**Rite Publishing Presents** 

The Secrets of Aventurin

> By Steven D. Russell, Jonathan McAnulty, Will McCardell, Benjamin Rombeaut, and David Mallon







# Rite Publishing Presents: The Secrets of Adventure

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**Dedication:** to Owen K.C. Stephens for the time thief, his constant guidance, and his friendship.

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<u>ススワインス スピックシス ノント マスス てやっとん</u>

The Secrets of...

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Chapter 4: The Tactical Archetypes101 Designer: Will McCardell and Benjamin Rombeaut
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Adrius Hammerhand stomped along the snow covered streets of Questhaven, a merry whistle on his lips. Overhead, the stars shone bright and all seemed at peace. He turned a corner and entered an alley, a shortcut between his friend's house and the Temple of the Forge. His mind, as he walked, was on the sword he had begun forging that very afternoon. He was sure it was going to be a thing of beauty and he looked forward to beginning the work anew in the morning. So intent was he in thought that he scarcely noticed the sound of the busy street fading behind him as he turned another corner. The path was quite familiar to him and he walked almost mechanically.

"I knew you would be coming this way priest!"

Adrius started at the voice behind him, his reverie broken almost at once. He stopped and cupping his hands in front of him, he took a moment to blow on them, warming them with his breath. "I thought you were dead necromancer." Adrius's eyes darted both left and right, and as he had suspected he saw movement in the shadows, skeletal shapes drawing forth wicked looking blades.

"I nearly was." The voice drew closer.

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"Skeletons, is it? Did you not learn your lesson before?"

Swiftly grasping the emblem at the end of the golden chain around his neck, Adrius lifted his arm and held aloft the golden hammer which symbolized his faith. Red and gold light flowed forth from the iconic symbol and washed the stones of the alley in its energy.

To his astonishment, however, the skeletons seemed unharmed. The shapes took another step forward.

"I did learn my lesson priest. My undead were no match for the energies you channel forth at will. But these new pets are different. They are not made of bone, held together with dark energies. No, I lovingly carved them from wood and drew forth water spirits into their frames to animate them. They are quite immune to your channeling."

Adrius chuckled, "Wood, you say? And did you not know that the Master of the Forge is also the Father of Fire?" Lifting forth his emblem once more, he drew upon the sacred energies that flowed from his god. Yet this time, the red and gold energies were full of flames.

The fire leapt out in a radiant burst, bathing both necromancer and wooden constructs in its fierce heat.

One of the first lessons taught to novice clerical students is the ability to harness the divine energies of their deity and allow themselves and their holy symbols to work as conduits for this energy in the world of men. Positive energy, so harnessed, has a healing effect on the bodies of those near the cleric and negative energy has a baneful, even deadly, effect. Yet, this basic channeling is just the first exercise in a far broader discipline. Experienced channelers can learn to harness this energy to better serve their gods. Many learn to isolate and focus the energies so that they heal only their allies, or harm only their enemies. Many learn to shape the energies in such a way as to compel the undead. Even beyond this though, channeled energy can be 'tuned' in such a way as to create effects in harmony with a cleric's domains. Indeed, as a cleric learns to channel, they inevitably learn to do so according to the disciplines of the domains they have dedicated themselves to, so that each instance of channeled energy reflects the character and faith of the one doing the channeling.

This book provides additional options for those that channel divine energies. Part One: Classes discusses using these options with the cleric class and then provides an alternative clerical class: the divine channeler. Part Two: New Feats contains just what it says: new feats focused on channeling, some of which are integral to using other options in this book. Finally, Part Three: Domain **Channeling** provides additional channeling rules for use in conjunction with both the cleric and divine channeler classes.

# Part One - Classes

#### The Cleric

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All clerics have access to both divine domains and the ability to channel either positive or negative energy. These two class abilities are combined in new ways in this book in Part Three: Domain Channeling.

Two of the primary options this book presents are available through the use of feats. At third level, Clerics may take the Combat Channeling feat, allowing them to utilize their channeled energy to affect the flow of battle around them in new ways. The exact nature of this effect is dependent on the domains the cleric has access to. At fifth level, Clerics may take Channeling Mastery, another feat, giving them, not one, but two additional ways, per domain, to utilize their channeled energy. These two feats, taken together provide each cleric with a total of six new actions to choose from during game-play. Two of the other new ideas presented in this book are offered as new, standard class features, available to clerics at first level. The first of these, sensorial imagery as it relates to channeling, is nothing but some new flavor. It is the idea that channeling, as energy, is visible, in much the

same way lightning or fire is. Furthermore, each domain

affects the way that channeled energy is perceived. If

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you decide to use sensorial imagery in connection with channeling, consider allowing those with the Knowledge (religion) skill to make a DC 20 skill check, when they see a cleric channeling, to identify the domains the cleric has access to.

The second optional new class feature available to clerics is the use of minor channeling effects. These are simple, orison like, effects which clerics can fuel through the use of channeled energy. While these abilities should not unbalance your game, given that the Cleric must utilize a use of channeled energy every time they use a minor channeling effect, GMs who do not want to simply allow clerics to have this new ability can easily add it into their games in one of two ways. The first option is to allow cleric characters to take the Student of Channeling trait (see sidebar) at first level. The second option is to reduce the number of Orisons available to Clerics each day by one.



A cleric of War adds a little something extra for his enemies to deal with

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#### New Trait

Minor Channeler (cleric trait): Having been trained extensively in channeling energy (positive or negative), you have learned to manifest this energy in small ways. You have access to the minor channeling effects of your clerical domains.

# New Base Class: The Divine Channeler

The gods manifest their powers in various ways to their followers: sometimes through spells and miracles, sometimes through visions, scriptures and prophecies, and sometimes through pure energy. Divine channelers are those priests who focus on the latter of these, seeking to display the power and truth of their faith through the application of divine energies. Like clerics, divine channelers can serve in a variety of ways; some are missionaries, others work as local priests; some are warriors and explorers while others are more academic by nature. However the nature of divine channeling is such that it appeals to the most dedicated of a deity's servants, those most devoted to the tenets of their faith. Divine channelers allow themselves, both physically and spiritually, to serve as conduits for their gods.

Role: Divine channelers are masters of divine energies, serving much the same role, both in society and in adventuring parties, as the standard cleric. While divine channelers provide support for other classes, their exact abilities depend in large measure upon their particular faith, even more so than a standard cleric. Within the realm of those domains and doctrines they hold to, however, the divine channeler is master.

Like the cleric, the divine channeler must focus their worship on the divine. They draw their power from a specific deity and serve to express that deity's will in the world.

Alignment: The divine channeler must be of the same alignment as his deity.

Hit Die: d8.

Class Skills The divine channelers class skills are Appraise (Int), Craft (int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Intelligence modifier.

#### **Class Features**

The following are class features of the divine channeler.

Weapon and Armor Proficiency: Divine channelers are proficient with all simple weapons and light armor. Divine channelers are also proficient with the favored weapon of their deity.

Aura (Ex): Like a cleric, a divine channeler has a particularly powerful aura corresponding to their alignment (see the detect chaos/evil/good/law chart, Core Rulebook pg 266).

Cleric Equivalency: The divine channeler is considered a cleric for all effects or items which take cleric levels into account.

Spells: A divine channeler casts divine spells which are drawn from the cleric spell list. A divine channeler prepares his spells in advance, in a manner identical to a cleric.

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

Like other spellcasters, a divine channeler can cast only a certain number of spells of each spell level per day. The base daily spell allotment is given on the Divine Channeler Advancement Table. Where the table indicates that the divine channeler gets o spells per day of that spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level.

Divine channelers cast fewer spells than clerics and, unlike clerics, the majority of the spells a divine channeler prepares must be drawn from his domain(s). The advancement table of the divine channeler indicates how many domain spells and non-domain spells the channeler may prepare, as indicated in notations such as "1+2." In each notation, the first numeral indicates non-domain spells and the second indicates domain spells.

Channel Energy (Su): A divine channeler channels energy in a manner identical to a cleric (Core Rulebook pg 40). The ability of the divine channeler to channel energy increases faster than that of a cleric and culminates at level 20 with the replacement of the d6 with the d8 when channeling.

Domain: Even more-so than a cleric, the identity of a divine channeler's deity influences his alignment, spells and abilities. The divine channeler, at level one, chooses two domains from among those belonging to his deity. He may choose a third domain at level 9 and a fourth at level 15. If a divine channeler's deity does not have four domains, the divine channeler may choose domains on his own, so long as he does not choose a domain that is ethically opposed to a tenet of his faith. This includes alignment based domains but might also include other domains at the GM's discretion (For example, a divine channeler devoted to a goddess of peace would not be allowed to choose the War or Destruction domains.).

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The divine channeler's domains grant the divine channeler domain powers identical to those they would grant a cleric. However, unlike the cleric, the divine channeler has the ability to prepare more than one domain spell per level per day. In point of fact, as has already been noted, the majority of the divine channeler's spells must be chosen from his domain spells.

Like the cleric, the divine channeler also has access to any subdomains associated with his deity's sphere of influence.

**Minor Channeling:** Divine channelers have access to any minor channeling effects (as detailed in Part Three of this book) associated with their domain(s).

**Orisons:** Divine channelers can prepare a number of

orisons or o-level spells, each day, as noted on the divine channeler advancement table. These spells are cast like any other spell but they are not expended when cast and may be used again.

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**Spontaneous Casting:** A divine channeler may substitute a domain spell for any spell of the same level he has prepared, including other domain spells.

**Turn Undead:** The divine channeler gains the Turn Undead feat as a bonus feat at 1st level. If the divine channeler channels negative energy, they gain Command Undead instead.

**Chaotic, Evil, Good, and Lawful Spells:** A divine channeler can't cast spells of an alignment opposed to their own or their deity's. Spells associated with a particular alignment have an alignment descriptor in their spell descriptions.

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Table 1-1: Divine Channeler										
Level	Base Attack Bonus	Fort Save	<b>Ref Save</b>	Will Save	Special					
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, minor channeling, orisons, turn undead					
2nd	+1	+3	+0	+3	Channel energy 2d6, critical channeling +1d6					
3rd	+2	+3	+1	+3	Combat channeling					
4th	+3	+4	+1	+4	Channel energy 3d6					
5th	+3	+4	+1	+4	Major channeling					
6th	+4	+5	+2	+5	Channel energy 4d6, critical channeling +2d6					
7th	+5	+5	+2	+5	Extra channeling					
8th	+6/+1	+6	+2	+6	Channel energy 5d6					
9th	+6/+1	+6	+3	+6	Domain					
10th	+7/+2	+7	+3	+7	Channel energy 6d6, critical channeling +3d6					
11th	+8/+3	+7	+3	+7	Channel energy 7d6					
12th	+9/+4	+8	+4	+8	Channel energy 8d6, critical channeling +4d6					
13th	+9/+4	+8	+4	+8	Extra channeling					
14th	+10/+5	+9	+4	+9	Channel energy 9d6					
15th	+11/+6	+9	+5	+9	Domain					
16th	+12/+7/+2	+10	+5	+10	Channel energy 10d6, critical channeling +5d6					
17th	+13/+8/+3	+10	+5	+10	Extra channeling					
18th	+13/+8/+3	+11	+6	+11	Channel energy 11d6					
19th	+14/+9/+4	+11	+6	+11						
20th	+15/+10/+5	+12	+6	+12	Channel energy 12d8, critical channeling +6d6, energy mastery					

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Jable 1-2: Spells per day											
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	2	0+1	-	-	-	-	-	-	-	-	
2nd	2	0+2	-	-	-	-	-	-	-	-	
3rd	2	1+2	-	-	-	-	-	-	-	-	
4th	3	1+2	0+2	-	-	-	-	-	-	-	
5th	3	1+2	1+2	-	-	-	-	-	-	-	
6th	3	1+3	1+2	0+2	-	-	-	-	-	-	
7th	3	2+3	1+2	1+2	-	-	-	-	-	-	
8th	3	2+3	1+2	1+2	0+2	-	-	-	-	-	
9th	3	2+3	1+3	1+2	1+2	-	-	-	-	-	
10th	3	2+3	2+3	1+2	1+2	0+2	-	-	-	-	
11th	3	2+3	2+3	1+3	1+2	1+2	-	-	-	-	
12th	3	2+3	2+3	2+3	1+2	1+2	0+2	-	-	-	
13th	3	2+3	2+3	2+3	1+3	1+2	1+2	-	-	-	
14th	3	2+3	2+3	2+3	2+3	1+2	1+2	0+2	-	-	
15th	3	2+3	2+3	2+3	2+3	1+3	1+2	1+2	-	-	
16th	3	2+3	2+3	2+3	2+3	2+3	1+2	1+2	0+2	-	
17th	3	2+3	2+3	2+3	2+3	2+3	1+3	1+2	1+2	-	
18th	3	2+3	2+3	2+3	2+3	2+3	2+3	1+2	1+2	0+2	
19th	3	2+3	2+3	2+3	2+3	2+3	2+3	1+3	1+2	1+2	
20th	3	2+3	2+3	2+3	2+3	2+3	2+3	2+3	1+2	1+2	

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**Critical Channeling:** Beginning at 2nd level, when the divine channeler scores a critical hit with his deity's favored weapon, he deals additional energy damage of the type he channels (positive or negative). The amount of extra damage dealt on a critical hit is +1d6 for every 2 dice of damage the channeler normally deals when channeling energy. Multiclassed divine channelers who have the ability to channel energy from another class (such as paladin) count channeling damage from all of their classes to determine the amount of extra damage dealt on a critical hit.

**Combat Channeling:** At 3rd level the divine channeler gains the feat Combat Domain Channeling as a bonus feat.

**Major Channeling Effects:** At 5th level the divine channeler gains the feat Major Domain Channeling as a bonus feat.

**Extra Channeling:** At 7th, 13th, and 17th level the divine channeler gains the ability to channel energy two extra times a day

**Energy Mastery:** At 20th level, the divine channeler is immune to any channeling effects he wishes to be immune to, as they happen. Moreover he may exclude any

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creatures or objects within the range of his channeling from the effects of his channeling, as he wishes.

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**Bonus Languages:** A divine channeler's bonus languages include Celestial, Abyssal, and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

# Part Two - New Feats

#### **Channeled Blast**

You have learned to shape the divine energies of your channeling, unleashing them, if you desire as a cone instead of a burst.

Prerequisites: Channel energy class feature

**Benefits:** You can, when you channel energy, unleash the energy as a cone instead of a burst. The cone begins from the point of your divine focus and extends to a length equal to twice the radius of your channeling range, with a final width equal to half the length of the cone.

# **Combat Domain Channeling**

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You have learned to use your channeled energies to affect the flow of combat, according to the teachings of your domain(s). access to at least one divine domain.

Benefits: You are able to use Combat Channeling Effects according to the domain(s) you possess, as described in this book.

**Note:** Channeled combat effects are subject to Selective Channeling, as normal. Without Selective Channeling, the alternate effects of the channeled energy affect all characters within thirty feet of the cleric, regardless of whether they are enemies or allies of the cleric.

#### **Double Channel (meta-channeling)**

You can double the rate of your channeling.

Prerequisites: 7th level, channel energy class feature.

Benefits: You can channel more than once in a single turn, stacking effects as appropriate. Channeling in this way uses up two extra uses of channeling energy beyond what any other effects might cost.

#### **Enlarge Channel (meta-channeling)**

You have learned to increase the range of your channeled energies.

Prerequisites: Channel energy class feature.

Benefits: At the cost of one additional use of channeling energy, you can increase the range of your channeling by 5 feet. You may spend more than one additional use of channeling energy to stack this effect with itself. You may use up to a maximum of three additional uses of channeling energy to increase the range of your channeling up to an additional 15 feet.

#### **Improved Turn Undead**

Calling upon higher powers, you damage undead as you cause them to flee from the might of your unleashed divine energies.

Prerequisites: Channel positive energy class feature, Turn Undead

Benefits: You can, as a standard action, use on of your uses of channel positive energy to both damage all undead within the range of your channeling and cause them to flee, as if panicked. Undead receive a Fortitude save to halve the damage and a Will save to negate the panic. The DC for both saves is equal to  $10 + \frac{1}{2}$  your cleric level + your charisma modifier. Undead who fail the Fortitude save take damage as if from a normal channeling attempt. Undead who fail the Will save flee for 1 minute. Intelligent undead receive a new Will save each round to end the effect.

#### **Major Domain Channeling**

You have learned to use your channeled energies to further the doctrines of your faith, according to the teachings of your domain(s).

**Prerequisites:** 5th level, channel energy class feature,

**Prerequisites:** 3rd level; channel energy class feature; access to at least one divine domain, Combat Channeling Benefits: You are able to use Major Channeling Effects according to the domain(s) you possess, as described in this book.

