used as a double weapon cannot use lunge. The staff used in yeoman style is often longer than the common quarterstaff, around 8 ft. long, but still considered the same weapon as a regular quarterstaff.

Staff Tricks (Ex): At 2nd level, a yeoman gains a +1 bonus to Combat Maneuver Bonus and Combat Maneuver Defense on trip checks. This bonus increases by +1 for every four levels after 2nd.

Agile Staff (Ex): A third level fencing yeoman can use

a quarterstaff with Weapon Finesse. He can also wield a quarterstaff in two hands as a reach weapon. It is a free action at the start of the fencer's turn to change the grip on the weapon between two handed, two handed reach, and double weapon.

Staff Drill (Ex): At 6th level, when a fencer using yeoman style attacks with a melee weapon, he gains a +1 bonus on attack rolls. If he is not using lunge he also gains a +1 bonus on damage. This bonus increases by +1 for every five levels beyond 6th.

Uncanny Dodge (Ex): Starting at 11th level, a fencing yeoman 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 Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A fencer with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action (see Combat) against her.

Lightning Staff (Ex): Starting at 16th level, the yeoman can change the grip on a quarterstaff as a free action at any time. This effectively makes the quarterstaff simultaneously a two-handed, a double, and reach weapon, though it cannot function as a double weapon at reach.

Quick Trip (Ex): At level 20, a yeoman can make a trip attempt at his full attack bonus as a swift action.

Buckler vs. Small Shield

Some duelist abilities work with bucklers (notably lunge) and some with small shields (notably firentine style). Bucklers and small shields really are very similar, their main difference is in how you hold them - a Pathfinder buckler is strapped to the arm, while a small shield is strapped to the hand. As an optional rule, a small shield made for the purpose can be used as buckler by changing the grip—a move action.

Pirouette (CR 8; XP 4,800)

Female elan fencer 9

N Medium aberration (psionic)

Init +9; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 20, touch 14, flat-footed 17

(+5 armor, +1 deflection, +3 Dex, +1 natural)

hp 72 (9d10+18)

Fort +8, **Ref** +10, **Will** +7

Defensive Abilities parry (2/round)

Offense

Speed 30 ft.

Melee +1 rapier +15/+10 (1d6+13/15-20)

Special Attacks acrobatic charge, lunge (+9), riposte, thrusting drill (+1)

Statistics

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

Base Atk +9; **CMB** +12; **CMD** 25

Feats Combat Reflexes, Improved Critical (rapier), Improved Initiative, Iron Will, Step Up, Toughness, Weapon Finesse, Weapon Focus (rapier), Wild Talent^{UP}

Skills Acrobatics +15, Bluff +13, Diplomacy +13, Perception +10; **Racial Modifiers** +1 Bluff, +1 Diplomacy

Languages Common

SQ canny defence, cunning opportunist, fencing school (capo ferro), gift of tongues, improved reaction (+2), naturally psionic, psionic aptitude, repletion

Combat Gear *potions of bear's endurance* (2) and *bull's strength* (2); **Gear** +1 mithril shirt, +1 rapier, *amulet of natural armor* +1, *cloak of protection* +1, *elixir of tumbling*, *ring of protection* +1, pouch with 179 gp worth of mixed coins and gems

Demographics

Faith Ferrakus

Homeland Pinnacle Lands

A legend in the Pinnacle Lands, Pirouette is a fencer with few peers and many admirers. She has been a performer, a duelist, a bodyguard, and an adventurer, travelling Porphyra in search of an ancient blade called Winnow – a rapier forged before the coming of the New Gods and possessed of the apocalyptic power their arrival released into the land. Forged of psychic crystal and last seen at the side of one of the elves responsible for the Arrival, it was lost when its bearer was blasted to ashes by the power of the Calling that he unleashed.

Pirouette has dreamed of Winnow her entire life. She believes that her soul and the spirit that resides in the sentient blade are somehow intertwined. As such, she has devoted herself to finding and claiming it as her

own. To this end, she will go anywhere, fight anyone, and follow up on any lead, no matter how small or cryptic the clue might be.

Obsessed and aware of it, Pirouette has tried many times to turn away from her single minded path. She takes odd jobs, forces herself to socialize, and drops out of sight for weeks on end just to avoid her quest for the crystal blade. It is not unusual to find Pirouette sitting in a tavern, drinking heavily and laughing with strangers as if they were old friends. She does all this to pretend there is anything in her life other than her pursuit of Winnow but she can never deny the truth for long.

Eventually, when the dreams become too much to bear, she is off again. Pirouette has even started to suspect that Winnow no longer exists. The rumors never pan out. The clues always lead to dead ends. She thinks it may well have been destroyed when its wielder met his fiery fate. Ultimately, it does not matter. She will hunt until either she either finds the singing crystal sword or dies trying.



Lin Kuei

Lin Kuei (literally: forest demons) are legendary stealth warriors. Usually reclusive, they only emerge at critical times to take on critical missions, or when ordered by their secret masters. They move along the treetops or on roof to strike suddenly and then disappear. They are practitioners of the way of the void.

The lin kuei are rivals to monks and ninja, similar yet different from both. They claim theirs is the original, unaltered martial arts technique, and that the tricks of monks and ninja are but debased imitations. Lin kuei often find themselves embroiled in secret wars against each other or with monks and ninja, deadly affairs fought out of sight of the world at large.

Lin kuei make excellent assassins and infiltrators. They have little need for supplies or gear of any kind, and can move unobtrusively and strike without warning. Their fighting style is fast and dramatic, with quick rushes and

weapons thrown from ambush.

Role: Lin kuei are sometimes sent on extended missions away from their clan, working under cover or with other heroes for extended periods of time. This always serves the masters of the clan in some fashion, either by gathering intelligence or because their mission places them in a unique position to do a crucial act to bring the master plan to fruition.