> Note: Major channeling effects that affect all within range of your channeling are subject to Selective Channeling.

#### **Maximized Channel (meta-channeling)**

You have learned to pack the maximum power into your channeling efforts, though it expends your energy faster. Prerequisites: Channel energy class feature

Benefits: When you use your channel ability energy, you can choose for all variable, numeric

effects to be maximized. Saving throws and opposed rolls are not affected. Maximized Channeling requires the channeler to utilize two additional channeling uses in order to achieve this effect.

#### **Heart of Faith**

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You need no outward symbol to manifest your faith through.

Prerequisites: Divine Spellcaster

Benefit: You have no need for a divine focus or holy symbol, either for casting divine spells or for channeling energy.

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# Part Three - Domain Channeling

In this section, we elaborate on the use of channeled energy according to domain. For each domain we include four things: Sensorial Imagery, a Minor Channeling Effect, a Combat Channeling Effect, and two Major Channeling Effects.

Sensorial Imagery: When a cleric channels energy, the domains they adhere to helps shape the way the energy flows. Variations in color, smell, warmth and air texture are all common side effects of the channeling event. For each domain, we suggest a certain imagery to accompany channeling. As most clerics will have two domains (at least), the exact imagery of each cleric's channeling will vary, even within a given church. For instance, the positive energy of a cleric with the Animal and Good domains might manifest as a mingling of light brown and pure white energies, accompanied by a definite, albeit momentary rise in temperature. Meanwhile the negative energy of a cleric with access to the Fire and Evil domains might manifest as a bright orange energy streaked with red and outlined in grey, accompanied by a sudden rise in temperature that nevertheless leaves those that experience it feeling chilled. The energy channeled by a cleric always begins at the point of the Cleric's exposed Holy Symbol and radiates out in

a visible spherical shape to a radius of thirty feet, unless otherwise obstructed. Players are free to use the imagery suggested here as a basis upon which to craft their own description of their channeled energy.

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Minor Channeling Effect: Clerics and divine channelers as they are being trained to channel energy, are taught to shape and use that energy according to their domains. At the GM's discretion, these minor channeling effects are useable by any cleric who possesses the relevant domain. The DC for any saving throw against minor channeling effects is equal to 10 + 1/2 CL + Charisma Modifier.

Combat Channeling Effect: Channeling is primarily used in combat to either heal or cause damage. Divine channelers, and some clerics, also learn to focus their channeled energies in other ways, according to the dictates and doctrines of their domains. To use channeled energy in this way requires the channeler to possess the feat: Combat Domain Channeling. The exact effect of combat domain channeling varies from domain to domain, but otherwise follows the same rules as normal for channeling, being a burst of energy affecting all within range. As noted in the feat, selective turning is useable with Combat Domain Channeling. The DC for any saving throw or caster level check against a combat domain channeling effect is equal to 10+ 1/2 CL + Charisma Modifier.

Major Channeling Effect: As Clerics learn to fully master their channeled energies, they are able to manifest alternate effects, according to their clerical domains. To use Channeled energy in this way requires the channeler to possess the feat: Major Domain Channeling. Those with this feat are able to use both major channeling effects associated with their domains. The DC for any saving throw or spellcasting check made against a major channeling effects is equal to 10 + 1/2 CL + Charisma Modifier. As noted in the feat, selective turning is applicable to any effect which affects all within range.

# Profane and Sacred Bonuses

Most of these effects grant a sacred or profane bonus, which means that they stack with other, similar bonuses. None of these effects however stack with themselves, unless otherwise noted.

# Air Domain

Sensorial Imagery: Light blue energy, tinged with white, and a noticeable movement of the air.

Minor Channeling Effect: Quick Wind: You can, as a standard action, employ one of your uses of channel energy to create a blast of air, powerful enough to extinguish flames. You may extinguish a number of flames (no larger than a torch-fire) equal to the number of dice you would normally roll when channeling energy (1d6 equals one flame, 2d6 equals 2 flames, etc.). At the GM's discretion, larger fires may be deemed to be the equivalent of two or more torches and thus subject to the effect.

Combat Channeling Effect: Electrical Wave: You can, as a standard action, use one of your uses of channel energy to unleash an electrical attack affecting all characters, other than yourself, within range of your channeled energy. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 2d6 points of damage would roll 2d6 for electrical damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Pillar of Air: You can, as a standard action, utilize one of your uses of channel energy to create a five foot wide column of wind sufficient to lift objects, including, possibly, yourself. You may, in this way, for each dice you would normally roll when channeling, levitate 50 lbs ten feet for one round (3d6 would lift 150 lbs. thirty feet into the air for up to three rounds, etc.). The range of this ability is equal to the range of your channeling ability. When attempting to lift an unwilling character, a Reflex save negates the effect for one round. If an object is forcefully lifted against an obstacle such as a roof, damage is equal to 1d6 for every ten feet the obstruction is below the ultimate height of the air column (Reflex halves damage). (Example: If a cleric could lift an individual forty feet, but there is a roof ten feet above the floor, the individual would take 3d6 points of damage, one die for each of the remaining ten feet; though again, a successful Reflex save would halve this damage.) If a cleric lifts an object or individual with the column of air and then ceases to lift them or fails to bring them gently down, falling damage applies as normal.

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Major Channeling Effect: Storm Shield: You can, as a standard action, use one of your uses of channel energy to infuse all targets within the range of your channeling, including yourself, with protection from electricity. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts for a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of electrical damage equal to the protection (3d6 equals 9 points of electrical protection for up to 3 rounds, 4d6 equals 12 points of electrical protection for up to 4 rounds, etc.). This effect stacks with itself.



# Animal Domain

Sensorial Imagery: Light brown energy, and a faint warmth.

Minor Channeling Effect: Heart of the Beast: You can, as a swift action, employ one of your uses of channel energy to create a bond between you and one animal, thus improving your ability to interact with that animal. The animal cannot be outside of the range of your channeling ability, though it can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Handle Animal skill check equal to the number of dice you would normally roll when channeling energy (2d6 would equal a +2 bonus, 3d6 would equal a +3 bonus, etc). The use of this effect must be declared before any dice are rolled.

Combat Channeling Effect: Blessing of Tooth and Claw: You can, as a standard action, utilize one of your uses of channel energy to infuse all natural attacks within the range of your channeling ability with energy, thus providing an energy bonus to attacks and damage. The bonus is equal to the 1/2 the number of dice you would normally roll when channeling, rounded up and last for a number of rounds equal to the number of dice you would normally roll (3d6 equals a + 2 energy bonus for 3 rounds, 5d6 equals a +3 energy bonus for 5 rounds, etc.). The bonus is of the energy type channeled by the cleric (positive or negative) for the purposes of overcoming potential damage reduction.

Special: A cleric that can convert their channeled energy into a different energy type (such as a Cleric with the Fire domain) can choose which energy type to infuse the natural attacks with.

Major Channeling Effect: Beast Strength: You can, as a standard action, use one of your uses of channel energy to infuse a single animal (the creature must be of the animal type, it cannot be a magical beast, an augmented animal or any other creature type) within the range of your channeling with incredible strength. The increase to strength is a sacred (or profane) bonus equal to the number of dice you would normally roll when channeling and lasts a number of minutes equal to the bonus (3d6 would equal a +3 strength bonus lasting 3 minutes, 4d6 would equal a +4 bonus lasting 4 minutes, etc.).

Major Channeling Effect: Heal the Beast: You can, as a standard action, utilize one of your uses of channel energy to completely heal a single animal (the creature must be of the animal type, it cannot be a magical beast, an augmented animal or any other creature type) within the range of your channeling. The animal cannot possess

more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD animal, 4d6 would heal up to an 8 HD animal, etc.). The animal is healed of all injuries including poison and disease, but not of any magical or supernatural afflictions, such as petrification or ghoul induced paralysis.

# Artifice Domain

Sensorial Imagery: Silvery grey energy, and the faint smell of mineral oil.

Minor Channeling Effect: Etch: You can, as a standard action, use one of your uses of channel energy to etch metal with words and images. The number of words or shapes you can infuse into the metal is equal to the number of dice you would normally roll when channeling (1d6 equals 1 word or image, 2d6 equals 2 words or images, etc.). Each word or image can individually cover no more than six square inches of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (metal-working or sculpting) can attempt more complicated images, subject to a skill check and GM approval.

Combat Channeling Effect: Touch of Steel: You can, as a standard action, use one of your uses of channel energy to repair or strengthen all inanimate objects within range of your channeling. Dice are rolled as normal for channeling but the resulting number is applied only to the hit-points of inanimate objects, repairing an amount of physical damage up to the number rolled. Excess hit points are applied to each object in the area as temporary hit points lasting a number of rounds equal to the number of dice rolled. (Example: A cleric rolls 3d6 and obtains a total of 9. Within the range of his channeling is a sword that has received 5 points of damage. The sword is mended and the remaining 4 points are applied to the sword as temporary hit-points lasting 3 rounds. All other inanimate objects in range, including walls and doors receive 9 temporary hit-points lasting 3 rounds.). Objects that have been completely destroyed or disintegrated are beyond the power of this effect, but most broken items are not.

Major Channeling Effect: Industrious Speed: You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a burst of energetic speed, identical in effect to haste. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc). This effect cannot be stacked with haste.

Major Channeling Effect: Touch of the Master: You can, as a standard action, use one of your uses of channel energy to make all non-magical pieces of equipment, including armor and weapons, within the range of your channeling, function as if they were of masterwork quality. This effect lasts for a number of minutes equal to the number of dice you would normally roll when channeling (3d6 equals 3 minutes, 4d6 equals 4 minutes, etc.).

#### Chaos Domain

Sensorial Imagery: Black energy, streaked with crimson, and a brief feeling of vertigo.

Minor Channeling Effect: Soul of Chaos: You can, as a standard action, use one of your uses of channel energy to either imbue objects and creatures with a chaotic aura or else increase the strength of an existing chaotic aura. You may so affect a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients but you may not more than double the duration of the effect. Creatures affected by this effect are considered to have the strength of their chaotic aura increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable lawful aura instead have the strength of their lawfully aligned aura decreased by one step. Lawfully aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Cloud of Chaos: You can, as a standard action, employ one of your uses of channel energy to create chaos, confusion and disorganization. All those within the range of your channeling must succeed at a Will save or suffer a penalty to all d20 rolls (attack rolls, skill checks and saving throws) for the length of the effect. The penalty is equal to half the number of dice, rounded up, that you would normally roll when channeling energy (3d6 equals -2, 5d6 equals -3, etc.). The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.). This penalty is a sacred (or profane) bonus. Those affected are allowed a Will save each round to negate this effect for one round.

Major Channeling Effect: Vertigo: You can, as a standard action, utilize one of your uses of channel energy

to create a field of vertigo and disorientation causing all those, excepting yourself, within range of your channeling to become flatfooted. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). Those affected are allowed a Will save each round to negate this effect for 1 round.

Major Channeling Effect: Zone of Chaos: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to lawful aligned characters. All lawful aligned creatures feel uneasy, suffering a sacred (or profane) penalty to all d20 rolls (attack rolls, skill checks and saving throws) equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 penalty for 3 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

#### Charm Domain

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Sensorial Imagery: Light pink energy, with a golden glow behind it, and the faint scent of flowers.

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Minor Channeling Effect: Kindred Spirit: You can, as a swift action, employ one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to interact with that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Bluff or Diplomacy skill check equal to the number of dice you would normally roll when channeling energy (2d6 would equal a +2 bonus, 3d6 would equal a + 3 bonus, etc). The use of the channeling use must be declared before any dice are rolled.

Combat Channeling Effect: Channeled Daze: You can, as a standard action, use one of your uses of channel energy to momentarily cloud the mind of all those within range of your channeling, as if using daze monster. Creatures with more HD than a number equal to twice the number of dice you would normally roll when channeling energy, minus one are not affected (2d6 would daze creatures with 3 HD or less, 3d6 would daze creatures with 5 HD or less, etc.). A Will save negates this effect.

Major Channeling Effect: Attitude Adjustment: You can, as a standard action, employ one of your uses of channel energy to infuse all those within range of your channeling with a positive, helpful attitude. All those so affected have their attitude improved by one step (hostile



This attitude adjustment lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, 4 d6 equals 4 rounds, etc.). Contrarily, you may also use one of your uses of channel energy to make people feel more hostile, decreasing attitudes by one-step. Either way, a Will save negates this effect.

Major Channeling Effect: Bother and Bewilder: You can, as a standard action, use one of your uses of channel energy to decrease the will power of those within range of your channeling. Those affected by this effect receive a sacred (or profane) penalty to their Will save equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 for four rounds, 4d6 equals -4 for 4 rounds, etc.). Targets of this effect are allowed a Fortitude save to negate the effect.

# Community Domain

Sensorial Imagery: Light green energy, and a faint warmth.

Minor Channeling Effect: Calming Channel: You can, as a standard action, use one of your uses of channel energy to free a single individual within the range of your channeling from the grip of fear. Provided the target does not have more HD than twice the number of dice you can channel (1d6 equals up to 2 HD, 2d6 equals up to 4 HD, etc.), they lose any panicked, frightened or shaken condition.

**Combat Channeling Effect:** Channeled Blessing: You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a bonus on attack rolls and on saving throws against fear. The effect is a sacred (or profane) bonus equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals +1 bonus for 2 rounds, 3d6 equals +2 bonus for 3 rounds, 5d6 equals +3 bonus for 5 rounds, etc.). The effect stacks with bless, but not with itself.

Major Channeling Effect: Gird the Mind: You can, as a standard action, use one of your uses of channel energy to strengthen the willpower of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Will saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3

becomes unfriendly, unfriendly becomes indifferent, etc.). bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature under the effect of an affect subject to Will saves, is allowed a new Will save to negate the effect (example: A charmed creature would be allowed a new Will save to overcome the charm.).

> Major Channeling Effect: Blessing of Health: You can, as a standard action, use one of your uses of channel energy to infuse all those around you with divine health. When channeling in this way, dice are rolled as normal, and wounds are healed as normal, but any excess hitpoints are gained as temporary hit-points for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.). This effect does stack with itself, but a target can never have their hit-points more than doubled through this effect.

# Darkness Domain

Sensorial Imagery: A pitch black energy, and a momentary suppression of sound.

Minor Channeling Effect: Kiss of Darkness: You can, as a standard action, use one of your uses of channel energy to extinguish small non-magical, non-living lightsources (such as a torch, candle, lantern or sunrod) within the range of your channeling. You may extinguish a number of sources equal to the number of dice you would normally roll when channeling energy (1d6 equals one light source, 2d6 equals 2 light source, etc.) Larger sources of light, such as a fire in a fireplace, might count as two or more sources, and thus be subject to this effect at higher levels, pending GM approval. Light sources in the possession of another (such as a lantern carried by hand) are allowed a Reflex save to negate this effect.

**Combat Channeling Effect:** Bands of Darkness: You can, as a standard action, employ one of your uses of channel energy to create swirling bands of darkness. These bands of darkness provide concealment within the range of your channeling (20% miss chance) for anyone you have not selected to avoid through the use of selective channeling and count as shadows for any special ability or affect requiring shadows. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals a duration of 2 rounds, 3d6 equals a duration of 3 rounds, etc.).

Special: Clerics with the Darkness domain who possess the special ability eyes of darkness, are not affected by the concealment provided by the swirling bands of darkness. Likewise, True Seeing and similar effects negate this effect.

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Major Channeling Effect: Sightless Eyes: You can, as a standard action, utilize one of your uses of channel energy to strike those within the range of your channeling, excepting yourself, blind. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.). A Fortitude save negates this effect and those failing their saves are allowed a new save each round.

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Major Channeling Effect: Sighted Eyes: You can, as a standard action, use one of your uses of channel energy to give those within the range of your channeling darkvision. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.).

# Death Domain

**Sensorial Imagery:** A pale, off-white energy, and the faint smell of old dust.

Minor Channeling Effect: Death's Kiss: You can, as a swift action, employ one of your uses of channel energy to create a sinister bond between you and one creature, thus improving your ability to intimidate that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a profane (or sacred) bonus to a single Intimidate skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a + 1 bonus, 3d6 would equal a + 3bonus, etc). The use of the effect must be declared before any dice are rolled.

Combat Channeling Effect: Fear of Death: You can, as a standard action, use one of your uses of channel energy to conjure images and feelings of mortality in all those within the range of your channeling, resulting in a penalty on attack rolls and on saving throws against fear. The effect is a profane (or sacred) penalty equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals -1 bonus for 2 rounds, 3d6 equals -2 bonus for 3 rounds, 5d6 equals -3 bonus for 5 rounds, etc.). A Will save negates this effect.