Alignment: Any lawful. Lin kuei always train with a family or clan, generally related by blood. Beyond even the loyalty to their clan, they have a strong sense of honor and obligation to their mission and the guiding philosophies and goals of their order. Exactly what this entails is often secret even from low-ranking lin kuei. A clan can have motivations and plans spanning centuries, so secret that only a few masters in each generation know the truth. Lin kuei can change to a non-lawful

Table 3.1 - Lin Kuei

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Lethal Strikes	AC Bonus	Fast Movement
1st	+0	+2	+2	+2	AC bonus, lethal sneak attack, secret technique, unarmed strike	+1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	+1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, uncanny dodge	+2d6	+0	+10 ft.
4th	+3	+4	+4	+4	<i>Ki</i> pool (magic), secret technique	+2d6	+1	+10 ft.
5th	+3	+4	+4	+4	High jump	+2d6	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat	+3d6	+1	+20 ft.
7th	+5	+5	+5	+5	Improved uncanny dodge, <i>ki</i> pool (cold iron/silver)	+3d6	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Secret technique	+3d6	+2	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+4d6	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Bonus feat, <i>Ki</i> pool (aligned)	+4d6	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body	+4d6	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Secret technique	+5d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8	Purity of body	+5d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Bonus feat	+5d6	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+6d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	<i>Ki</i> pool (adamantine), secret technique	+6d6	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tounge of the sun and moon	+6d6	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Bonus feat	+7d6	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+7d6	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, secret technique	+7d6	+5	+60 ft.

alignment, but doing so puts them forever at odds with their order, and they will have to spend the rest of their life as fugitives.

Hit Die: d8

Starting Gold: 2d6 x 10 gp (70 gp average).

Class Skills

The lin kuei's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the lin kuei.

Weapon Proficiency: Lin kueis are proficient with the brass knuckles^{APG}, cestus^{APG}, club, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, short sword, shortspear, and shuriken. In addition to this, lin kueis learn one weapon of choice. This can be any basic or martial weapon (including race-specific ones) or the kusarigama^{UC}, kutetsu-shoge^{UC}, sai, temple sword^{APG}, or siangham. Lin kueis are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a lin kuei loses her Armor Class bonus, as well as her fast movement ability.

AC Bonus (Ex): When unarmored and unencumbered, the lin kuei adds her Wisdom bonus (if any) to her Armor Class and her Combat Maneuver Defense. In addition, a lin kuei gains a +1 bonus to Armor Class and Combat Maneuver Defense at 4th level. This bonus increases by 1 for every four lin kuei levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to Armor Class apply even against touch attacks or when the lin kuei is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Lethal Sneak Attack: As she advances in level, a lin kuei gains extra damage with melee and thrown attacks. If a lin kuei can catch an opponent when she is unable to defend herself effectively, she can strike accurate blows to deal extra damage. The lin kuei's lethal sneak attacks deal this extra damage anytime her target would be denied

a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), but (unlike regular sneak attack) not when the lin kuei flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three lin kuei levels thereafter, to a maximum of 7d6 at 19th level. This is precision damage and is not multiplied should the lin kuei score a critical hit with a lethal sneak attack. Ranged attacks made with thrown weapons count as lethal sneak attacks if the target is within 30 feet. Lethal sneak attack does not work with missile weapons or ranged touch-attack spells.

Whenever a lin kuei makes a successful melee attack or ranged attack with a thrown weapon against an opponent that is neither denied its Dexterity bonus to Armor Class nor caught flat-footed, she deals an amount of extra damage equal to her minimum lethal sneak attack damage (1 point at 1st level, 2 points at 3rd level, and so on).

Secret Technique: Lin kuei have a number of secret techniques. A lin kuei is taught one secret technique from the list below at first level, and gain more secret technique at 4th level and every 4 levels thereafter.

Bonus Feat: A lin kuei can always choose a bonus feat instead of a secret technique, if desired. These are taken from the bonus feat class ability below.

Deceptive Moves (Ex): A lin kuei with this technique can use the Bluff skill to feint as a swift action.

Deceptive Shuriken (Ex): Once per round, as a part of drawing or picking up one or more shuriken, a lin kuei with this technique can make a Sleight of Hand check against a DC of 10 + an opponent's Perception skill bonus to render one opponent flat-footed against her thrown shuriken this round. An opponent with uncanny dodge or who is otherwise immune to being flat-footed is immune to this ability, and repeated uses against the same opponent suffers a -10 penalty. A lin kuei with this ability can also throw Diminutive objects, including small daggers, darts, bolts, arrows and even objects that that are normally harmless (such as playing cards, dice, pebbles, or coins) as if they were shuriken. A lin kuei can pick up such objects within reach as a free action that does not trigger an attack of opportunity.

Lethal Flanking (Ex): When flanking an opponent in melee, the lin kuei can use her full damage from lethal sneak attacks against that opponent. Against opponents with improved uncanny dodge, this ability works when sneak attack would work (see improved uncanny dodge). Lin kuei levels stack with the level of any class that provides sneak attack for the purpose of overcoming

improved uncanny dodge.

Light Steps (Ex): A lin kuei with this technique learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the lin kuei will not trigger any mechanical traps that use a location-based trigger. The lin kuei must be at least 6th level to select this technique.

Maneuver Training (Ex): A lin kuei with this technique uses her lin kuei level in place of her base attack bonus when calculating her Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Master Tricks: A lin kuei learns a single ninja master trick as a secret technique. A lin kuei counts her lin kuei level as her ninja level for the purpose of determining any level based effects or prerequisites, but cannot choose a master trick based on ninja class features she does not possess, and cannot learn master tricks based on sneak attack. The lin kuei must be at least 12th level to select this technique.

Ninja Tricks: A lin kuei may select a single ninja trick as a secret technique. A lin kuei counts her lin kuei level as her ninja level for the purpose of determining any level based effects or prerequisites, but cannot choose a ninja trick based on ninja class feature she does not possess. Lin kuei trick based on sneak attack work with lethal sneak attack, but only when the lethal sneak attack inflicts its full dice of damage, not when it only inflicts one point per die.