Major Channeling Effect: Death's Blade: You can, as a standard action, use one of your uses of channel energy to infuse all weapons within the range of your channeling with harmful energy. When these weapons strike, in addition to their regular damage they deal

damage equal to the amount of energy you would normally generate through your channeling. (Example: A cleric that would normally channel 3d6 points of energy would infuse weapons with the ability to deal an additional 3d6 points of damage.) This harmful charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target.

Major Channeling Effect: Tears of Death: You can, as a standard action, utilize one of your uses of channel energy to weaken the bodies of all those within range of your channeling. Such weakened flesh experiences excessive bleeding when struck by physical weapons. The amount of bleed damage from each such attack is equal to half the number of dice you would normally roll, rounded up, when channeling and the effect lasts for a number of rounds equal to the number of dice you would normally roll (3d6 equals 2 points of bleed damage per attack, with the effect lasting 3 rounds, 5d6 equals 3 points of bleed damage per attack with the effect lasting 5 rounds, etc.). Any bleed damage received continues to bleed, until dealt with through a successful healing check or the application of magical healing, even after the effect ends. This effect does not affect creatures not subject to bleeding and a fortitude save halves the damage from the effect, though not the duration.

# Destruction Domain

Sensorial Imagery: A crackling, dark blue energy, lined with orange, followed by a sound like thunder in the distance.

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Minor Channeling Effect: Destroyers Kiss: You can, as a standard action, employ one of your uses of channel energy to break a single non-magical, non-living object within the range of your channeling. The object must have hit points equal to or less than three times the number of dice you would normally roll when channeling energy (1d6 could destroy an object with 3 or less hp, 2d6 could destroy an object with 6 or less hp, etc.) and when affected gains the broken condition. Objects being carried or held may negate the effect with a successful Fortitude save. If the object has more hit points than you can effect, it takes no damage from the attempt but you have still used up one of your channeling uses.

**Combat Channeling Effect:** Destroyer's Rage: You can, as a standard action, employ one of your uses of channel energy to infuse creatures within range of your channeling with an emotional surge similar to rage. Those affected by this effect gain a profane (or sacred) bonus to their strength and constitution, but they gain a penalty to

their AC equal to this bonus. The amount of both bonus and penalty is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 to strength and constitution and -1 to AC, 3d6 equals +2 and -2, 5d6 equals +3 and -3, etc.) This effect last a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.) and is subject to selective turning. This effect stacks with both rage and *bull's strength*, but does not result in fatigue when it is finished.

Major Channeling Effect: Destroyer's Touch: You can, as a standard action, use one of your uses of channel energy to weaken the physical structure of non-magical, non-living objects within the range of your channeling, making them more vulnerable to damage. Physical damage done to affected objects, after subtracting for hardness, is multiplied by a factor equal to  $1 + \frac{1}{4}$  the number of dice you would normally roll when channeling, rounded up (3d6 equals x2 damage, 5d6 equals x3 damage, 9d6 equals x4 damage). This effect last for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

Major Channeling Effect: Hammer of the Destroyer: You can, as a standard action, utilize one of your uses of channel energy to charge all weapons and tools (such as hammers) within the range of your channeling with incredible powers of destruction. When used against inanimate objects, or when attempting to sunder a weapon or object, on a successful hit, the weapon, in addition to its regular damage dealt, deals damage equal to the amount of energy you would normally generate through your channeling (3d6 equals 3d6 points of structural or sundering damage, etc.). This destructive charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Weapons that strike a living target lose the charge without doing additional damage.

#### Earth Domain

Sensorial Imagery: A brown energy, and the faint smell of freshly dug dirt.

Minor Channeling Effect: Chisel: You can, as a standard action, use one of your uses of channel energy to inscribe solid rock with petroglyphs: engraved words and images. The number of words or shapes you can infuse into the rock is equal to the number of dice you would normally roll when channeling (1d6 equals 1 word or image, 2d6 equals 2 words or images, etc.). Each word or

image can cover no more than half a square foot of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (sculpting) can attempt more complicated images, subject to a skill check and GM approval.

Combat Channeling Effect: Acidic Wave: You can, as a standard action, utilize one of your uses of channel energy to unleash an acidic attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 3d6 points of damage would roll 3d6 for acidic damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Channeled Stone Shape: You can, as a standard action, use one of your uses of channel energy to transmute earth and stone, as the spell stone shape. You may shape 2 cubic feet of stone for each die vou would normally roll when channeling. (3d6 equals 6 cubic feet of stone, 4d6, equals 8 cubic feet of stone, etc.). While this ability can work on pure dirt, as well as stone, it may not be used on purified metals.

Major Channeling Effect: Cloak of the Earth: You can, as a standard action, use one of your uses of channel energy to infuse all creatures within the range of your channeling, including yourself, with protection from acid. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of acid damage equal to the protection (3d6 equals 9 points of acid protection for 3 rounds, 4d6 equals 12 points of acid protection for 4 rounds, etc.). This effect stacks with any previous acid resistance or protection from acid, including itself.

# Evil Domain

Sensorial Imagery: A dark grey energy, and a faint chill.

Minor Channeling Effect: Soul of Evil: You can, as a standard action, utilize one of your uses of channel energy to imbue objects and creatures with an evil aura or else increase the strength of their evil aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/ objects for 2 hours). You may, if you choose, affect less



creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their evil aura increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable good aura instead have the strength of their good aligned aura decreased by one step. Good aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Breath of Evil: You can, as a standard action, employ one of your uses of channel energy to imbue all weapons in the range of your channeling with the power of evil. All such weapons count as evil for the purposes of overcoming damage reduction. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Weapons being held in the hands of good aligned characters are allowed a Will save to negate this effect.

Major Channeling Effect: Cloud of Evil: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to good aligned characters. All good aligned characters feel uneasy, suffering a profane penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling. The effect last for a number of rounds equal the number of dice you would roll (3d6 equals -3 penalty for 3 rounds, 5d6 equals -5 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

Major Channeling Effect: Embrace of Evil: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling beneficial to evil aligned characters. All evil aligned characters feel bolstered, gaining a profane bonus to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling. The effect last for a number of rounds equal the number of dice you would roll (3d6 equals +3 bonus for 3 rounds, 5d6 equals +5 penalty for 5 rounds, etc.).

# Fire Domain

Sensorial Imagery: An orange energy, streaked with red, and noticeable heat.

Minor Channeling Effect: Kiss of the Flame: You can, as a standard action, utilize one of your uses of channel energy to set non-living flammable objects on fire: lighting candles, logs, papers, torches or the like. You may light a number of objects equal to the number of dice you normally roll when channeling energy (1d6 equals 1 fire, 2d6 equals 2 fires, etc.) and the objects must be within range of your channeling. The fires may be no larger than that of a torch fire, though there is nothing to prevent such fires from spreading if they are able. If you target an object held by an individual, the object is allowed a Reflex save to negate the effect.

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Combat Channeling Effect: Fiery Wave: You can, as a standard action, utilize one of your uses of channel energy to unleash a fiery attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 4d6 points of damage would roll 4d6 for fire damage. The fires of your channeling are hot enough to set unattended objects on fire. A successful Reflex save halves the damage done.

Major Channeling Effect: Cloak of Embers: You can, as a standard action, employ one of your uses of channel energy to infuse all creatures within the range of your channeling, including yourself, with protection from fire. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of fire damage equal to the protection (3d6 equals 9 points of fire protection for 3 rounds, 4d6 equals 12 points of fire protection for 4 rounds, etc.). This effect stacks with any previous fire resistance or protection from fire, including itself.

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Major Channeling Effect: Fuel the Flame: You can, as a standard action, employ one of your uses of channel energy to fuel existing fires within the range of your channeling, increasing their size in proportion to the energy put forth. For a full round following this action, all fire damage done within the range of your channeling is multiplied by a number equal to  $1 + \frac{1}{4}$  the number of dice normally rolled when channeling energy, rounded up (3d6 equals x2, 5d6 equals x3, 9d6 equals x4). Though fires double, triple, or even quadruple in size during this event, the flames are fueled by the energy of the channeling and do not consume more fuel than normal.

# Glory Domain

Sensorial Imagery: A golden, glowing energy, and the faint feeling of static electricity in the air.

Minor Channeling Effect: Mantle of Glory: You can, as a swift action, utilize one of your uses of channel energy to infuse yourself with divine energy, momentarily strengthening your personality. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single diplomacy or use magic device skill check equal to the number of dice you would normally roll when channeling energy (1d6 equals a +1 bonus, 2d6 equals a +2 bonus, etc). The use of this effect must be declared before any dice are rolled.

Combat Channeling Effect: Cloak of Glory: You can, as a standard action, employ one of your uses of channel energy to bolster the life force of the living with divine energies. When you use your channeling in this way, all living creatures within the range of your channeling, gain a sacred (or profane) bonus to their constitution and charisma scores. The amount of the bonus is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 bonus, 3d6 equals +2, 5d6 equals +3 etc.) This effect last a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Blade of Glory: You can, as a standard action, use one of your uses of channel energy to charge all weapons within the range of your channeling with incredible powers against the undead. When used against an undead creature, on a successful hit, the weapon, in addition to its regular damage, deals damage equal to the amount of energy you would normally generate through your channeling (3d6 equals an additional 3d6 points of damage against undead, etc.). This charge last for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Weapons that strike a living target lose the charge without doing additional damage.

Major Channeling Effect: Divine Waters: You can as a standard action, employ one of your uses of channel energy to temporarily affect all water within the range of your charge. Affected water deals damage to undead for each round the undead is in contact with the water. The damage dealt is equal to 1/2 of the damage you would normally deal when channeling energy against undead, rounded down (3d6 channeling equals 1d6 damage per round, 4d6 channeling equals 2d6 damage a round, etc.). If this water is used as a missile weapon, it continues dealing damage for 1d3 rounds after the initial contact. If this effect is used on holy water, the holy water deals damage according to this effect and deals an additional 1d6 points of damage each round. The duration of this effect is equal to half the number of dice you would normally roll when channeling, rounded up (3d6 channeling equals 2 rounds, 5d6 channeling equals 3 rounds, etc.).

# Good Domain

Sensorial Imagery: A pure white energy, and a faint warmth.

Minor Channeling Effect: Soul of Goodness: You can, as a standard action, utilize one of your uses of channel energy to imbue objects and creatures with an aura of good or increase the strength of their good aligned aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/ objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their aura of good increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable evil aura instead have the strength of their evil aligned aura decreased by one step. Evil aligned creatures may negate this effect with a Will save.

Effect: Combat Channeling Breath of Righteousness: You can, as a standard action, use one of your uses of channel energy to imbue all weapons in the range of your channeling with the power of good. All such weapons count as good for the purposes of overcoming damage reduction. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Weapons being held in the hands of evil aligned characters are allowed a Will save to negate this effect.

Major Channeling Effect: Cloud of Righteousness: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to evil aligned characters. All evil aligned characters feel uneasy, suffering a sacred penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to 1/2 the number of dice you would

normally roll when channeling, rounded up. The effect last for a number of rounds equal to the number of dice you would roll (3d6 equals -2 penalty for 3 rounds, 5d6 equals -3 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

Major Channeling **Effect:** Embrace of Righteousness: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling beneficial to good aligned characters. All good aligned characters feel bolstered, gaining a sacred bonus to all d20 rolls (attack rolls, skill checks, and saving throws) equal to 1/2 the number of dice you would normally roll when channeling, rounded up. The effect last for a number of rounds equal to the number of dice you would roll (3d6 equals +2 bonus for 3 rounds, 5d6 equals +3 penalty for 5 rounds, etc.).

#### Healing Domain

Sensorial Imagery: A pale yellow energy, streaked with green, a faint warmth, and a momentary suppression of odors.

Minor Channeling Effect: Twin Hearts: You can, as a swift action, use one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to understand that creature, both physiologically and psychologically. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Heal or Sense Motive skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 2d6 would equal a +2 bonus, etc). The use of the channeling use must be declared before any dice are rolled.

Combat Channeling Effect: Breath of Healing: You can, as a standard action, employ one of your uses of channel energy to infuse all weapons within the range of your channeling with healing energy. When these weapons strike, instead of doing damage they provide divine healing equal to the amount of healing you would normally provide through your channeling. (Example: A cleric that would normally heal 3d6 points of damage through channeling positive energy would infuse weapons with the ability to heal 3d6 points of damage.) This healing charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Those wishing to negate this ability may do so with a successful Will save.

Major Channeling Effect: Healer's Embrace: You can, as a standard action, use one of your uses of channel energy to completely heal a single humanoid or monstrous humanoid within the range of your channeling. The creature cannot possess more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD creature, 4d6 would heal up to an 8 HD creature, etc.). The target is healed of all injuries including poison and disease, but not of any magical or supernatural afflictions, such as petrification or ghoul induced paralysis.

Major Channeling Effect: Cloak of Health: You can, as a standard action, utilize one of your uses of channel energy to render all those within the range of your channeling resistant to poisons and diseases for a number of rounds equal to the number of dice you normally roll when channeling energy (3d6 equals 3 rounds, etc.). Those affected by this effect gain a sacred (or profane) bonus to saves against poisons and diseases equal to the number of dice you would normally roll when channeling (3d6 equals +3 bonus, 4d6 equals +4 bonus, etc.). If a creature with this effect fails a save related to either a poison or a disease in a round, they may make a new save each round for the duration of the effect.

#### Knowledge Domain

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Sensorial Imagery: A muted grey energy, a momentary suppression of sound and the faint smell of ink.

Minor Channeling Effect: Quick Scribe: You can, as a standard action, utilize one of your uses of channel energy to copy the non-magical contents of one page onto a blank page. You may copy a number of pages equal to the number of dice you would normally roll for channeled energy (1d6 equals 1 page, 2d6 equals 2 pages, etc.).

Combat Channeling Effect: Serpent's Bite: You can, as a standard action, use one of your uses of channel energy to give combatants within the range of your channeling an insight into the movements and rhythms of their opposition. All those affected by this effect may make an attack of opportunity when an opponent takes a five foot step that would not normally provoke such an attack. This effect does not allow those affected to make more attacks of opportunity during a round than they would normally be allowed. The duration of the effect is a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).



Major Channeling Effect: Meeting of the Minds: You can, as a standard action, use one of your uses of channel energy to create a field of mental connectivity, allowing all affected to communicate telepathically for one hour. You may create such a connection between a number of people equal to the number of dice you would normally roll when channeling (3d6 equals 3 people, 4d6 equals 4 people, etc.). Those affected must initially be within the range of your channeling but can afterward travel up to 100 feet from each other without breaking the connection. You may exclude yourself from the mental connection, if desired. Those linked telepathically do not have to share a common language to communicate effectively with each other for the duration of the link.

Major Channeling Effect: Scholars Whetstone: You can, as a standard action, use one of your uses of channel energy to sharpen the intellect of all those within range of your channeling for an hour. All those affected gain a sacred (or profane) bonus to all Knowledge skill checks equal to the number of dice you would normally roll when channeling (3d6 equals a + 3 bonus, 4d6 equals a + 4bonus, etc.).

# Jaw Domain

Sensorial Imagery: A silver and gold energy, and a sound of a soft sigh.

Minor Channeling Effect: Soul of Law: You can, as a standard action, use one of your uses of channel energy to imbue objects and creatures with a lawfully aligned aura or else increase the strength of their lawful aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/ objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their aura of lawfulness increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable chaotic aura instead have the strength of their chaotically aligned aura decreased by one step. Chaotically aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Brothers in Arms: You can, as a standard action, utilize one of your uses of channel energy to create a unified bond affecting all lawfully aligned creatures allied with one another (that is those allied with at least one other person within the effect, not necessarily those allied with you) within the range of your channeling. Those affected by this effect gain the following benefits for the duration of the effect: When attacking a common foe they count as flanking, regardless of position; when standing adjacent to a comrade they gain a +2 sacred (or profane) defense bonus; and so long as a single comrade remains standing they receive a +2 sacred (or profane) bonus to saves versus fear and fear effects. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.)

Major Channeling Effect: Breath of Law: You can, as a standard action, use one of your uses of channel energy to bring calmness and order to those within the range of your channeling. When used in this way, all those affected by the effect lose any fear or panic related condition, no matter the cause. Moreover, those affected become immune to fear for a number of minutes equal to the number of dice you would normally roll when channeling (3d6 equals 3 minutes, 4d6 equals 4 minutes, etc.).

Major Channeling Effect: Cloud of Lawfulness: You can, as a standard action, employ one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to chaotic aligned characters. All chaotic aligned characters feel uneasy, suffering a sacred (or profane) penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 penalty for 3 rounds, 5d6 equals -5 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

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# **Tiberation** Domain

Sensorial Imagery: A silvery white energy, a quick breeze, and a faint sound like metal striking metal.

Minor Channeling Effect: Freedom's Kiss: You can, as a standard action, use one of your uses of channel energy to attempt to open a single, non-magical lock. When using this effect, you roll as normal for channeled energy but the number rolled is added to 15. If the resulting number is equal to or greater than the DC of the lock, the lock is opened. (Example: A third level cleric attempts to open a simple DC 20 lock. She rolls 2d6 as normal, resulting in a 2 and a 3, for a total of 5. 5 plus 15 is 20 and the lock opens.)

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**Combat Channeling Effect:** Cloak of Freedom: You can, as a standard action, employ one of your uses of channel energy to increase the ability of those within the range of your channeling to resist being grappled or captured. All those affected gain a sacred (or profane) bonus to their CMD equal to the number of dice you would normally roll when channeling and the effect last for an equal number of rounds (2d6 equals +2 bonus to CMD for 2 rounds, 3d6 equals +3 bonus to CMD for 3 rounds, etc.). Additionally, for the duration of the effect, those attempting a CMB maneuver of any sort against one affected by this effect must roll two d20 for the attempt and take the lesser roll.

Major Channeling Effect: The Unburdened Step: You can, as a standard action, use one of your uses of channel energy to improve the reflexes of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Reflex saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature affected by an effect subject to Reflex saves, is allowed a second Reflex save. (Example: A character dodging a fireball fails her Reflex save but because of the effect gains a second Reflex save.)

Major Channeling Effect: The Liberated Mind: You can, as a standard action, utilize one of your uses of channel energy to completely break a mental enchantment or domination. If the enchantment is a result of a spell, the spell level may not be greater than the number of dice you would normally roll when channeling energy (3d6 equals a 3rd level spell or lower, etc.). If the enchantment is the result of a magical item or effect, the caster level of the item cannot be greater than twice the number of dice you would normally roll when channeling energy (3d6 equals CL 6 or less, etc.).

# Juck Domain

Sensorial Imagery: A green and gold energy, with lingering sparkles of green and gold light.

Minor Channeling Effect: Store of Luck: You can, as a swift action, use one of your uses of channel energy to reserve a little bit of your luck for later anytime you roll a natural 20. You must declare, at that time, the use of your channeling but the use of this ability does not affect the outcome, one way or another, of the initial roll. Thereafter you may apply a +10 bonus to any single d20 roll (attack roll, skill check or saving throw) so long as the intent to use the ability is declared before any dice are rolled and the duration of the effect has not expired. You may hold this luck for a number of hours equal to the number of dice you would normally roll when channeling (1d6 equals 1 hour, 2d6 equals 2 hours, etc.) and you may only have a single bit of luck held in reserve at any one time.

Combat Channeling Effect: Luck's Own Blade: You can, as a standard action, employ one of your uses of channel energy to increase the tendency of those within the range of your channeling to do well in combat. For the duration of the effect, those affected by this effect may reroll any "1's" they roll when attacking, though they must keep the results of the second roll. Additionally, for the duration of the effect, the critical range of all weapons within the area of effect is increased by 1 step. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: Zone of Luck: You can, as a standard action, utilize one of your uses of channel energy to create a zone of luck (good or bad) within the range of your channeling. For the duration of this effect, all characters and creatures making a d20 roll (attack, skill check, or saving throw) roll two d20. If you have chosen good luck they may take the better of the two rolls. If you have chosen bad luck, they must take the worst of the two rolls. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.). You may not stack good luck and bad luck onto the same area at the same time as attempting to do so cancels out both effects.

Major Channeling Effect: Luck's Embrace: You can, as a standard action, employ one of your uses of channel energy to bless a single individual within range of your channeling with a charge of incredible luck. Roll your channeling dice as normal. The amount rolled is given as a sacred (or profane) bonus to that character for their next d20 roll (attack roll, skill check or saving throw). This charge of luck lasts for up to an hour or until the character makes a d20 roll, whichever comes first. (Example: A 7th level cleric with the luck domain blesses a companion with luck and rolls 4d6. She rolls 3, 5, 2, and 4 for a total of 14. The companion gains a +14 to his next d20 roll provided it occurs within an hour of the blessing.) A character may have only one such charge at a time.

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# Madness Domain

Sensorial Imagery: Purple and scarlet energies, swirling air currents, and a faint stale, musty odor.

Minor Channeling Effect: Imbecile's Tongue: You can, as a standard action, utilize one of your uses of channel energy to momentarily befuddle the speech of another person within the range of your channeling, making it impossible for them to communicate effectively. Those who are affected by this effect cannot speak intelligibly for the duration of the effect, either to communicate or cast spells with a verbal component. The effect last for a number of rounds equal to the number of dice you would normally roll when channeling energy (1d6 equals 1 round, 2d6 equals 2 rounds, etc.). A successful Will save negates this effect and the target is allowed a new Will save each round.

Combat Channeling Effect: Breath of Madness: You can, as a standard action, employ one of your uses of channel energy to inflame the minds of those involved in combat. All those affected by this effect gain a profane (or sacred) bonus to combat related d20 rolls equal to the number of dice you would normally roll when channeling (2d6 equals +2 bonus, 3d6 equals +3 bonus, etc.). Those affected by this effect who successfully strike another creature must make a Will save or take 1d4 temporary Wisdom damage (minimum 1). Any creature reduced to less than 3 Wisdom by this effect becomes insane for 1d4 hours. The effect lasts a number of rounds equal to the dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: Wave of Confusion: You can, as a standard action, utilize one of your uses of channel energy to cause confusion within the range of your channeling. All creatures within the area of effect must make a Will save or be affected as if by a confusion spell for 1 round.

Major Channeling Effect: Madman's Screech: You can, as a standard action, use one of your uses of channel energy to unleash a mind-bending sonic attack affecting all creatures within the range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 4d6 points of damage would roll 4d6 for sonic damage (reflex halves). Any creature struck by the attack must make a Will save or take 1d4 Wisdom damage and be stunned for 1 round.

# Magic Domain

Sensorial Imagery: Violet and gold energy, and a faint sound of fire.

Minor Channeling Effect: Soul of Magic: You can, as a standard action, use one of your uses of channel energy to infuse objects within the range of your channeling with a magical aura so that they detect as faintly magical. When using this effect, you can choose the school of the aura you wish to impart. You may affect a number of objects equal to the number of dice you would normally roll for channeling and they are each affected for 10 minutes. If you so choose, instead of affecting multiple items, you may stack the durations onto a single object (1d6 equals one object for ten minutes, 3d6 equals either three objects for ten minutes or one object of thirty minutes, etc.).

Combat Channeling Effect: Breath of the Arcane: You can, as a standard action, utilize one of your uses of channel energy to infuse all non-magical weapons within the range of your channeling with magical properties. This effect imparts no bonuses to either attack or damage rolls, but it does allow the weapons to count as magical for the purpose of overcoming damage reduction. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Arcane Wave: You can, as a standard action, use one of your uses of channel energy to unleash a force attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling, except a d4 replaces the d6; thus a cleric that would normally heal 4d6 points of damage would roll 4d4 for force damage. Objects that would block or absorb a magic missile, such as a brooch of shielding, will likewise block or absorb this attack.

Major Channeling Effect: Arcane Suppression: You can, as a standard action, use one of your uses of channel energy to attempt to suppress arcane magic within the range of your channeling for one round. This affect affects arcane spells with a spell level less than the number of dice you would normally roll when channeling energy (3d6 would suppress or prevent 2nd level spells or lower, 4d6 would suppress 3rd level spells or lower, etc.) You may also affect magical items or effects with a CL lower than your cleric or divine channeler level, suppressing their effects for one round. Arcane effects or spells already in effect are allowed no save versus this ability. Magical items are allowed a Will save to negate this effect. Casters attempting to cast arcane spells into this area during the

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effect. Likewise, any affected creatures that are attacked or threatened are allowed a new Will save.

Major Channeling Effect: The King's Mantle: You can, as a standard action, utilize one of your uses of channel energy to inspire a sense of awe towards yourself in those within range of your channeling. For the duration of this effect, all those affected attempting to attack either you, or your allies suffer a sacred (or profane) penalty to attack rolls. The amount of this penalty is equal to the number of dice you would normally roll when channeling and the effect lasts for an equal number of rounds (3d6 equals -3 penalty for 3 rounds, etc.). Those affected by this effect can attempt a Will save each round to negate the penalty for one round.

#### Plant Domain

Sensorial Imagery: Bright green energy, the smell of flowers and a faint sensation of warmth.

Minor Channeling Effect: The Green Kiss: You can, as a standard action, use one of your uses of channel energy to spur the natural growth of a non-magical plant. The affected plant experiences up to 2 weeks worth of growth for every die you would normally roll when channeling energy (1d6 equals up to 2 weeks of growth, 2d6 equals up to 4 weeks of growth, etc.). The plant's growth does not happen immediately but occurs at the rate of one day's worth of growth per minute. You can choose to cause less growth if you so desire but the cost in terms of channeling remains the same. Using this power you can cause seeds to sprout, flowers to bloom and fruit to blossom. The exact affect of the effect is dependent on the plant and subject to GM approval.

**Combat Channeling Effect:** Blessing of the Oak: You can, as a standard action, employ one of your uses of channel energy to infuse all wooden weapons and armors (including arrows, crossbow bolts, and wooden fists) within the range of your channeling with a divine energy akin to an enchantment bonus. This sacred (or profane) bonus is equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals +3 bonus, etc.). For wooden armors, this bonus adds to the protection they would provide. For wooden weapons, this bonus increases both the hardness of the weapon (by a number equal to the bonus) and affects the damage done by the weapon. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: The Gardner's Touch: You can, as a standard action, utilize one of your uses of channel energy to completely heal a single plant or plant creature within the range of your channeling. If animate, the plant cannot possess more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD plant creature, 4d6 would heal up to an 8 HD plant creature, etc.). If inanimate, the size of the plant determines your ability to heal it. A cleric capable of channeling 3d6 can heal a medium sized plant. For each additional die vou can channel, increase the size of the plant by one step (4d6 equals a large plant, etc.). The plant is healed of all injuries including poison and disease, but not of any magical or supernatural afflictions. If you attempt to heal a plant that is not subject to the effect, nothing happens, but the channeling use is still used up.

Major Channeling Effect: Channeled Growth: You can, as a standard action, use one of your uses of channel energy to cause all the plants within the area of your channeling to grow as if affected by the overgrowth effect of plant growth. For every die you would normally roll when channeling, you may add another ten feet to the range of your channeling for the purpose of this effect (3d6 would add an extra thirty feet to the range, 4d6 would add an extra forty feet, etc.).

### **Protection Domain**

Sensorial Imagery: A translucent, white energy and a momentary drop in air pressure.

Minor Channeling Effect: Blessing of the Lock: You can, as a swift action, use one of your uses of channel energy to bless a lock for twenty-four hours. By doing so, you increase the DC to open the lock by a number equal to twice the number of dice you would normally roll when channeling energy (1d6 equals +2 DC, 2d6 equals +4 DC, etc.).

Combat Channeling Effect: Cloak of Steel: You can, as a standard action, use one of your uses of channel energy to provide all those within the range of your channeling with divine protection. This effect provides a sacred (or profane) bonus to AC equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals +3 bonus, etc.). This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

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Major Channeling Effect: Cloak of Safety: You can, as a standard action, utilize one of your uses of channel energy to provide all those within the range of your channeling with divine resistance, increasing their saving throws. Those affected by this effect receive a sacred (or profane) bonus to their saves equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (3d6 equals +2 bonus, 5d6 equals +3 bonus, etc.). This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds. etc.).

Major Channeling Effect: Cloak of Clarity: You can, as a standard action, utilize one of your uses of channel energy to render all those within the range of your channeling resistant to enchantments and mind-affecting effects for a number of rounds equal to the number of dice you normally roll when channeling energy (3d6 equals 3 rounds, etc.) Those affected by this effect gain a sacred (or profane) bonus to saves against enchantments and mindaffecting effects equal to the number of dice you would normally roll when channeling (3d6 equals +3 bonus, 4d6 equals +4 bonus). If an affected creature fails their save or are already under the influence of such an enchantment, they may make a new save each round for the duration of the effect.

# **Repose** Domain

Sensorial Imagery: Midnight blue energy, lined with white, and the suggestion of a cool breeze.

Minor Channeling Effect: Rest in Peace: You can, as a standard action, utilize one of your uses of channel energy to bless one or more corpses. You can use this effect in one of two ways. Firstly you can use the effect to target a number of corpses equal to the number of dice you would normally roll when channeling energy (1d6 equals one corpse, 2d6 equals 2 corpses, etc.) and bless them all, provided they are all within the range of your channeling. Corpses that have been so blessed cannot be easily animated. Anyone attempting to animate a blessed corpse must make a caster level check to do so. Such checks must be made for each individual corpse. Failure means the spellcaster may not attempt to animate the same corpse again. Alternatively, you can target a single corpse within the range of your channeling; one you know to have been slain by a spawning undead (such as ghouls, shadows and vampires). By blessing such a corpse, there is a chance that you prevent the corpse from reanimating as usual. The percent chance is equal to 10% multiplied by a number equal to the number of dice you would normally roll when channeling (2d6 would equal 20% chance the corpse does not reanimate, 3d6 would equal 30% chance the corpse does not reanimate, etc.).

Combat Channeling Effect: Final Blade: You can, as a standard action, employ one of your uses of channel energy to charge the weapons of those within range of your channeling with death dealing properties. When a weapon affected by this effect deals a blow which would move the target's hit-points below o, the weapon deals an additional 2d6 points of damage. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Gentle Slumber: You can, as a standard action, use one of your uses of channel energy to cause creatures within the range of your channeling to fall asleep for 1d4 minutes. You can affect a number of hit dice equal to four times the number of dice you would normally roll when channeling energy (3d6 equals 12 HD, etc.). Creatures with less hit dice are affected first. The targets are allowed a single Will save to negate. If no creatures within range of your channeling is subject to the effect, the channeling use is still used.

Special: Selective channeling allows you to avoid targeting creatures within the range of your channeling. Using Selective Turning with this effect has no effect on the number of hit dice affected. (Example: A 5th level cleric with the repose domain is facing four 3rd level kobold warriors and a 5th level kobold chieftain. Normally, the cleric could affect 12 HD worth of creatures, which would put the warriors to sleep but not affect the chief. Using this effect in conjunction with selective turning, the cleric chooses to not affect three of the kobold warriors and thus both the chief and one warrior have to make Will saves.)

Major Channeling Effect: Calm the Spirits: You can, as a standard action, utilize one of your uses of channel energy to dismiss any ghosts within the range of your channeling. A ghost struck by this effect must make a Will save or else be dispersed for a number of days. Ghosts take a penalty to their save equal to the number of dice you would normally roll when channeling (3d6 equals -3 penalty, etc.) and those that fail their save cannot manifest again for 1d4 days.

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# Rune Domain

Sensorial Imagery: A dark brown energy, streaked with red lines that twist in vaguely runic patterns, and a faint warmth.

Minor Channeling Effect: Rune Sight: You can, as a standard action, utilize one of your uses of channel energy to search for invisible or hidden runes. When you use this effect, you identify, within the area of effect all hidden runes and magical scripts with a Perception DC equal to or less than 23 + your perception modifier + a modifier equal to the number of dice you would normally roll when channeling energy. (Example: A 1st level cleric with a 16 wisdom but no training in perception would find any runes with a DC 27 or less to spot; 23 + 3 perception +1 channeling).

Combat Channeling Effect: Runic Blades: You can, as a standard action, employ one of your uses of channel energy to create temporary runes of power on all weapons within the range of your channeling. These runes allow the weapons to function as either silver or cold-iron weapons for the purpose of overcoming damage resistance. The effect lasts for a number of rounds equal to the dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Runes of Healing: You can, as a standard action, utilize one of your uses of channel energy to create temporary runes of power on the floors and walls within the range of your channeling: runes which grant fast healing 3 to all living creatures within the area of effect. The effect lasts for a number of rounds equal to the dice you would normally roll when channeling energy (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). The effect, as described, only functions for clerics that can channel positive energy. Clerics that channel negative energy may create runes that cause 3 points of damage each round to living creatures within range (A successful Fortitude save halves).

Major Channeling Effect: Runes of the Anchored Soul: You can, as a standard action, utilize one of your uses of channel energy to create temporary runes of power on the floors and walls within the range of your channeling: runes which prevent any creatures from teleporting into or summoning creatures into, the affected area. The runes last for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.)