Poison Use (Ex): The lin kuei is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Stormrunner (Ex): The lin kuei adds her class level to all Acrobatics checks made to jump (this stacks with the high jump class feature). Also, for each lin kuei level, she takes damage as if a fall were 5 feet shorter than its actual height.

Stunning Fist (Ex): Upon learning this technique, the lin kuei gains Stunning Fist as a bonus feat, even if she

does not meet the prerequisites. The lin kuei may attempt a stunning attack a number of times per day equal to her class level, plus one more time per day for every four levels she has in other classes.

Sudden Charge (Ex): This charge is so sudden that it is hard for the eye to follow. The target charged by a lin kuei with this technique is flat-footed until the end of the lin kuei's current turn. An opponent with uncanny dodge or who is otherwise immune to being flat-footed is immune to this ability. A lin kuei may continue to move after attacking in a charge, up to a total movement equal to twice her speed. Any movement after the charge is completed need not be in a straight line. If this movement ends up in cover or concealment, the lin kuei can try to use Stealth to hide at a -10 penalty.

Note that a flat-footed opponent does not get to make attacks of opportunity unless the opponent has the Combat Reflexes feat.

Sudden Step (Su): A lin kuei can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from her *ki* pool. Her caster level for this effect is equal to her lin kuei level. Unlike the spell, she cannot take other creatures with her when she uses this ability, but her turn does not end and any attack she makes after a sudden step until the end of her current turn catches the opponent flat-footed. An opponent with uncanny dodge or who is otherwise immune to being flat-footed is immune to this aspect of the ability. A lin kuei must be level 12 or higher to take this ability.

Unarmed Strike: At 1st level, a lin kuei gains Improved Unarmed Strike as a bonus feat. A lin kuei's attacks may be with fist, elbows, knees, and feet. This means that a lin kuei may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a lin kuei striking unarmed. A lin kuei may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

A lin kuei's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A lin kuei's unarmed strike does 1d6 lethal crushing and cutting damage (1d4 for a small lin kuei). A lin kuei can only do nonlethal damage with unarmed attack by taking the standard -4 attack penalty to do so.

Bonus Feats: At 2nd level, 6th level, and every 4 levels thereafter, a lin kuei may select a bonus feat. These feats

must be taken from the following list: Bludgeoner^{UC}, Catch Off-Guard, Combat Reflexes, Deflect Arrows, Distance Thrower^{UC}, Dodge, Exotic Weapon Proficiency, Nimble Moves^{APG}, Scorpion Style, Throw Anything.

At 6th level, the following feats are added to the list: Close Quarter's Thrower^{UC}, Gorgon's Fist, Greater Feint, Improved Bull Rush, Improved Disarm, Mobility, Rapid Shot, Snatch Arrows.

At 10th level, the following feats are added to the list: Dimensional Assault^{UC}, Disengaging Flourish^{UC}, False Opening^{UC}, Medusa's Wrath, Light Step^{APG}, Shot On The Run.

A lin kwei need not have any of the prerequisites normally required for these feats to select them, but some feats have benefits based on the use of other feats, and these rules still apply.

Evasion (Ex): At 2nd level or higher, a lin kwei can avoid damage from many area-effect attacks. If a lin kwei 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 a lin kwei is wearing light armor or no armor. A helpless lin kwei does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 3rd level, a lin kwei 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 Dexterity bonus to Armor Class if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A lin kwei with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her. If a lin kwei already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Fast Movement (Ex): At 3rd level, a lin kwei gains an enhancement bonus to her land speed, as shown on Table: lin kwei. A lin kwei in armor or carrying a medium or heavy load loses this extra speed.

Ki Pool (Su): At 4th level, a lin kwei gains a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The number of points in a lin kwei's *ki* pool is equal to 1/2 her lin kwei level + her Wisdom modifier. As long as she has at least 1 point in her *ki* pool, she can make a *ki* strike.

- **At 4th level**, *ki* strike allows her unarmed attacks

to be treated as magic weapons for the purpose of overcoming damage reduction.

- **At 7th level**, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.
- **At 10th level**, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.
- **At 16th level**, her unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from her *ki* pool, a lin kwei can do one of the following:

- Make one additional attack at her highest attack bonus when making a full attack, or
- Increase her speed by 20 feet for 1 round, or
- Give herself a +4 dodge bonus to Armor Class for 1 round.

Each of these powers is activated as a swift action. The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

High Jump (Ex): At 5th level, a lin kwei adds her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from her *ki* pool as a swift action, a lin kwei gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Uncanny Dodge (Ex): At 7th level, a lin kwei can no longer be flanked. This defense denies another lin kwei or rogue the ability to sneak attack the lin kwei by flanking her, unless the attacker has at least four more lin kwei (or rogue) levels than the target does. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum lin kwei (or rogue) level required to flank the character.

Improved Evasion (Ex): At 9th level, a lin kwei's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless lin kwei does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a lin kuei gains immunity to poisons of all kinds.

Purity of Body (Ex): At 13th level, a lin kuei gains immunity to all diseases, including supernatural and magical diseases.

Quivering Palm (Su): Starting at 15th level, a lin kuei can set up vibrations within the body of another creature that can thereafter be fatal if the lin kuei so desires. She can use this quivering palm attack once per day, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the lin kuei strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the lin kuei can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her lin kuei level. To make such an attempt, the lin kuei merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the lin kuei's level + the lin kuei's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A lin kuei can have no more than 1 quivering palm in effect at one time. If a lin kuei uses quivering palm while another is still in effect, the previous effect is negated.

Timeless Body (Ex): At 17th level, a lin kuei no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and the lin kuei still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A lin kuei of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a lin kuei gains the ability to assume an ethereal state for 1 minute as though using the spell *ethereality*. Using this ability is a move action that consumes 3 points from her ki pool. This ability only affects the lin kuei and cannot be used to make other creatures ethereal.

Perfect Self: At 20th level, a lin kuei becomes a magical creature. She is forevermore treated as an outsider with the native subtype rather than as a humanoid (or whatever the lin kuei's creature type was) for the purpose of

spells and magical effects. Additionally, the lin kuei gains damage reduction 10/chaotic, which allows her to ignore the first 10 points of damage from any attack made by a nonchaotic weapon. Unlike other outsiders, the lin kuei can still be brought back from the dead as if she were a member of her previous creature type.