# Strength Domain

Sensorial Imagery: A brown energy, streaked with orange, accompanied by a forceful air current.

Minor Channeling Effect: Touch of the Ox: You can, as a swift action, use one of your uses of channel energy to infuse yourself with divine energy, increasing some strength related skill checks for one round. When you use your channeling ability in this way, you, may add a sacred (or profane) bonus to a single Climb or Swim skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 2d6 would equal a +2 bonus, etc). The use of the channeling use must be declared before any dice are rolled. At the GM's discretion, this effect can also be used for a single non-skill related strength check.

Combat Channeling Effect: Ox Strength: You can, as a standard action, utilize one of your uses of channel energy to increase the strength of all those within range of your channeling. All those affected receive a sacred (or profane) bonus to strength equal to the number of dice you normally roll when channeling and lasting an equal number of rounds (2d6 equals +2 strength for 2 rounds, 3d6 equals +3 strength for 3 rounds, etc.). This effect stacks with bull's strength.

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Major Channeling Effect: Legs of Stone: You can, as a standard action, use one of your uses of channel energy to increase the carrying capabilities of those within the range of your channeling for a number of hours. Those affected by this effect treat all medium loads as light loads and all heavy loads as medium loads for the purpose of calculating speed. Furthermore, each can carry another hundred pounds above what they are normally capable of carrying. Those with such an extra burden are considered to have a heavy load. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 hours, 4d6 equals 4 hours, etc.). At the end of the effect's duration, anyone who has carried more than their normal maximum capacity is fatigued.

Major Channeling Effect: Renewed Strength: You can, as a standard action, use one of your uses of channel energy to bolster the energy of a number of creatures within the range of your channeling. Affected creatures who were exhausted are instead fatigued. Affected creatures who were fatigued creatures are instead considered to be physically rested, as if they had just received eight hours of sleep. You may affect a number of creatures equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 creatures, 4d6 equals 4 creatures,



The Strength Domain allows a cleric to imbue herself or an ally with strength of body.

etc.). You may use this effect more than once on the same creature in order to reduce them from exhausted to rested. Creatures that benefit from this effect may not use the effect to negate the need for rest prior to preparing spells, as it is entirely a physical phenomena and has no bearing on the mental faculties.

#### Sun Domain

**Sensorial Imagery:** A bright pale yellow energy, tinged with white, and a feeling of warmth.

**Minor Channeling Effect:** *Sun's Kiss:* You can, as a standard action, use one of your uses of channel energy to cause objects to shine, as if with a light spell. You may cause a number of objects to shine equal to the number of dice you would normally roll for channeling and they shine for 10 minutes. If you so choose, instead of lighting multiple items, you may stack the durations onto a single object (1d6 equals one object for ten minutes, 3d6 equals

either three objects for ten minutes or one object of thirty minutes, etc.).

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Combat Channeling Effect: Revealing Light: You can, as a standard action, utilize one of your uses of channel energy to flood the area within the range of your channeling with sparkling, almost solid energy. This energy moves and takes shape, outlining and tracing the movements of all corporeal creatures within the area of effect. The result of this effect is that the motions of all invisible creatures can be traced, revealing the location of such individuals, negating their invisibility for the duration of the effect so long as they remain within the affected region. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.) and is not subject to selective turning. Invisible creatures who wish to remain undiscovered can attempt to remain perfectly still for the duration of the effect. Those who attempt this must make a Stealth check.

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Major Channeling Effect: Sunlight's Glow: You can, as a standard action, employ one of your uses of channel energy to imbue yourself with a blinding inner radiance. This light illuminates similar to a daylight spell. Meanwhile, those making a melee attack against you must make a Reflex save or be blinded for 1d4 rounds following their first attack. Additionally, for the length of the effect, any undead within 5 feet of you take 2d6 points of damage each round (fortitude halves). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

Major Channeling Effect: Sunlight's Glare: You can, as a standard action, use one of your uses of channel energy to cause all non-magical, non-living objects within the range of your channeling to glow brightly with the light of the sun for a very brief period of time. Those within the area of effect, excluding yourself, suffer a -8 penalty to all sight based Perception rolls for the duration of the effect due to the brightness. All creatures adversely affected by sunlight suffer any relevant penalties so long as they remain within the area of the effect. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

# Travel Domain

Sensorial Imagery: A light green and blue energy, and a faint, fresh breeze

Minor Channeling Effect: Burst of Speed: You can, as a swift action, utilize one of your uses of channel energy to increase your speed for one round. For each die vou would normally roll when channeling, your speed increases by 5 feet (1d6 equals plus 5 ft., 2d6 equals plus 10 ft., etc.). At the end of the round, the effect ends.

Combat Channeling Effect: Step of the Open Road: You can, as a standard action, employ one of your uses of channel energy to infuse all those within range with divine energy, allowing them to move more easily and speedily. Each affected character or creature may, on their turn, for the length of the effect, take a single 5 foot step as a free action which does not provoke an attack of opportunity. This 5 foot step is in addition to the 5 foot step allowed each turn during a full round action. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). This effect cannot be stacked with itself.

Major Channeling Effect: Blessing of the Unhindered Journey: You can, as a standard action, use one of your uses of channel energy to bless those within the range of your channeling with the ability to ignore the hindrances of natural terrain for a period of time. Those so blessed may not scale impassible terrain, but they may move freely on ice, through dense brush, over sand, or along otherwise difficult terrain, all without being slowed. This effect eliminates any penalties for difficult terrain both for overland travel and during combat. The effect lasts a number of hours equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 hours, 4d6 equals 4 hours, etc.).

Major Channeling Effect: Traveler's Endurance: You can, as a standard action, use one of your uses of channel energy to strengthen the fortitude of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Fortitude saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature under the effect of an effect subject to Fortitude saves, is allowed a new Fortitude save to negate the effect. (Example: A diseased creature would be allowed an extra Fortitude save to overcome the disease.)

# Trickery Domain

Sensorial Imagery: A light purple energy, accompanied by a momentary feeling of disorientation.

Minor Channeling Effect: Conman's Kiss: You can, as a swift action, utilize one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to interact with that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Bluff or Intimidate skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 2d6 would equal a +2 bonus, etc.). The use of the channeling bonus must be declared before any dice are rolled.

Combat Channeling Effect: It's a Trap: You can, as a standard action, employ one of your uses of channel energy to give all combatants within the range of your channeling the feeling of being surrounded on all sides by opponents. All affected creatures are automatically

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Channeling effects of the Travel domain make traversing difficult terrain easier for some than for others.

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flanked by their opponents, regardless of how many they are fighting and suffer a -2 penalty to any fear or morale related saving throws. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Those within the area of effect are allowed a Will save each round to negate the effect for one round.

Major Channeling Effect: Crooked Sight: You can, as a standard action, use one of your uses of channel energy to create a zone of displacement within the range of your channeling, in which everything appears to be one or two feet away from its real position. All those within the area of effect benefit as if they had cover (50% miss chance) for as long as they remain within the zone. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). True seeing negates this effect and the effect is not subject to selective channeling.

Major Channeling Effect: False Healing: You can, as a standard action, employ one of your uses of channel energy to make those within the range of your channeling believe they have been healed, even though they have not been. When using this effect, roll for channeling as normal. Those within the range of your channeling believe they have been healed for that amount. A successful Will save negates this effect. This use of channeling is a mindaffecting effect.

### War Domain

Sensorial Imagery: A crimson energy, and a faint coppery scent.

Minor Channeling Effect: Battle Blessing: You can, as a standard action, use one of your uses of channel energy to bless a single weapon, making it impossible to sunder or break for the duration of the effect. Though damage can be dealt to the weapon as normal, no amount of damage breaks the weapon for the duration of the effect. When the effect ends, if the weapon has not been repaired or mended, all damage done to it affects it as normal. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling (1d6 equals 1 hour, 2d6 equals 2 hours, etc.).

Combat Channeling Effect: Love of Battle: You can, as a standard action, use one of your uses of channel energy to bolster the martial abilities of those within the range of your channeling. All those affected by this effect gain a sacred (or profane) bonus to attack rolls equal to 1/2 of the number of dice you would normally roll when channeling, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals a +3 bonus, etc.). Additionally, all those affected may make one extra attack of opportunity each round, above what they could normally make. This effect lasts for a number of rounds equal to the number of dice you would roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Tears of War: You can, as a standard action, utilize one of your uses of channel energy to give all weapons within the range of your channeling the wounding property for the duration of the effect. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). Weapons which already have the wounding property do not benefit from this effect.

Major Channeling Effect: War's Haste: You can, as a standard action, use one of your uses of channel energy to imbue all those within range of your channeling with martial vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). This effect does not stack with haste.

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# Water Domain

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**Sensorial Imagery:** A light blue and white energy, and a momentary spike in the humidity of the air.

Minor Channeling Effect: Freeze Water: You can, as a standard action, utilize one of your uses of channel energy to freeze water. You may freeze up to one gallon of water for each die you would normally roll when channeling (1d6 equals 1 gallon frozen, 2d6 equals 2 gallons froze, etc.). The water thaws as normal.

Combat Channeling Effect: Wave of Frost: You can, as a standard action, use one of your uses of channel energy to unleash a cold attack affecting all characters within range of your channeled energy. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 2d6 points of damage would roll 2d6 for cold damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Breath of Water: You can, as a standard action, utilize one of your uses of channel energy to make the water within the range of your channeling breathable to air-breathing creatures. This


effect lasts for a number of rounds equal to the number of dice you could normally roll when channeling energy (3d6 equals 3 rounds, 4d6 equals 4 rounds). If cast in moving water, the area of effect flows with the water current according to the speed of the water.

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Major Channeling Effect: Winter's Cloak: You can, as a standard action, employ one of your uses of channel energy to infuse all targets within the range of your channeling, including yourself, with protection from cold. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of cold damage equal to the protection (3d6 equals 9 points of cold protection for 3 rounds, 4d6 equals 12 points of cold protection for 4 rounds, etc.). This effect stacks with any previous cold resistance or protection from cold, including itself.

#### Weather Domain

Sensorial Imagery: A blue energy, streaked with grey, and the faint smell of rain in the air

Minor Channeling Effect: Thermokinetics: You can, as a standard action, employ one of your uses of channel energy to alter the temperature within the range of your channeling. You may alter the temperature, up or down, up to 4 degrees for every die you would normally roll when channeling (1d6 equals a change of up to 4 degrees, 2d6 equals a change of up to 8 degrees, etc.). This change in temperature is not permanent. If outside, the temperature returns to normal at the rate of 4 degrees a round. If inside, in a large, well aired room, the temperature returns to normal at the rate of 1 degree a round. If inside, in a room or area with little or no ventilation, the temperature will return to normal at the rate of 1 degree a minute. You may use this effect multiple times in the same area and the effects will stack.

Combat Channeling Effect: Fogbank: You can, as a standard action, employ one of your uses of channel energy to pull moisture from the air and create a bank of thick fog that fills the area of your channeling. Within this fog visibility is limited to 5 feet. Beyond 5 feet the fog grants concealment (20% miss chance). The fog lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Weather the Elements: You can, as a standard action, utilize one of your uses of channel energy to strengthen those within range of your

channeling with divine protection against the elements. Those affected by this effect gain a sacred (or profane) bonus to any saving throw made to resist either extreme heat or extreme cold. The bonus is equal to the number of die vou would normally roll when channeling energy (3d6 equals +3 bonus, 4d6 equals +4 bonus, etc.) and lasts for 24 hours.

Major Channeling Effect: Cyclone: You can, as a standard action, employ one of your uses of channel energy to create a vortex of swirling wind, centered on yourself and reaching out to the full range of your channeling ability. Those within this area, excepting yourself, are affected as with a gust of wind spell. Those attempting ranged attacks, including yourself, either into or out of this area are likewise affected. This vortex lasts for a number of rounds equal to half the number of dice you would normally roll when channeling energy, rounded up (1d6 equals 1 round, 3d6 equals 2 rounds, 5d6 equals 3 rounds, etc.).

## New Channeling Feats

#### **Blinding Energy (General)**

Your channeled energy can be used to cause blindness in those it affects.

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**Prerequisite:** Channel energy class feature.

Benefits: In addition to the normal effects of your channeled energy, you can cause blindness in those normally affected by your channeling. Channeling in this way requires you to utilize an additional use of your channeled energy ability. Creatures which would normally be unaffected by your channeled energy use are unaffected by this effect. The blindness may be negated by a successful Fortitude save where the DC is equal to 10 + 1/2 your class level + your Charisma modifier.

#### **Channel Anathema (General)**

You can use your channel energy ability to infuse yourself with energy, anathema to living or undead.

Prerequisites: Cha 13, channel energy class feature, Combat Channeling.

**Benefits:** By using one of your uses of channel energy, you can grant yourself a +4 deflection bonus to AC against melee attacks made by undead (negative energy) or living (positive energy) creatures. Your melee attacks also do an additional +4 points of positive or negative energy damage to undead or living creatures upon a successful strike. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, etc.).

#### **Channeled Ray (General)**

You have learned to shape the divine energies of your

channeling, unleashing them, if you desire, as a ray instead **Improved Counter Channeling** of a burst.

Prerequisites: Channel energy class feature, Channeled Cone.

**Benefits:** You can, when you channel energy, unleash the energy as a ray instead of a burst. The ray begins from the point of your divine focus and extends to a length equal to three times the radius of your channeling range, with a width of five feet.

#### **Delayed Channeling**

You can delay the onset of your channeled energy.

Prerequisites: 5th level, channel energy class feature

Benefits: When channeling energy, instead of releasing the energy in an instantaneous blast, you can, as a standard action, create a node of condensed energy. At the end of a chosen number of rounds, the node of energy will explode in a blast of energy, exactly as if you had channeled the energy at that moment. You can choose for the node to last a number of rounds equal to or less than 1/2 your class level. Channeling in this way requires you to utilize an additional use of your channeled energy ability.

#### **Efficacious Channeling (General)**

Your channeled energy is stronger.

Prerequisites: Cha 13, channel energy class feature.

Benefits: All dice rolled to determine the effect or damage of a use of channeled energy receive a +1 bonus and all saving throw DC s to resist your channeled energy are increased by +1.

#### **Implanted Energy (General)**

You can embed a node of channeled energy into the body of a creature or a single object.

Prerequisites: 7th level, Delayed Channeling, channel energy class feature.

**Benefits:** When channeling energy, instead of releasing the energy in an instantaneous blast, you can, as a standard action, create a node of condensed energy and implant it into the body of a creature or into a single object. If the creature or object is reduced to o or less hit points, the node of energy explodes in a blast of energy, exactly as if you had channeled the energy at that moment. The node will last for up to 24 hours before dissipating without exploding. The node can be caused to last indefinitely, but doing so requires an expenditure of 150 gp worth of sacred oils per die of the channeled energy's effect (for example 3d6 worth of channeled energy would cost 450 gp and 5d6 would cost 750 gp). A single creature can possess only a single node of channeled energy at one time. Channeling in this way requires you to utilize an additional use of your channeled energy ability.

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You are adept at countering other clerics when they attempt to channel energy

Prerequisites: Channel energy class feature

Benefits: When you attempt to counter channel (see new skill use sidebar), you receive a +4 bonus to your Knowledge (religion) check.

#### Lingering Energy (General)

Your channeled energy can linger in an area for several seconds.

Prerequisites: 3rd level, channel energy class feature.

Benefits: The energy of your channeled energy lingers for a full round, affecting all who enter or pass through the area of effect during the round. Channeling in this way requires you to utilize an additional use of your channeled energy ability.

Normal: Channeled energy normally has an instantaneous effect.

#### **Merciful Channeling (General)**

You can infuse your channeled energy with the power of your mercies.

Prerequisites: Cha 13, channel positive energy class feature, mercy class feature.

Benefits: When you use your channel energy ability to heal living creatures, they also receive the benefits of your mercies.

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## Channeling Subdomains

The Pathfinder® Roleplaying Game: Advanced *Player's Guide*<sup>™</sup> introduced the concept of subdomains more specific focuses for clerical worship and power that allow players greater flexibility in customizing their characters. A cleric who chooses a subdomain must have access to both the domain and its subdomain from her deity. If a cleric selects a subdomain, she cannot select its associated domain as her other domain choice (in effect, the subdomain replaces its associated domain). Subdomains are treated as equivalent to their associated domain for any effect or prerequisite based on domains. If a subdomain has two associated domains, the cleric can only select the subdomain for one of her domains. Subdomains can be selected by Druids (except the metal subdomain) divine channelers, and inquisitors (if their deity allows it). While not all-inclusive this product presents a number of variant options for channeling subdomains and the traditional domains associated with them. They originally appeared in the free Pathways E-zine.