Mo'ana (CR 6; XP 2,400)

Female half-cyclops lin kuei 7

LN Medium humanoid (human, giant)

Init +1; **Senses** low-light vision; Perception +14

Defense

AC 16, touch 15, flat-footed 15; imp. uncanny dodge (+1 deflection, +1 Dex, +1 dodge, +1 level, +2 Wis)

hp 56 (7d8+21)

Fort +9, **Ref** +8, **Will** +9; evasion

Offense

Speed 50 ft.

Melee +1 *falchion* +11 (2d4+7/18-20)

Special Attacks ki pool (5 points; magic/cold iron/silver), lethal sneak attack (+3d6), secret technique (lethal flanking, ninja trick [shadow clone])

Spell-Like Abilities (CL 7th; concentration +6)

1/day—*augury*

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +9; CMD 23

Feats Combat Reflexes, Dodge, Furious Focus^{APG}, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (falchion)

Skills Acrobatics +11 (+26 jump), Disable Device +11, Perception +14, Stealth +11, Survival +12; Racial Modifiers +2 Perception

Languages Common, Cyclops dialect

SQ AC bonus, cyclops foresight, giant blood, high jump, keen insight, intimidating, weapon familiarity (half-cyclops)

Combat Gear *potions of mage armor* (10); **Gear** +1 *falchion*, *cloak of protection* +1, *ring of protection* +1, pouch with 124 gp worth of mixed coins and gems

Demographics

Faith Ithreia

Homeland Great Green

For the most part, those who come to the Great Green to disappear get their wish one way or another. Is it tradition for the denizens of the Green to never ask questions about the past, so escaping one's history is as easy as never mentioning where one has been before.

The forgiveness of the Great Green is not a perfect

one. There are those who walk the wood in search of those who think to leave behind a grave misdeed or a grievous past. Mo'ana belongs to this group, a sect of stalkers known only as the Confessors. They track down newcomers to the Great Green, observe them for a time to determine their character and make contact only if they sense the need for confession.

Mo'ana's wisdom has served her well for many years as a Confessor and her martial prowess makes her particularly well suited to deal with violent offenders unwilling to make amends for their dark deeds. In the eyes of the Confessors, an unforgiven soul is burdened with guilt and will descend into darkness and evil either in life or after death. The only way to break this cycle is to root out the source of someone's guilt and cleanse them through confession and contrition.

Much as Mo'ana tries to improve her ability to help

her targets, she is much better at finding the guilty and beating down the unrepentant. Other Confessors save souls through the sect's teachings of peace. She adheres more to the sect's teachings of war. Her cyclopean strength and literally myopic viewpoint help her serve as one of the Confessors' Scourges, ready to cleanse burdened souls through cathartic violence.

There are those who feel the Confessors are just another sect in the Great Green, a powerful group claiming dominion where so many others have gone before. It is true that the Confessors have a large compound in the heart of the forest, its many amenities paid for by the confiscated goods of reluctant sinners who succumbed to the stress of forceful absolution.

Mo'ana has heard these rumors. She has not allowed them to make her stray from her course with the Confessors.



Mystic Dancer

The body is the vessel of the soul, and the movements of the body can be used to channel magical energy into the world and into physical perfection.

The mystic dancer lives to make this true and to perfect herself through the dance. A mystic dancer is variant bard with some monk features. Like a monk, the mystic dancer prefers to fight without armor. Like a bard, she can use perform to influence and inspire those nearby but is specialized in dance rather than music or recita-

Table 4.1 - Mystic Dancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Unarmed Damage	AC Bonus	Class Abilities	Spells per Day					
								1	2	3	4	5	6
1st	+0	+0	+2	+2	1d6	+0	Athletic dance, bardic performance, cantrips, distraction, fascinate, inspire courage +1, unarmed strike, way of life armor bonus	1	—	—	—	—	—
2nd	+1	+0	+3	+3	1d6	+0	Versatile performance, well-versed	2	—	—	—	—	—
3rd	+2	+1	+3	+3	1d6	+0	Fast dance	3	—	—	—	—	—
4th	+3	+1	+4	+4	1d6	+0	Uncanny dodge	3	1	—	—	—	—
5th	+3	+1	+4	+4	1d6	+1	Inspire courage +2,	4	2	—	—	—	—
6th	+4	+2	+5	+5	1d8	+1	Ki dance (magic), versatile performance	4	3	—	—	—	—
7th	+5	+2	+5	+5	1d8	+1	Bardic performance (move action)	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	1d8	+1	Dirge of doom	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	1d8	+1	Inspire greatness	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	1d8	+2	Ki dance (cold iron and silver), versatile performance	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	1d10	+2	Inspire courage +3	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	1d10	+2	Inspire greatness (2 targets), soothing performance	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	1d10	+2	Bardic performance (swift action)	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	1d10	+2	Frightening tune, versatile performance	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	1d10	+3	Inspire heroics, Inspire greatness (3)	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	2d6	+3		5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	2d6	+3	Inspire courage +4	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	2d6	+3	Inspire greatness (4), inspire heroics (2), versatile performance	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	2d6	+3	Ki dance (adamantine)	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	2d6	+4	Deadly performance	5	5	5	5	5	5

tion. This is an example of Way of Life martial arts.

Unlike a normal bard, a mystic dancer is not a jack of-all-trades and does not gather legends and lore in her travels, instead focusing on perfecting her art of the dance.

Alignment: Any. Unlike the standard bard, the mystic dancer is often a part of a troupe or other organization, or even an ascetic order.

Hit Die: d8

Starting Gold: 3d6 x 10 gp (105 gp average).

Class Skills

The mystic dancer's class skills Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis) Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The mystic dancer has all bard class features, except as noted.