A Divine Wind: Clerics of Air, Clouds element. Air, in this scheme, is opposed by earth. It is extremely rare to encounter a religion or cleric which embraces the domains of both earth and air. Air is mildly aligned, and subservient to, fire, giving fire strength. It is strongly aligned with, and dominant over, water. The two subdomains of Air, Wind and Clouds, are reflections of this relationship between the elements. Wind is created when warm air meets cold, and thus the Wind domain is that aspect of Air influenced by Fire. The domain of Clouds, on the other hand, stresses the harmony between Air and Water, with Air dominant in the relationship.

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Air is also sometimes linked, theologically, with the domains of Travel, Liberation and Luck. In such religions, the aspect of Air most revered is its unhampered movement. It is nearly impossible to contain the wind. It blows where it will. For this reason, clerics embracing the domain of Wind are seldom lawful in alignment, as the nature of the element does not lend itself to structure. However, Aircentered religions are more inclined to goodness as the air, generally speaking, does more good than harm.

A Divine Path is available to all regardless of age.

Few things are as vital to life as the air we breathe. It surrounds us, fills us, sustains us and protects us. Air has a dangerous side as well. High speed winds are some of the most destructive forces on the planet. Nature oriented clerics with access to the domain of Air understand and embrace this dichotomy, revering the air and wind in all its aspects. Such deities, and their servants, are generally neutrally aligned. Clerics of good aligned deities whose portfolio includes Air are most likely to focus on the subdomain of Clouds, an aspect of air more reflective of the life-giving properties of the element. Evil-aligned deities concerned with the domain of Air generally focus their attentions on the destructive powers of the wind. Their priests do likewise.

Within the sphere of nature, each of the four elements (Air, Fire, Earth and Water) has a polar opposite, is mildly aligned (or subservient) to one of the other four, and is strongly aligned (and dominates over) the remaining GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of Air, or one of its associated subdomains.

### A Divine Path

This sacred text is most often found in the form of three scrolls. The contents of the scrolls are concerned with the twin subjects of flight and freedom. The author makes observations concerning creatures and objects in flight to teach lessons concerning personal liberty and happiness. The first scroll focuses on the subject of birds, the second on clouds, and the third on angelic beings. While seldom dogmatic, the scrolls are considered authoritative (indeed the observations within are both sublime and factual) and are frequently utilized by theologians and naturalists alike. Anyone using the scrolls to study any of the three subjects addressed therein (angels, birds, or clouds) adds +2 to any relevant Knowledge skill checks (nature, religion, or planes).

#### The Breath of Tife

This holy book begins with a simple premise, life began as a breath of the divine, and moves from there to discuss the possibilities of a life well lived, the need for charity and the natural obligation of the created to serve those which created them. The book is a thin tome, scarcely fifty pages long, but its poetical imagery, rich allegories and wellargued philosophies all serve to make it a very popular manuscript, particularly with priests who are called upon to give frequent sermons and homilies. Any character who needs to give a speech to a good-aligned audience can spend an hour beforehand in meditation upon this book and receive a +4 circumstance bonus to any relevant skill check (Diplomacy or Perform [oratory]).

### The Seven Clouds of Heaven

This white leather-bound book is doctrinal in nature, setting forth seven lessons in seven chapters. The overarching premise is that the gods shower gifts upon the world. Men sometimes fear the coming of these gifts, as they fear the coming of dark clouds, but when the clouds open, showering forth their life giving waters, men rejoice. Each chapter begins with a parable concerning a "cloud" (feared event) which ended up bringing "rain" (a blessing). The chapter then discusses the obligations such gifts entail and the associated commandments (Charity in Thought, Kindness, Affection, Freedom, Joy and Worship). The last chapter is the exception and discusses a cloud which did not cease giving rain, eventually destroying all those

beneath it. This chapter preaches contentment. Those who use this book to study religious matters gain a +2 circumstance bonus to Knowledge (religion) skill checks.

## New Feats

The following feats are available to divine casters possessing the Air domain, or one of its associated subdomains.

#### **Cold Air Caster**

You can interchange cold and electrical damage at will when casting a spell or channeling energy.

Prerequisite: Air Domain or Cloud Subdomain

Benefit: When you cast a spell or utilize a channeling effect which causes cold damage you can instead cause electrical damage. Likewise, when you cast a spell or utilize a channeling effect which causes electrical damage, you can instead cause cold damage.

#### **Hot Air Caster**

You can interchange fire and electrical damage at will when casting a spell or channeling energy.

Prerequisite: Air Domain or Wind Subdomain

Benefit: When you cast a spell or utilize a channeling effect which causes fire damage you can instead cause electrical damage. Likewise when you cast a spell or utilize a channeling effect which causes electrical damage, you can instead cause fire damage.

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#### Wind Grappler

The very air aids you when you attempting a combat maneuver.

Prerequisite: Air, Cloud or Wind Domain; Channel energy class feature

Benefit: You can, as a swift action, utilize one of your uses of channel energy to grant yourself a divine bonus to CMB and CMD for one round. The bonus is equal to twice the number of dice you would normally roll when channeling energy (1d6 equals +2 bonus, 2d6 equals +4 bonus, etc.).

#### Wind Walker

Your affinity with the air allows you to literally step on the air, increasing your jumps and reducing damage taken from falls.

Prerequisite: Air, Cloud or Wind Domain

Benefit: When you leap or jump, you may add 1/2 your class level (minimum of 1) to your Acrobatic skill check. Furthermore, when you fall, reduce the distance fallen by 5 feet per class level when calculating damage. Only class levels from a class granting access to the relevant domain are considered when using this feat.

Special: This ability stacks with the monk's slow fall ability but does not require the character to be next to a wall.

considered to have an at-will feather fall ability.

## Channeling Effects for the Wind and Cloud Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channeled energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Cloud Domain

**Sensorial Imagery:** White energy, tinged with light blue, and the feeling of a wet mist

Minor Channeling Effect: Cloud Shield: You can, as a swift action, employ one of your uses of channel energy to momentarily condense the water in the air around you, granting yourself protection against fire damage. By doing this you increase your resistance to fire by 1 for each die you would normally roll when channeling energy (1d6 increases your resist fire by 1, 2d6 by 2, etc.). This protection last for 1 round or until it is employed against an attack dealing fire damage, whichever comes first.

Combat Channeling Effect: Nimbus Wave: You can, as a standard action, use one of your uses of channel energy to unleash an attack affecting all characters, other than yourself, within range of your channeled energy. A wave of billowing energy, filled with electrical sparks, washes over any within range, dealing both cold and electrical damage. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 2d6 points of damage would roll 2d6 for damage. Half of all damage dealt is cold and the other half is electrical. A successful Reflex save halves the damage done.

Major Channeling Effect: Cloud of Cold: You can, as a standard action, utilize one of your uses of channel energy to pull moisture from the air, creating a cold, heavy fog that fills the area within the range of your channeling.

Special: A 20th level character with this feat is All creatures in the fog, except you, suffer 1d6 points of cold damage (Fortitude halves) each round. Furthermore, visibility within the fog is limited to 5 feet, and beyond 5 feet, the fog grants concealment (20% miss chance). The fog lasts for a number of rounds equal to the number of dice you would normally channel (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

> Major Channeling Effect: Storm Cloud: You can, as a standard action, utilize one of your uses of channel energy to pull moisture from the air, creating a heavy, electrically charged fog that fills the area within the range of your channeling. All creatures in the fog, except you, suffer 1d6 points of electrical damage (Fortitude halves) each round. Furthermore, visibility within the fog is limited to 5 feet, and beyond 5 feet, the fog grants concealment (20% miss chance). The fog lasts for a number of rounds equal to the number of dice you would normally channel (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

#### Wind Domain

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Sensorial Imagery: A mixture of light blue and white energy, the sound of a rushing wind and a noticeable movement of the air.

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Minor Channeling Effect: Forceful Wind: You can, as a standard action, employ one of your uses of channel energy to create a miniature cyclone. This cyclone is strong enough to extinguish flames and move up to 5 pounds of weight. The cyclone can move 15 feet per round and lasts a number of rounds equal to the number of dice you would normally roll when channeling energy (1d6 equals 1 round, 2d6 equals 2 rounds, etc.).

Combat Channeling Effect: Wind Blast: You can use one of your uses of channel energy to create a rolling blast of air, 10 feet wide and extending out to a range twice that of your normal range of channeling (solid objects such as walls block the blast). Any creatures or objects within the area of effect take 1d6 points of damage for every two dice you would normally roll when channeling, and are knocked prone (Fortitude save halves the damage and negates the prone effect).

Major Channeling Effect: Shield of Air: You can employ one of your uses of channel energy to create an area of thick, swirling winds, providing material protection to all those within range of your channeling. Those moving through the area of effect have their speed reduced by 5 feet and suffer a -2 penalty to any melee attacks they make. Ranged attacks into, within, or out of the area of effect suffer a -4 penalty. This effect is not subject to selective



Ravens, while avoided by most, are appreciated by clerics following a avian-oriented philosophy.

channel and lasts for a number of rounds equal to the falling damage applies as normal number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.).

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Major Channeling Effect: Pillar of Air: You can, as a standard action, utilize one of your uses of channel energy to create a 5-foot wide column of wind sufficient to lift objects, including, possibly, yourself. You may, in this way, for each dice you would normally roll when channeling, levitate 50 lbs. ten feet for one round (3d6 would lift 150 lbs. thirty feet into the air for up to three rounds, etc.). The range of this ability is equal to the range of your channeling ability. When attempting to lift an unwilling character, a Reflex save negates the effect for one round. If an object is forcefully lifted against an obstacle such as a roof, damage is equal to 1d6 for every ten feet the obstruction is below the ultimate height of the air column (Reflex halves damage). (Example: If a cleric could lift an individual forty feet, but there is a roof ten feet above the floor, the individual would take 3d6 points of damage, one die for each of the remaining ten feet; though again, a successful Reflex save would halve this damage.) If a cleric lifts an object or individual with the column of air and then ceases to lift it or fails to bring it gently down,

# Sacred Beasts: Priests of Fur and Feathers

The beasts of the field, and the birds of the air, fill the world around us, playing a myriad of roles in an intricate dance of life. From the smallest to the greatest, each is a masterful work, perfect for the task assigned to it. Priests with access to the animal domain celebrate the existence of each animal and seek to learn spiritual truths through the study of the same. The exact nature of how a religion glorifies animals is largely alignment-dependent. Evil beast-worshipers frequently focus upon the violent aspects of the animal kingdom, glorifying predators over prey and finding encouragement for their own base deeds in the primal nature of the wild. Neutral clerics with the animal domain are likely to focus on the intricate balance between all forms of life. Good-aligned religions tend to view the animals as gifts from the gods, provided for the good of all, and in need of care and nurturing.

Even within the doctrinal tenets suggested by alignment, various religions with an interest in animals will have

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vastly different positions concerning the role of beasts in the world. Indeed, one of the most important things to know, in order to properly understand the doctrines of a religion in regards to its views on animals, is the relationship they perceive to exist between man and beast. There are basically three positions. Most hold intelligent life to be inherently superior to unintelligent life. In such a worldview, man is master and the animals are servants. Meanwhile, some teach that all life, regardless of intelligence or size, has equal worth and there is no difference in the eyes of the gods between the life of a man and the life of an ant. Finally, a few religions hold animals to be inherently superior to the intelligent races.

In discussing religions with animal-centric dogmas, one should never forget the central role of the divine. While there are some religions which worship the creatures themselves as inherently praiseworthy, most accept that the animals are the creation of a higher power. In these churches, animals are not worshiped, rather, the nature of the animal helps to reveal the nature of the divine. Even here the lessons learned still vary from one religion to another. Theologians serving kindly gods frequently derive lessons from the animal kingdom regarding divine wisdom and benevolent forethought. Others, worshiping less benign masters, teach dogmas concerning the savage power and ruthless nature of their god.

There are two major subdomains within the animal domain: fur and feathers. The fact that some priests with access to the animal domain instead choose one of these subdomains generally has less to do with dogma than with the personal interest of the priest. Certain minor deities, however, do possess a greater interest in one sort of animal over another. Generally, such religions do not have full access to the animal domain and priests must always choose the preferred subdomain.

#### Sacred Tomes of Reasts

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of animals, or one of its associated subdomains.

#### Sayings from the Ancient Wood

A collection of animal-oriented parables and proverbs, diligently compiled from a number of divinely approved sources, this popular book teaches simple lessons in an engaging way. The practical advice within deals with issues of morality and day-to-day life, providing guidance for families, business and governance. Though it is regarded as scripture, Sayings from the Ancient Wood finds employment in any number of settings. Priests use it for homilies. Parents use it for a bed-time story book and entertainers frequently memorize the stories to share with their audiences.

#### The Feathered Chorus

This illustrated hymnal contains a collection of fifty spiritual songs, each with an avian theme. The title of the book is taken from the title of the first song within the book. The hymns were written by a talented priest and they are generally accepted as having been divinely inspired. Celebrating different aspects of life, these psalms are frequently used in informal gatherings and are quite popular, even among those who do not belong to animaloriented faiths. Because of the popularity of the songs, characters who use the hymnal in conjunction with a Perform (sing) skill check receive a +2 circumstance bonus to the effort so long as the audience is good or neutral in alignment.

#### The Red Tooth

This seven-chapter book is a tome used by evil cults and is always bound in dark red leather. Each chapter describes a different natural predator, from large to small (bear, tiger, shark, wolf, snake, tarantula and mantis), detailing its method of hunting and deriving spiritual applications from the same. The book glorifies stealth, strength, and violence. Doctrinally it advocates using whatever means necessary to bring down one's enemies and nestled within its natural lessons are many perverse doctrines. Though good-aligned religions detest the book, it occasionally finds its way into the homes of naturalists and hunters where it works mischief. Anyone using the book to study or hunt any of the animals mentioned may add a +2 circumstance bonus to Knowledge (nature) or Survival skill checks. There are rumors of more powerful copies of the book capable of magically increasing the faithful's ability to intimidate and deceive.

#### New Feats

The following feats are available to divine casters possessing the Animal domain, or one of its associated subdomains.

#### **Artistic Focus**

Your ability to create aesthetically pleasing animal images enhances the value of your crafted items.

**Prerequisites:** Craft (any) 3 ranks

Benefits: So long as you include an image or figure of an animal somewhere in or on an item you make using the Craft skill, the selling price of that item increases by 30%. This increase in price does not affect the cost or difficulty of crafting the item, only the market value of the item.

The additional value is added after calculating the initial price. Thus an item which cost 50 gp to make, and would normally sell for 100 gp, would instead have a value of 130 gp.

**Normal:** The normal price of an item is double the cost of crafting an item.

#### **Divine Animal Whisperer**

Your channeled energies are capable of blessing, calming and soothing animals.

Prerequisites: 3rd level Cleric or Druid with the animal domain or one of its subdomains

Benefits: As a standard action, which does not provoke an attack of opportunity, you may use one of your uses of channel energy to remove the frightened, shaken or panicked condition from any animal within range of your channeling. All animals within range of your channeled energy also receive a +1 sacred (or profane) bonus to all d20 rolls for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

#### Natural Theologian

Your study of theology has broadened your understanding of the natural world.

Prerequisites: Knowledge (religion) 5 ranks, must possess either the animal or plant cleric domains

Benefits: For every 5 ranks you possess in Knowledge (religion) you gain a +1 competence bonus to Knowledge (nature) skill checks.

#### **Persuasive Theologian**

Your study of theology and the scriptures makes you more persuasive.

Prerequisites: Knowledge (religion) 5 ranks, must personally possess at least one copy of a book of scriptures relevant to your personal faith

Benefits: For every 5 ranks you possess in Knowledge (religion) you gain a +1 competence bonus to Diplomacy and Performance (oratory) skill checks, so long as the things you are advocating or speaking about are in harmony with your chosen faith.

#### **Skilled Combat Handler**

Animals respond quickly and smoothly to your commands in combat.

#### Prerequisites: Handle Animal 3 ranks

Benefits: Trained animals under your command, and your animal companions, have a +2 bonus to initiative. Additionally you have a +2 competence bonus to any Handle Animal skill checks made while in combat.

## Channeling Effects for the Feather and Fur Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Feather Domain

Sensorial Imagery: Light brown energy, tinged with a shifting kaleidoscope of colors, and a soft trilling sound.

Minor Channeling Effect: Light as a Feather: As a free action, you can utilize one of your uses of channel energy to make yourself temporarily lighter, reducing the amount of damage taken from a fall, similar to the effects of a feather fall spell. When channeling reduce the amount of damage by 10 ft. for each die you would normally roll for channeling (1d6 would deduct 10 ft., 2d6 would deduct 20 ft., etc.). This effect must be used at the time of the fall and affects only a single fall.