Weapon and Armor Proficiency: A mystic dancer is proficient with the club, dagger, dart, sap, scimitar, shuriken, and whip. If eastern weapons are in use, they are also proficient with the hanbo and fighting fan. Mystic dancers are not proficient with any armor or with shields and suffers arcane spell failure normally when in armor of any kind or using a shield.

Spells: A mystic dancer casts arcane spells, which are drawn from the bard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a mystic dancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mystic dancer's spell is 10 + the spell level + the mystic dancer's Charisma modifier. Every mystic dancer spell has a somatic component (dance moves) that requires freedom to move and risks arcane spell failure. A mystic dancer can never apply the Still Spell feat to any of her bard spells, but unlike a normal bard she can apply the Silent Spell feat to her bard spells.

Like other spellcasters, a mystic dancer can cast only a

Table 4.2 - Mystic Dancer Spells Known

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

certain number of spells of each spell level per day. Her base daily spell allotment is given on *Table 4.1 - Mystic Dancer*. In addition, she receives bonus spells per day if she has a high Charisma score.

The mystic dancer's selection of spells is extremely limited. A mystic dancer begins play knowing four 0-level spells and two 1st-level spells of the mystic dancer's choice. At most new mystic dancer levels, she gains one or more new spells, as indicated on Table: Mystic Dancer Spells. (Unlike spells per day, the number of spells a mystic dancer knows is not affected by her Charisma score; the numbers on Table: Mystic Dancer Spells are fixed.)

Upon reaching 5th level, and at every third mystic dancer level after that (8th, 11th, and so on), a mystic dancer can choose to learn a new spell in place of one she already knows. In effect, the mystic dancer "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 two levels lower than the highest-level mystic dancer spell the mystic dancer can cast. A mystic dancer 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 she gains new spells known for the level.

As noted above, a mystic dancer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Cantrips: Mystic dancers learn a number of cantrips, or 0-level spells, as noted on *Table 4.2 - Mystic Dancer 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.

Athletic Dance (Ex): A mystic dancer adds half her class level to all perform (Dance) checks, including those used for versatile performance.

Bardic Performance: All the performances of the mystic dancer incorporate dancing and demand the Perform (Dance) skill. A mystic dancer can use bardic performance using only visual components. In order to maintain a mystic dance, the mystic dancer must move at least 5 ft. every round. A mystic dancer cannot maintain a bardic performance if immobilized or grappled, unless she can break free on her turn and move at least 5 ft. It is possible for a mystic dancer to use bardic performance while swimming, climbing, or flying as long as the DC of the maneuver is met each round.

A mystic dancer has access to the following kinds of bardic performance as detailed in the *Pathfinder Roleplaying Game Core Rulebook*, and can use all of these with only visual components.

- Distraction
- Fascinate
- Inspire Courage
- Dirge of Doom (8th level)
- Inspire Greatness (9th)
- Soothing Performance (12th)
- Frightening Tune (14th)
- Inspire Heroics (15th)
- Deadly Performance (20th)

Unarmed Strike (Ex): At 1st level, a mystic dancer gains Improved Unarmed Strike as a bonus feat. A mystic dancer's attacks are normally kicks, but can be made with elbows, knees, and fists. This means that a mystic dancer may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a mystic dancer striking unarmed. A mystic dancer may apply her

full Strength bonus on damage rolls for all her unarmed strikes.

Usually a mystic dancer's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll.

A mystic dancer's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A mystic dancer also deals more damage with her unarmed strikes than a normal person would, as shown on *Table 4.1 - Mystic Dancer*. The unarmed damage on *Table 4.1 - Mystic Dancer* is for Medium mystic dancers. A Small mystic dancer deals less damage than the amount given there with her unarmed attacks, while a Large mystic dancer deals more damage; see *Table 4.3 - Unarmed Damage by Size*.

Table 4.3 - Unarmed Damage by Size

Level	Damage (Small)	Damage (Large)
1st-5rd	1d4	1d8
6th-10th	1d6	1d10
11th-15th	1d8	2d6
16th-20th	1d10	2d8

Way of Life Armor Bonus (Ex): When unarmored and unencumbered, the mystic dancer adds her Charisma bonus (if positive) as a dodge modifier to armor class and Combat Maneuver Defense. In addition, a mystic dancer gains a +1 to this bonus at 5th level. This bonus increases by 1 for every five mystic dancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). She loses this bonus when she wears any armor, uses a shield, when she carries a medium or heavy load, or when she is denied her Dexterity bonus to armor class.

Versatile Performance (Ex): At 2nd level, a mystic dancer must select Perform (Dance) as her first skill for the versatile performance ability but can choose any Perform skill at higher levels.

Fast Dance (Ex): At level 3 and onwards, while using any bardic performance, the mystic dancer's land speed is increased by 10 ft. This translates to higher movement rates for other modes of movement based on land speed.

Uncanny Dodge (Ex): Starting at 4th level, a mystic dancer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus

to Armor Class (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to Armor Class if immobilized.

Ki Dance: At 6th level, while using any kind of bardic performance, the mystic dancer's unarmed attacks are imbued with power.

The mystic dancer's unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction. Ki dance improves with the character's mystic dancer level.

At 10th level, her unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction.

At 19th level, her unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and for ignoring the hardness of objects.

While dancing, as a swift action on her turn, a mystic dancer can give herself certain benefits at the cost of an additional round of bardic performance.

- Make one additional attack at her highest attack bonus when making a standard-action attack, or
- Increase her speed by 20 feet for 1 round, or
- Give himself a +4 dodge bonus to Armor Class for 1 round.