Combat Channeling Effect: Song of Confusion: As a standard action, which does not provoke an attack of opportunity, you can use one of your uses of channeled energy to create an overwhelming cacophony of sounds similar to a chorus of hundreds of songbirds. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, etc.) and affects all those within range of your channeling. The effect makes verbal communication impossible within the area of effect for creatures more than 5 ft. away from each other. Additionally, anyone other than yourself trying to cast a spell while within the area of effect must succeed at a Concentration check to do so, where the DC is equal to 10 + the level of the spell they are casting. Creatures immune to sonic energy are immune to this effect.

Major Channeling Effect: Swift Flight: As a swift action, which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to increase your flight speed by 60 ft. (40 ft. if you are wearing

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rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.). If you did not have a fly speed prior to this effect, you gain a fly speed of 60 ft. (or 40 ft. if you are wearing medium or heavy armor) for the duration of the effect.

Major Channeling Effect: Swallow's Blessing: As a standard action, which does not provoke an attack of opportunity, you can use one of your uses of channel energy to temporarily improve the flight skill of all those within range of your channeling. All those affected by this effect gain a bonus to any Fly skill checks equal to the amount of dice you would normally roll when channeling energy (3d6 equals +3, 4d6 equals +4, etc.). This bonus lasts for a number of minutes equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 minutes, etc.).

### Fur Domain

Sensorial Imagery: Light brown energy, slowly darkening as it expands, a low grumbling sound, similar to a growl, and the faint smell of musk.

**Minor Channeling Effect:** Heightened Senses: As a swift action, which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to momentarily improve all of your senses, adding a bonus to a single Perception skill check. The amount of the bonus is equal to the number of dice you would normally roll when channeling energy (1d6 equals +1, 2d6 equals +2, etc.).

Combat Channeling Effect: Animal Reflexes: As a swift action, which does not provoke an attack of opportunity, you may employ one of your uses of channel energy to grant all those within range of your channeling a bonus to their Reflex save. This bonus is equal to the number of dice you would normally roll when channeling (2d6 equals +2 to Reflex saves, 3d6 equals +3, etc.) and lasts for 1 round. This effect is not subject to Selective Channeling.

Major Channeling Effect: Nimble as a Beast: As a free action you can utilize one of your uses of channel energy to temporarily make yourself more nimble and quick, adding a bonus to your Dexterity and increasing your speed. For every die you would normally roll when channeling, you add +1 to your Dexterity and increase your speed by 5 ft. (3d6 would equal a 15 ft. increase in speed and +3 to Dexterity). This effect lasts for a number of rounds equal to half the number of dice you would

medium or heavy armor). This effect lasts for a number of normally roll when channeling (3d6 equals 1 rounds, 4d6 equals 2 rounds, etc.).

> Major Channeling Effect: Beast Tonques: As a standard action, which does not provoke an attack of opportunity, you may use on of your uses of channel energy to grant the gift of tongues to any animal within range of your channeling. All animals affected by this effect can verbally communicate as if affected by the tongues spell. The effect only affects creatures with the animal type. It does not affect magical beasts or augmented animals. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.)

# Jaboring for the Gods: Clerics of Artifice, Constructs and Joil

While most deistic religions have some concept of the work of the gods in relationship to creating and sustaining the world, few clerics focus on this precept more than those clerics who dedicate themselves to the artifice domain. Through the construction of new works, and the repair of the old, they encourage their followers to emulate the creative and nurturing impulses of the divine. The exact nature of the divine entity in question naturally colors this doctrine; yet the overarching principle remains remarkably similar in religions both good and evil: as the gods work, so should their followers, in their honor and to their glory.

The artifice domain, and its two subdomains, the construct subdomain and the toil subdomain, are each aligned strongly with Law and Order. They are not of themselves good or evil, for while labor itself is sometimes regarded as a good activity, even evil religions can preach the virtue of toiling and building. Sometimes such evil groups, especially those with a connection to slavery, promote labor as the duty of individuals, especially those individuals at the bottom of society's ladder. In such schemes, labor is something which is forced upon you by another and virtue is found in submitting to one's situation. In other evil religions, labor, whether through manufacturing weapons for the church's faithful, or in providing food for the priests, is understood to promote the cause of the organization, and thus necessary and desirable. Still yet, other evil religions promote a mindless production of inferior goods, stressing the action of work over the quality of the work. In good religions concerned with artifice, labor and construction, the emphasis is most often on the quality of the goods being created and the care of the crafter in his labor. Doctrinally, these religions generally promote the need for high standards in one's work for two reasons. Firstly, and not least, each work

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A craftmaster cleric of Toil hammers away at a nascent sword blade.

should be done as if it were being done for the god. Each act of creation is a sort of sacrifice of talents for the god's glory, reflecting, as it does, the use of god-given talents. Additionally, it is not uncommon for good-aligned religions with an interest in the crafting skills, to emphasize charity and a willingness to serve in its doctrines. That is, there is a need to be good and loving and such love is shown better in deed than in word. Finally, neutral-aligned religions with access to the artifice domain typically stress the action of the work itself. How the work is used is less important than the quality of the work. There is, in these neutral religions, less of a focus on the community (a focus found, ironically, in both good and evil versions of the domain) and more of a focus on the individual. Such religions typically stress the skill of the craftsman, teaching enlightenment and spiritual ascension through the perfection of a craft.

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Clerics trying to choose whether to use the artifice domain, or its two related subdomains, should ask themselves which aspect of craftsmanship is most personally appealing, as there is a great deal of overlap in the three. The artifice domain is more generally concerned with the actual product being made while the toil subdomain is more concerned with the act of making a thing. The construct subdomain, meanwhile, is a much more specialized interest, being concerned with the act of giving life and movement to the product of the craftsman.

## New Feats

The following feats are available to divine casters possessing the Artifice domain, or one of its associated subdomains.

#### Craftmaster

Your religious training, and the blessings of your god, increases your crafting abilities.

**Prerequisite:** Wis 13, Artifice, Construct or Toil Domain **Benefit:** In addition to your Intelligence modifier, you may add your Wisdom modifier to any Craft skill checks.

#### **Encouraging Word**

You are adept at helping people in their efforts by providing verbal encouragement.

**Prerequisite:** Cha 13, Artifice, Construct or Toil Domain **Benefit:** When aiding another, you can add your Charisma modifier to your own d20 roll. When another character is engaged in an action which is not normally subject to aid another, such as an attempt to pick a lock, you can attempt to give them verbal encouragement by making a DC 10 Charisma check. If you succeed, they gain +2 morale bonus to the effort. If you fail, you distract them and they suffer a -2 morale penalty to the effort. The morale bonus does not stack with other morale bonuses but the penalty does.

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#### Toolmaster

Your religious training, and the blessings of your god, increase your ability to get the most out of your tools.

Prerequisite: Wis 13, Artifice, Construct or Toil Domain Benefit: When using a set of masterwork tools, you gain a +4 bonus to your Craft checks.

Normal: Masterwork tools normally add a +2 bonus to your Craft skill checks.

Sacred Jomes of Artifice, Joil and Constructs GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the artifice domain, or one of its associated subdomains.

#### A Perfect Flower

This religious book begins by describing the perfect flower, and how it was divinely made. It then proceeds to examine the way in which a mortal can replicate this feat using bronze and iron. Having described such a process, step by step, it then goes on to apply the lessons learned from crafting the perfect flower to other types of work, such as building a home, sewing a shirt, and carving a child's toy from wood. As the book progresses, intermingled with the practical instruction are spiritual insights and practical advice for life. This book is used by good-aligned religions and is popular with craftsmen. Individuals who spend an hour each day reading the book, after 1 week, receive a +1 sacred bonus to any Craft, Knowledge (engineering), Knowledge (religion), or Profession skill checks. The bonus lasts for eight hours after the book has been read for one hour. If the book is neglected for more than a week, it is necessary to spend another week reading it daily before once more receiving the bonus.

#### **Building the Dream**

This long scroll contains a collection of lessons on the benefits of labor done for the good of one's superiors and one's community. The homilies within are written in a pleasing, motivational manner, masking the rather evil nature of the reasoning. The scroll begins innocuously enough, arguing that an individual's path to happiness begins with selfless conformity for the greater good. With everyone serving, everyone will be served. The scroll uses many illustrations of people who have achieved blessings as slaves, while making it clear that the path to true fulfillment lies in having other people who are working for you. The scroll is popular with slavers and in slave-owning societies, though it teaches that the right to own slaves is universal and that every good citizen, even the king, is a slave to someone.

#### The Joyful Hammer

This hymnal contains a collection of labor-centric psalms. The songs remind workers of the reasons for their labor and the glories awaiting those who excel in the name of the gods. Popular with laborers and craftsmen alike, the steady beats, encouraging words and simple melodies of the hymnal are conducive to being sung while working. Anyone singing from The Joyful Hammer who succeeds on a DC 20 Performance check, adds a +2 morale bonus to Craft checks made by those who hear them. This bonus lasts for ten minutes and stacks with other bonuses, such as those granted by a bard's inspire competence ability.

## Channeling Effects for the Construct and Joil Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### **Construct Domain**

Sensorial Imagery: Silvery grey energy, touched with gold, and the faint smell of smoke.

Minor Channeling Effect: Divine Mending: You can, as a standard action, use one of your uses of channel energy to repair a single damaged object, as with mending, except that the amount of damage restored is determined by rolling the amount of dice you would normally roll when channeling energy.

Combat Channeling Effect: Dancing Steel: You can, as a standard action, employ one of your uses of channel energy to cause all non-secure metal objects (that is, objects not physically attached to another object) within range of your channeling to vibrate and twitch. Those attempting to use a "dancing" object as a weapon in combat suffer a -4 penalty to attack rolls for the duration of the effect. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

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Major Channeling Effect: Life to the Lifeless: You can, as a standard action, utilize one of your uses of channel energy to impart a measure of "life" to a single stone or metal object, sized Large or smaller, within range of your channeling. The object moves too slowly and clumsily to effectively attack living objects but can otherwise be made to perform according to your desires. The object has a speed of 10 ft., and a Strength score according to its size (Tiny: Str 6, Small: Str 10, Medium: Str 14, Large: Str 18). Objects given life while being securely attached to another, larger object, are unable to move. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.).

Major Channeling Effect: Hold the Construct: You can, as a standard action, utilize one of your uses of channel energy to paralyze and freeze a single creature with the Construct type in its place so that it cannot take an action. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.) but the construct is allowed a Will save each round to overcome the effect. Flying constructs, while paralyzed, begin falling, and swimming constructs, while paralyzed, may begin to sink.

#### Toil Domain

Sensorial Imagery: Silvery grey energy, streaked with brown, and the faint feeling of warmth.

Minor Channeling Effect: Restful Wave: You can, as a standard action, use one of your uses of channel energy to refresh the minds and bodies of those within range of your channeling. Those affected by this effect are benefited as if they have slept for 1 hour for each die you would normally roll when channeling energy (1d6 equals 1 hour, 2d6 equals 2 hours, etc.). The use of this ability does not increase the number of uses of channel energy a cleric can use per day nor does it increase the number of spells or spell like abilities a creature can use per day, though it can be used to supplement or eliminate the eight hours of sleep a spellcaster typically needs before preparing spells.

Combat Channeling Effect: The Invigorated Soul: You can, as a standard action, utilize one of your uses of channel energy to invigorate those within range of your channeling, giving them a rush similar to that produced by adrenalin. Those affected by this effect ignore both the effects of encumbrance when moving and any penalties imposed by armor. They also receive a +1 bonus to any physical activities requiring a d20 die roll (including

attack rolls and physical skill checks). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Bless the Worker: You can, as a standard action, use one of your uses of channel energy to bless a single individual (including yourself) for 12 hours in regards to his labor. The blessed worker labors more efficiently so that the tasks he performs are done in half the time, doubling his output for the day. Furthermore, he receives a sacred (or profane) bonus to any Craft checks made that day equal to the number of dice you would normally roll when channeling energy (3d6 equals +3, 4d6 equals +4, etc.).

Major Channeling Effect: Bless the Tools: You can, as a standard action, use one of your uses of channel energy to bless a single tool or set of tools, so that it functions as a masterwork item. This effect cannot be used on weapons or armor, but it can be used on craftsman's tools, instruments, thieves tools, or any other kind of equipment used in connection with a d20 skill check. The effect lasts for a number of days equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 days, 4d6 equals 4 days, etc.).

## Discord and Disorder: Clerics of Chaos

Often misunderstood, frequently destructive, always unpredictable, chaos is the force of creation and entropy alike. More than the mere absence of laws, chaos is defined as behavior so unpredictable as to possess the appearance of randomness. Disorder and confusion are the typical result of chaos, yet while the results of chaos are often undesirable, it is possible for good to come of it as well. Thus, though frequently associated with the destructive workings of vile demons, chaos transcends mere right and wrong, good and evil. Indeed, the chaotically-aligned azata argue that chaos alone makes free will possible and that good works performed apart from the binding restrictions of law are, of necessity, more meaningful than any mandated act of charity.

Clerics come to the study of chaos and reverence for the gods of chaos in very different ways. Some, such as those who are also aligned with the forces of good, see chaos as the best way to break the stranglehold of restrictive laws, freeing individuals to pursue happiness according to their own desires. Such clerics are fiercely opposed to slavery, bureaucracy and tyrannical governments everywhere. Priests of chaos aligned with more demonic forces understand chaos as the best tool for the spread of suffering and sorrow. They teach that free willed creatures should do as they wish, regardless of the consequences.



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save or suffer 1d3 Wisdom damage. Those who succeed at the save receive a +4 divine bonus to Knowledge (arcana), Knowledge (planes), and Knowledge (religion) for 6 hours.

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#### Numbers of the Void

This strange book is a collection of seemingly random numbers. Priests of Chaos claim that it is a divinely inspired book and by decoding the numbers one can glean great insights into the past, the future and perplexing questions of life. No two students of the book completely agree on the proper method for interpreting the mysterious numbers and every few years a new prophet, or mad scholar, will claim to have found a new key. Surprisingly, a multitude of methods seems to produce intelligible thoughts from the numerical conundrum. Besides being popular with clerics devoted to chaos, the book also finds its way into the homes of fortunetellers, numerologists, mathematicians, cult leaders, and puzzle enthusiasts. Though reading the book provides no in-game bonus, Numbers of the Void has induced more than one occult leader to embark on a rampage of terror.

#### Theopaternon

Some religions teach Chaos was the father of the first gods. The Theopaternon is a collection of rambling essays dealing with this primal god-figure. As befits a tome dedicated to chaos, there seems little rhyme or reason to its method and most sane people find it of little value. However, for a true devotee of chaos, the tome is an invaluable tool for freeing the mind from the limits of material thought. Those who spend an hour reading the book and meditating upon its disjointed words gain a +1 bonus to all Will saves for 24 hours.

#### New Feat

The following feat is available to divine casters possessing the chaos domain, or one of its associated subdomains.

#### **Mutator**

You can use the divine energies of your god to warp the biological makeup of a target.

Prerequisites: Ability to channel energy, Chaos Domain (or a related subdomain), caster level 5th

**Benefits:** By expending three uses of your channel energy ability and making a melee touch attack, you can cause a target to begin mutating over a period of days. The target is allowed a Fortitude save, each day, to prevent the effect for that day, the DC of which is equal to 10 + 1/2 your class level + your Charisma modifier. The effect lasts for a number of days equal to the amount of dice you would normally roll when channeling energy (3d6 equals 3 days,

4d6 equals 4 days, etc.). The effects of the mutation can, if desired, be reversed by the use of restoration, wish, or miracle (any ability increase is also removed through the use of restoration when ability damage is healed). The mutation process itself can be stopped through the use of remove curse, wish, or miracle. For each day of mutation, first determine whether the subject increases an ability or takes ability damage. Next determine the ability affected. Finally, roll to see if there are any outward physical changes to the subject. Changes to appearance are small at first (small tuft of feathers, scales on shoulders, etc.) but multiple applications of the same effect over a period of days produce more significant changes.