Nelorii Nine-Veils (CR 10; XP 9,600)

Female half-elf mystic dancer 11

NG Medium humanoid (human, elf)

Init +2; **Senses** low-light vision; Perception +20

Defense

AC 20, touch 20, flat-footed 12; uncanny dodge (+1 deflection, +2 Dex, +6 dodge, +1 natural)

hp 75 (11d8+22)

Fort +8, **Ref** +11, **Will** +9; +4 vs bardic performance, sonic, and language-dependent effects

Offense

Speed 30 ft. (40 ft. when using any bardic performance)

Melee +1 scimitar +13/+8 (1d6+4/15-20) (used two-handed)

Special Attacks bardic performance (28 rounds/day; move action; W-DC 19; distraction, fascinate, inspire courage +3, dirge of doom, inspire greatness)

Spells Known (CL 11th; concentration +15)

4th (2/day)—*dominate person* (W-DC 18), *greater invisibility*, *neutralize poison*

3rd (4/day)—*arcane concordance*^{APG}, *displacement*, *good hope*, *haste*

2nd (4/day)—*cat's grace*, *glitterdust* (W-DC 16), *hero-*

ism, *invisibility*, *tongues*

1st (5)—*alarm*, *expeditious retreat*, *hideous laughter* (W-DC 15), *identify*, *unseen servant*

0th (at will)—*detect magic*, *light*, *mending*, *message*, *read magic*, *resistance*

Statistics

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 18

Base Atk +8; **CMB** +11; **CMD** 29

Feats Arcane Strike, Great Fortitude, Improved Critical (scimitar), Improved Unarmed Strike, Power Attack, Skill Focus (Perception, Perform [dance]), Toughness, Weapon Focus (scimitar)

Skills Acrobatics +29, Bluff +18, Diplomacy +18, Fly +29, Intimidate +18, Perception +20, Perform (dance) +29, Perform (comedy, oratory) +18, Sense Motive +18, Stealth +16; **Racial Modifiers** +4 Diplomacy to gather information, +2 Knowledge (history, local)

Languages Common, Elven

SQ athletic dance (+5), curiosity, elf blood, fast dance, focused study, multitalented, unarmed damage (1d10), versatile performance (comedy, dance, oratory), Way of Life armor bonus, well-versed

Combat Gear *potions of bear's endurance* (2), *bull's strength* (2), and *mage armor* (10); **Gear** +1 scimitar, *amulet of natural armor* +1, *cloak of protection* +2, *headband of alluring charisma* +2, *ring of protection* +1, spell component pouch, pouch with 329 gp worth of mixed coins and gems

Demographic

Faith Veiloaria

Homeland Calopia

Nelorii is an honorary Xia, not a true one. As she has no formal clerical training, she cannot claim to be Xia directly, but as anyone in the service of Veiloaria can tell you, anyone preoccupied with names and titles is taking their religion far too seriously. Nelorii wanders Porphyra, spreading peace and beauty wherever she travels. This is the essence of what it means to be Xia, the goddess' road-clergy.

Her travels, while they are mostly undertaken for the joy of the journey, do have a special purpose. Nelorii fell deathly ill when she was very young from a Málite plague. By the time aid arrived, most of her village was decimated and she was barely hanging onto life. Nelmar, an elderly priest of Veiloaria, overtaken by everything he had already done to aid the villagers, sat beside her tiny bed, drained and weeping because he did not have the strength to save her.

The goddess' light filled him, granting enough power

to cleanse the child. In return, Veiloaria charged them both with a holy task. The priest's repayment took the form of adopting the young orphan girl, which he did gladly. For two decades, he cared for Nelorii as if she were his own child, teaching her everything he knew.

From her first few days with Nelmar, Nelorii proved to be a very special child. She did not possess the focus needed for clerical study and the plague had cost her some of her wits, but she was happy, healthy, and full of energy. After trying in vain for months to find some way to channel her boundless enthusiasm, a chance encounter with a traveling minstrel provided the answer – dance.

Nelorii took to dancing like a cabafish to a lily pond. Music enraptured her and in motion, she seemed reborn. As a child, her movements were graceful. As she grew, her dancing became hypnotic. Everywhere they went, Nelmar arranged for her education in the bardic arts.



Her voice, while lyrical, was better suited for stories, poems, and – much to her father's chagrin – bawdy tales. Her dancing only continued to improve, becoming so mesmerizing that Nelmar often found himself turning away 'suitors' by threatening flame strike.

When Nelorii turned twenty, her adopted father passed away in his sleep. She buried Nelmar, mourned his passing, and continued her journey alone. From him, she had learned to love the open road and the many delights of the Endless Walk. She had thought to pick up in his footsteps, ministering to those she met as one of Veiloaria's faithful, but the goddess had other plans.

In a dream, Nelorii learned of her true purpose, the task set aside for her to repay her life being saved as a child. She witnessed the story of the Crossroads, the tale told by Veiloaria's priests about how the goddess once averted a war by meeting Nise and Kamus at a crossroads and dancing away from their every attack until they tired of trying and departed in peace. In her dream, she witnessed that with each of their nine strikes against the Lady Sojourner, one of her veils was torn away and sent fluttering away into Porphyra.

The veils had protected the goddess, abating an attack from Kamus or Nise and disappearing into the mortal world afterward. By Veiloaria's will, Nelorii had been chosen to find the veils and return them to her. Wide awake now, charged with this sacred task, Nelorii wasted no time having a nice full breakfast, dancing for most of the day, and settling in for the night with a mug of spiced ale and the company of a lovely young stablehand short on wits and long on stamina.

Veiloaria would have had it no other way.

Since that night, however, Nelorii has been dedicated to her mission. She receives clues to her quest through dreams, though she pursues them through mundane means as well. She gathers rumors, researches local legends, and tracks down possible sightings of the veils no matter how far the clue may take her. Along the way, Nelorii has enjoyed years of music, dancing, countless drinks, and a collective of companions both loyal and loving.

She may never find the veils. They may not even exist. All that matters is the journey along the way...

Swordmage

The swordmage is a theoretical wizard who uses weapons for everyday survival. Disdaining practical magic, he compliments his fighting skills with minor spellcasting abilities and a deep understanding of arcane magic. He saves his magical talent to cast powerful spells in a deliberate, planned manner.

Role: The swordmage is a warrior, able to stand in the forefront in combat and using a mix of arcane and martial skills in battle. But the true strength of the swordmage lies in his knowledge of scrolls and magic items. When the plan calls for the swordmage's magic, he takes out the right scroll and saves the day.

Age: The swordmage is an educated class and uses the oldest starting age bracket.

Alignment: Any.

Hit dice: d10

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition,

each character begins play with an outfit worth 10 gp or less.

Class Skills

The swordmage's class skills are Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (Any) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int bonus

Class Features

The following are class features of the swordmage.

Weapon and Armor Proficiency: Swordmages are proficient with all simple and martial melee weapons, but not with any armor or shields. A swordmage is not proficient with ranged weapons.

Spells: A swordmage casts arcane spells drawn from the magus spell list, but only up to the 4th level of spells. A swordmage has no access to magus spells of level 5 or higher. See magic theorist below for exceptions to this. A

Table 5.1 - Swordmage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						0	1	2	3	4
1st	+1	+2	+0	+2	Cantrips, magic theorist, swordmage armor, swordmage block 2	2	—	—	—	—
2nd	+2	+3	+0	+3	Scribe scroll, spellbook mastery	3	—	—	—	—
3rd	+3	+3	+1	+3	Bonus feat	3	—	—	—	—
4th	+4	+4	+1	+4	Somatic weapon	3	0	—	—	—
5th	+5	+4	+1	+4	Arcane pool	3	1	—	—	—
6th	+6/+1	+5	+2	+5	Swordmage block 3	4	1	—	—	—
7th	+7/+2	+5	+2	+5	Spellsword special	4	1	0	—	—
8th	+8/+3	+6	+2	+6	Spellstrike	4	1	1	—	—
9th	+9/+4	+6	+3	+6	Spellbook mastery (1 minute)	4	2	1	—	—
10th	+10/+5	+7	+3	+7	Swordmage block 4	4	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Bonus feat	4	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Spellsword shift	4	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Quick casting	4	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Swordmage block 5	4	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Spellsword special	4	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Spellbook mastery (round)	4	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Spellsword jaunt	4	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Swordmage block 6	4	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat	4	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Master spellsword	4	4	4	3	3

swordmage must choose and prepare his spells ahead of time. The swordmage only begins with the ability to cast cantrips, but is a spellcaster from level 1 and has a caster level equal to his swordmage level.

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

A swordmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Swordmage. In addition, he receives bonus spells per day if he has a high Intelligence score (see *Table: Ability Modifiers and Bonus Spells*). When *Table 5.1 - Swordmage* indicates that the swordmage gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

A swordmage 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 swordmage decides which spells to prepare.

Spellbooks: A swordmage must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook. At 1st level a swordmage gains a spellbook containing all level zero magus spells. At 4th level the swordmage adds three 1st-level spells of his choice to his spellbook. The swordmage also selects a number of additional 1st-level magus spells equal to his Intelligence modifier to add to the spellbook at this time. At each new swordmage level after the fourth, he gains one spell of any spell level that he can cast (based on his new swordmage level) for his spellbook.

At any time, a swordmage can also add spells of level 1 or greater found in other spellbooks to his own. A swordmage can learn spells from a wizard's spellbook, just as a wizard can from a swordmage's spellbook. The spells learned must be on the swordmage spell list. A swordmage cannot learn spells from an alchemist's formula book.

A swordmage can also use others' spellbooks to make magic items based on spells he has not recorded in his own spellbook, see spellbook mastery below.

Cantrips: Swordmages can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Swordmage under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast

and may be used again. A swordmage has a caster level equal to his swordmage level.

Magic Theorist: A swordmage has a deep understanding of the theories of magic. All spells from the magus and sorcerer/wizard spell list are assumed to be on the swordmage's spell list for the purpose of using spell trigger and spell completion items.

Swordmage Force Fields: Swordmages can project powerful force fields as armor and are experts at using *bracers of armor* and similar force magic devices. The armor created by swordmages is clearly visible as a field of light, mist, a distortion, or in some elemental form. Regardless of its appearance, it is a force effect. It does not stack with regular armor or shields. The force armor can be turned on or off as a swift action, and the protection stays up as long as the swordmage is conscious. It can be reactivated at will.

Swordmage Armor (Su): You can project a powerful protective aura and become an expert at using *bracers of armor*. This aura is force armor, and protects against incorporeal touch attacks. It can be activated at will as a swift action, and the protection stays up until deactivated or as long as you are conscious. At class level 4, this armor can be used alongside *bracers of armor*, with stacking benefits. It does not otherwise stack with armor, either normal or force. It can be affected by armor-enhancing effects like magic vestment, but such enhancements do not stack with braces or armor, you can have one or the other but not both. This counts as heavy armor to abilities that require or work with armor. It provides an armor bonus of +7.

Swordmage Block (Su): While under swordmage armor, the swordmage adds a +2 shield bonus to armor class. This is force armor, and improves by +1 for at level 6 and every 4 levels afterwards (+2 at levels up to 5, +3 at levels 6-9, +4 at levels 10-13 and so on). The swordmage must have one hand free, he cannot carry a shield or two weapons when using this ability, not can he use a weapon in two hands. He may momentarily use the off hand for things like somatic components or drawing and throwing a weapon in the same round. This ability counts as a shield to abilities that require a shield.

Scribe Scroll: The swordmage gains Scribe Scroll as a bonus feat at 2nd level.

Spellbook Mastery: At third level, a swordmage can use a sorcerer/wizard spell from a spellbook he owns as a prerequisite for creating a magic item. This need not be his own spell book or a spell he knows or is capable of casting. As long as the spell in question has been deciphered (using Spellcraft or *read magic*), the swordmage can use the spellbook to satisfy prerequisites for creating magic items.

Note that this combined with magic theorist and Scribe Scroll gives the swordmage a sort of ritual magic; by scribing a scroll of a high-level spell, he can make that spell available for a single use.

At 9th level the swordmage can use a spellbook and points from his magic pool to cast sorcerer/wizard spells. Doing this takes one minute (or longer if the spell's casting time is longer) and costs a number of points from the arcane pool equal to the spell's level. The level of the spell can be no higher than half the swordmage's class level. At 16th level the minimum casting time for a spell cast like this is reduced to one round. The swordmage must have the spellbook he is using in hand to cast spells like this.

Bonus Feats: At 3rd level a swordmage can learn fighter-only feats and gains a bonus feat, either a combat feat or an item creation feat. He must meet the prerequisites of the feat as normal. Every eight levels thereafter a swordmage can choose another bonus feat.

Somatic Weapon (Ex): At 4th level, a swordmage can use melee weapons as part of the somatic components of his spells. He no longer needs a free hand to cast spells with somatic conditions as long as he is wielding a melee weapon.

Arcane Pool (Su): At 5th level, a swordmage gains the magus' arcane pool ability, except that the swordmage 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, plus an additional +1 enhancement bonus every four levels beyond 5th, to a maximum of +4 at 17th level.

Swordmage Specials: At 7th level, a swordmage's expertise manifests in the form of special bonus feats. Once a swordmage selects a swordmage special, it cannot be changed. He can choose from the following initial list of combat feats, even if he does not fulfil the normal prerequisites: Charge Through^{APG}, Combat Patrol^{APG}, Kirin Style^{UC}, Spring Attack, and Whirlwind Attack. At 15th

level, he selects another swordmage special and adds Awesome Blow^{B1}, Dreadful Carnage^{APG}, and Impaling Critical^{UC} to the list.

Spellstrike (Su): At 8th level, a swordmage gains the magus's spellstrike ability.

Swordmage Shift (Su): At 12th level, a swordmage can spend 1 point from his arcane pool as a swift action to move up to his speed. This is a normal movement and is subject to attacks of opportunity.

Quick Casting (Su): At 13th level, a swordmage can spend points from his arcane pool to cast any magus spell he has prepared as if he had used the Quicken Spell metamagic feat. This expends a number of points from his arcane pool equal to the level of the spell and does not increase the spell slot required to cast the spell.

Swordmage Jaunt (Su): At 17th level, the swordmage can spend 1 point from his arcane pool to teleport with a range equal to his speed, but he must have line of sight and line of effect to the target spot.

True Swordmage (Su): At 20th level, whenever a swordmage uses somatic weapons, he does not need to make a concentration check to cast spells defensively. In addition, when using spellbook mastery to cast a sorcerer/wizard spell from a scroll of another spellcaster's spellbook, the number of points he needs to expend to cast the spell is equal to half the level of the spell (rounded up).

T'nath'n, Twelfth Sword Arcanist (CR 8; XP 4,800)

Female erkunae swordmage 9

LN Medium humanoid (human)

Init +5; **Senses** Perception +9

Defense

AC 22, touch 11, flat-footed 21

(+8 armor, +1 Dex, +3 shield)

hp 72 (9d10+18)

Fort +9, **Ref** +6, **Will** +8

Offense

Speed 30 ft.

Melee mwk longsword +16/+11 (1d8+5/19-20)

Special Attacks arcane pool (7 points; +3), duel of honor, spellstrike

Spells Prepared (CL 9th; concentration +12)

2nd—*bull's strength, web* (R-DC 15)

1st—*shocking grasp* (3)

0 (at will)—*acid splash, light, read magic, ray of frost*

Statistics

Str 20, **Dex** 12, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 25

Feats Combat Reflexes, Furious Focus^{APG}, Improved Initiative, Power Attack, Scribe Scroll, Toughness, Weapon Focus (longsword), Whirlwind Attack

Skills Knowledge (arcana, planes) +12, Knowledge (nobility) +16, Perception +9, Sense Motive +10, Spellcraft +12; **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 Common, Dwarven, Elven, Protean, Terran
SQ castle dwellers, court intrigue, magic theorist, pact with elder powers (powers of the elements), somatic weapon, spellbook mastery (one minute), swordmage armor (+7), swordmage block (+3), swordmage special (Whirlwind Attack), weapon familiarity (erkunae)

Combat Gear *potions of cure moderate wounds* (2); Gear masterwork longsword, *belt of giant strength* +2, *bracers of armor* +1, *cloak of protection* +2, spellbook, spell component pouch, pouch with 129 gp worth of mixed coins and gems

Demographics

Faith Lord Grunzol Firestorm

Homeland Erkusaa

Basalt, T'nath'n's Sidekick (CR —)

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +7

Defense

AC 18, touch 9, flat-footed 18

(-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

T'nath'n is a woman caught between ambition and tradition. She is a well trained swordmage, a mage with a gift for swordplay so strong it dominated her training years. During that time, she discovered a hidden talent for force magic as well, blending her two innate abilities into both a unique fighting style based on magical force and an arcane focus centered on the use of her blade. She is quite spectacular to behold in combat, a sight that no one has ever survived long enough to convey.

T'nath'n does not kill all of her opponents out of spite. Rather, she executes them by necessity. In Erkusaa, the gaze of the Opal Throne is long and its tolerance for anything different is brutally short. Though T'nath'n would love nothing more than to formalize her gifts into an arcane school, claiming its mastery and the prestige that came with such a founding, she has seen what happens to those whose ambitions displease the court.

New magic is especially dangerous to reveal. The Arcane, the Lords and Ladies of the Tower of Mysteries, guard their positions both jealously and murderously. T'nath'n has seen more than one brilliant apprentice discover something new just before having an 'accident' and the epiphany lost or stolen afterward. At some level, T'nath'n understands this is just the way the game is played.

She simply feels she is worthy of a better fate. To that end, she studies in secret. She practices her swordplay behind closed doors where some oddity in her style cannot betray her gifts. She makes pacts with elemental spirits to enhance her powers. No acts are too desperate, no oaths too binding, so long as they preserve her long enough to master her new art.

Once that happens, she knows her own recourse for survival. The current Arcane of Force is a powerful man but long years and comfort are slowly eroding his strength. T'nath'n intends to hasten those along any way she can so that when he is ready, she can claim her place among the Arcane through the only unquestionable means that exists among the Erkunae – a duel.



T'nath'n, Twelfth Sword Arcanist

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Nobles of Porphyra
Carl Cramér



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