Mutator Feat Jable 1: Daily Ability Mutation Effect d6				
1	Target suffers 2 damage to random ability			
2-4	Target suffers 1 damage to random ability			
5	Random ability increases by 1			
6	Random ability increases by 2			
Mutat	or Feat Table 2: Outward Sign of Mutation d10			
1	No outward effect			
2	Subject grows 1d4 inches			
3	Subject shrinks 1d3 inches			
4	Subject gains 2d20 pounds			
5	Subject loses 2d10 pounds			
6	Subject grows scales			
7	Subject grows feathers			
8	Subject's hair changes color			
9	Subject's skin changes color			
10	Subject gains +1 natural armor as skin becomes thicker			
Mutator Feat Table 3Random Ability Mutation d10				
1-2	Strength			
3-4	Dexterity			
5-6	Constitution			
7	Intelligence			
8	Wisdom			
9-10	Charisma			

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## Channeling Effects for Chaos and its Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are

made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

For chaos and its subdomains, to simulate the nonformulaic nature of chaos, the following effects are not grouped according to the ideological subdomains of chaos. Rather, any cleric of chaos, or one of its related subdomains (azata, demon, protean), with access to channeling effects should choose the effects they most desire for their cleric from the options provided. Each character may, after taking the appropriate feats, possess, per domain, a single minor channeling effect, one combat channeling effect and two major channeling effects. The choice of which effect a character has access to should be made as soon as the character gains the ability to use the effect. Once made, the choice cannot be changed.

Sensorial Imagery: The divine energies of chaos manifest dark, with streaks of crimson. Frequently the manifestation of such energies brings about a feeling of vertigo in those affected by them. Demonically powered energies tend to have greater amounts of scarlet, and azata-related energies frequently have golden highlights.

Minor Channeling Effect: Entropic Touch: You can, as a standard action, use one of your uses of channel energy to cause food to immediately rot. Affected food must be within range of your channeled energy and for each die you would normally roll when channeling energy you may affect one serving of food (enough food to feed one man for one meal).

Minor Channeling Effect: Soul of Chaos: This effect is detailed on page 8.

Minor Channeling Effect: Step of Chaos: You can, as a standard action, employ one of your uses of channel energy to make your movements supernaturally erratic. For one round you gain a dodge bonus to AC equal to the number of dice you would normally roll when channeling energy (1d6 equals +1 dodge, 2d6 equals +2 dodge, etc.).

Combat Channeling Effect: Cloud of Chaos: This effect is detailed in The Secrets of Divine Channeling.

Combat Channeling Effect: Elemental Chaos: You can use one of your uses of channel energy to infuse all weapons within range of your channeling with a sliver of bound chaotic power. When these weapons strike, they release this power. It is impossible to predict what the weapon does until it strikes. When an infused weapon does strike a target, the effect is determined by rolling a d6

and comparing it to the following chart.

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The amount of damage (or healing) is determined by rolling a number of dice equal to the amount you would normally roll when channeling energy (2d6 equal 2d6 of damage or healing, etc.). This chaotic charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. A weapon may hold only one such charge at a time.

Elemental Chaos Effects			
1	The weapon deals fire damage		
2	The weapon heals instead of damages.		
3	The weapon deals cold damage.		
4	The target takes Wisdom damage which lasts for 1d4 rounds; Will save halves.		
5	The weapon deals electrical damage.		
6	The weapon deals acid damage.		

Combat Channeling Effect: Zone of Entropy: You can, as a standard action, utilize one of your uses of channel energy to create a zone in which entropic forces are stronger. Those within the area of effect suffer a -2 penalty to all Fortitude saves and all damage done by a weapon or effect is increased by +2 per die rolled. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, etc.).

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Major Channeling Effect: Light of Chaos: You can, as a standard action, employ one of your uses of channel energy to create a light source, of sorts. The light produced has a radius equal to the range of your channeled energy but only serves to illuminate the area for chaoticallyaligned creatures. For all other creatures, the light functions as a darkness spell. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.).

Major Channeling Effect: Breath of Chaos: You can, as a standard action, employ one of your uses of channel energy to stimulate and provoke the minds of all those within range of your channeling (creatures with no Intelligence score are immune to this effect). Those affected by this effect can resist it with a successful Will save. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.). The exact effect is random and is determined with a d4 roll on the following chart.

Breath of Chaos Effects			
1	The creature is panicked.		
2	The creature is affected as with rage.		
3	The creature is sickened.		
4	The creature is stunned.		

Major Channeling Effect: Strength of Chaos: You can, as a standard action, use one of your uses of channel energy to infuse all those within range of your channeling with a random Strength adjustment. Each round, each affected creature gains a 1d8-3 Strength adjustment. It is possible that this adjustment results in a Strength penalty instead of a Strength bonus. Creatures can choose to resist the effect on the first round of the effect by making a Fortitude save. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.).

Major Channeling Effect: Touch of the Warp: You can, as a standard action, utilize one of your uses of channel energy to create a field of warped space extending out to the range of your channeled energy. All those within the area of effect must make a Will save each round or be moved 5 feet in a random direction. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.).

Major Channeling Effect: Vertigo: This effect is detailed in The Secrets of Divine Channeling.

Major Channeling Effect: Zone of Chaos: This effect is detailed in The Secrets of Divine Channeling.

# Divine Devotion: Clerics of Charm, Jove and Just

Clerics devoted to the charm domain and its two subdomains (love and lust), recognize the power of such emotions and endeavor to teach their followers how to properly use and channel these feelings. Though the actual, physical mechanics of desire, charm, and beauty are much the same, regardless of alignment, the definition of what constitutes a valid expression of love differs from one religion to another, depending on the personality and alignment of the deity served, for it is in such expression that the worshiper can best imitate the divine. The emotional (and physical) attachment of one person to another is indeed a powerful thing, and a vital foundational component of most cultures, being the standard foundation of the family, and, ideally, the impetus for procreation. Love and affection, as noble sentiments, motivate individuals beyond pure self-interest, causing them to sacrifice their time, monies and talents for the good of others. Yet such feelings are likewise the cause of heart-ache, murder and even war. Thus, goodly gods might proclaim a doctrine of self-sacrifice, fidelity and genuine affection. More base deities encourage a carnal lifestyle, one focused on sating physical desires through the use (and abuse) of others. Whereas the former view love as a grand motivator, the latter see it as a game, a way to gain followers and fulfill selfish desires. It is perhaps natural that the subdomain of lust is more often associated with evil religions and the subdomain of love is typically the purview of good-aligned faiths. Neutral religions, on the other hand, may emphasize one or the other at different times, seeing both as natural and desirable within the proper social context.

## Sacred Tomes of Love and Lust

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the charm domain, or one of its associated subdomains.

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## The Crimson Tie

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This book, traditionally bound in scarlet leather, is a treatise on the manipulation of emotions and the seduction of others, especially the innocent. Besides being a spirited theological defense of such behavior, the book also contains practical advice on how to best use other individuals, while simultaneously making them believe you have their best interests at heart. Though the tome is associated with evil religions, its usefulness makes it popular with politicians, con artists and gigolos everywhere. An individual who spends an uninterrupted hour meditating on the tome gains a +2 bonus to Bluff checks and a +1 bonus to his Leadership score. This is a profane bonus which lasts for 24 hours and it does not function in a zone of truth.

## Jove's Sacrifice

This scroll relates three parables concerning a sacrifice made in the name of love. The first tells of a mother who devotes her life to the care of her children. The second speaks of a father who sells all that he owns to provide for the needs of a sick son. The third, and longest parable, describes the thoughts of a soldier who marches into battle and dies in order to defend those he loves, both family and stranger. While the scroll itself does not elaborate at length on the lessons of these parables, over the years, theologians have added such commentary so that while some scrolls still contain only the original parables, many copies of the scrolls are also filled with sermons and devotionals based

on the parables. Individuals who devote an hour each day to meditating upon the lessons of the parables gains a +2 bonus to any aid another attempts. This is a sacred bonus lasting 24 hours.

### The Swan's Dance

This thin folio contains a poem describing the courtship of a young couple, their marriage and their life thereafter. It is a beautiful, eloquent poem which speaks to the love and affection of two people through the changing years. It talks of the joys of matrimony, children and growing old together. The poem is considered a divinely inspired work and lines from the poem, including the vows within, are often used in wedding ceremonies. A speaker who utilizes the poem in connection to a wedding ceremony or a speech about marriage gains a +2 circumstance bonus to any relevant Performance (oratory) checks.

#### New Feats

The following feats are not unique to clerics possessing the charm domain, but they are each thematically appropriate for the topic.

#### **Charming Diplomat**

You are quite skilled in reconciling quarreling factions. **Prerequisites:** Cha 13, Skill Focus (Diplomacy)

Benefit: When attempting to use Diplomacy to improve the attitude of an individual, you gain an extra +3 bonus to the attempt and can shift any creature's attitude by up to 3 steps with a successful skill check.

#### **Diplomatic Theologian**

Your study of theology and the scriptures of your faith makes you better able to relate to people.

Prerequisites: 5 ranks in Knowledge (religion), Charm or Nobility Domain

Benefits: For every 5 ranks you possess in Knowledge (religion) you gain a +1 competence bonus to Diplomacy and Sense Motive checks.

#### Love's Devotion

You possess a strong emotional attachment to a particular individual, putting you somewhat at that person's mercy, but also enabling you to better serve and defend that individual.

Benefit: When this feat is chosen, you must choose a character you know and make that character the object of your devotion. That character gains a +4 bonus to Bluff and Diplomacy checks made against you. Whenever that character is threatened (i.e. within melee range of an attacker) or injured, you gain a +2 bonus to attack and damage the assailant. You may, on any given round, make a 5-foot step for free if doing so would put you between the

object of your devotion and a charging assailant. Finally, you gain a +2 bonus to any aid another attempts made to assist the one you are attached to.

Special: You may, at any time, end the devotion to the chosen individual. When you do so, the feat slot is lost for 2 months or until you gain another character level, at which time you may elect to choose a new object for your devotion. If the devotion to an individual is brought to an end, you may not elect to replace this feat with a new feat.

#### **Sensuous Charm**

You are quite talented in appealing to the carnal instincts of others.

Prerequisite: Cha 13

Benefit: You gain a +1 bonus to Bluff and Diplomacy checks and a +2 bonus to Perform (dance). If you have 10 or more ranks in one of these skills, that bonus is doubled.

## Channeling Effects for the Jove and Just Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Jove Domain

Sensorial Imagery: Golden energy, tinged with light pink, and a smell like flowers.

Minor Channeling Effect: Kindly Spirit: You can, as a swift action, employ one of your uses of channel energy to create a momentary feeling of goodwill in one creature within range of your channeling. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Diplomacy skill check equal to 2 + the number of dice you would normally roll when channeling energy (1d6 would equal a +3 bonus, 2d6 would equal a +4 bonus, etc.). The use of the channeling use must be declared before any dice are rolled.

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Love's Devotion protects even the most helpless via an ally.

**Combat Channeling Effect:** *A Taste of Honey:* You can, as a standard action, utilize one of your uses of channel energy to increase the Charisma of all those within range of your channeling. All those affected receive a bonus to Charisma equal to the number of dice you normally roll when channeling and lasting an equal number of rounds (2d6 equals +2 Charisma for 2 rounds, 3d6 equals +3 Charisma for 3 rounds, etc.). This effect stacks with eagle's splendor.

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**Major Channeling Effect:** *Love's Kiss:* You can, as a standard action, utilize one of your uses of channel energy to improve the mutual attitudes of two individuals, other than yourself, within the range of your channeling. Both individuals are allowed a saving throw and if either succeeds in the saving throw, both resist the effect. If both fail their saving throws, each individual has his or

her attitude toward the other individual improved by two steps, to a maximum of helpful. The effect lasts for a number of days equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 days, 4d6 equals 4 days, etc.). ひん ち きんドデアムシュビビルアデアレビデルエンムルムドバッグ ち みし

**Major Channeling Effect:** *Cloak of Affection:* You can, as a standard action, employ one of your uses of channel energy to create an area of goodwill and love within the range of your channeling. All those within the area of effect must succeed at a Will save if they wish to attack or harm another individual during any particular round. The intent to attack must be declared before the save is attempted. Those who fail the save find themselves unable to act during the round. Creatures who do not attempt an act of violence or harm are not required to make a saving throw and may act as normal. The effect lasts for a number

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of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.). This effect is not subject to selective channeling.

#### Just Domain

Sensorial Imagery: Pink energy, streaked with vivid scarlet, accompanied by a heady musky smell.

Minor Channeling Effect: Lustful Spirit: You can, as a swift action, employ one of your uses of channel energy to create a momentary feeling of lust in one creature within range of your channeling. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Bluff skill check equal to 2 + the number of dice you would normally roll when channeling energy (1d6 would equal a +3 bonus, 2d6 would equal a +4 bonus, etc.). The use of the channeling use must be declared before any dice are rolled.

Combat Channeling Effect: A Taste of Honey: This effect functions as described above.

Major Channeling Effect: Two Hearts Beat as One: You can, as a standard action, utilize one of your uses of channel energy to create an emotional bond between two individuals, other than yourself, within range of your channeling. Both individuals are allowed a saving throw and if either succeeds in the saving throw, both resist the effect. If both fail their saving throws, each individual finds him- or herself emotionally drawn to the other, though their initial attitude toward each other remains the same, and they are able to better work together to achieve success. As a result of this effect, the two individuals gain an extra +1 to hit when each attacks the same creature, and when either successfully aids the another, the bonus from the aid provided is doubled.

Major Channeling Effect: Cloak if Desire: You can, as a standard action, utilize one of your uses of channel energy to create an area of intense lust and physical, sexual desire within the range of your channeling. All those within the area of effect must succeed at a Will save each round in order to act as normal. Those that fail their Will save may take no other action, other than one which might sate them physically. A failed save does not require an individual to act in a manner contrary to their alignment nor does it force them to perform in a way repugnant to their own moral values. However, any creature which attempts an action which they can rationalize as helping them to fulfill their carnal needs (grappling a member of the desired sex, making a leap to be closer to one's beloved, etc.) gains a +4 morale bonus to any relevant d20 rolls. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.). This effect is not subject to selective channeling.

# The Holy Hearth: Priests of Home and Family

Priests who devote themselves to the divine domain of Community, or one of its subdomains, Family or Home, labor to strengthen the relationships between individuals and create a more stable and prosperous social environment. The focus of such a cleric can be very personal in nature, with priests involved in every aspect of their followers' lives. They attend births, perform marriages, visit the sick, counsel those having marital or familial problems, and, when the time comes, they perform the funerals for the departed. Whether working in a city, or laboring in a country village, such clerics try to promote the welfare of the community at large, encouraging each person in the community to feel a connection to every other member of the community.

Most religions possessing access to the Community domain are both lawful and good in nature, though Lawful Evil faiths with access to the domain are not unheard of. Regardless of alignment, these faiths tend to promote cooperation between individuals and respect (or fear, in the case of evil churches) for those in authority, including authorities in the home, in the government, and in the faith. These religions also tend to encourage marriage and procreation, viewing strong, healthy families as being the backbone of a strong, healthy community. This last is especially true among those clerics who follow the subdomain of Family. Those priests, who are devoted to the subdomain of Home, have a slightly different focus than their fellows. While they care for the relationships of those within the home, they are equally mindful of the actual value of a residence, finding comfort in a certain stability of location.

## Sacred Tomes of Hearth and Home

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of community, or one of its associated subdomains.

### Sacred Sacrifices

This book begins with a discussion of house altars, and the sacrifices appropriate to the same, but proceeds from there to espouse upon the more sacred sacrifices of love, submission and service. It calls for each member of the household to act in a proper manner: husbands with affection and understanding for their wives; wives with deference and obedience towards those who are their seniors. The book concludes with a discussion of the heavenly family: a family comprised of those souls who have learned how to behave here on earth and have thus transcended and accepted into a more divine existence. Characters using this book in connection with a Knowledge (religion) check gain a +2 bonus to their skill check.

#### The Golden Home

A collection of inspired proverbs, poetry and brief essays on life within a family, this book contains a wealth of useful advice: including admonitions concerning childrearing, finances, ethical business practices (and the effect of the same on one's offspring), politeness, and the proper expression of familial love. The book easily blends simple practicality and poetical magnificence into a single glorious whole, so that its contents remain with the reader after the book has been put down. Those who spend two hours studying this sacred book gain a +1 bonus to Diplomacy and Knowledge (religion) checks. These bonuses last for a week.

#### The Tale of Hope

This brief manuscript tells the story of a woman named Hope, orphaned at a young age, who, through a series of selfless deeds, wins the heart of an industrious man. The two wed and the tale concludes by describing the accomplishments of their children. Scholars debate as to whether the book is meant to be understood as an allegory or as an actual historical event, but the Tale of Hope is very popular and well read. The lessons of industry, selflessness and love contained within its pages have formed the basis for many sermons and some priests require young couples to study it before marriage. Those who study the book for at least an hour receive a +2 bonus on any Perform (oratory) check made, so long as the subject of the talk being given is marriage.

## The Joving Whip

This evil tome, much beloved by slaving cultures, contains thirteen sermons espousing the value of submission and slavery within a community. These sermons are each built off of a simple syllogism: Society benefits from the labor of its citizens; Providing benefits and service for others is an aspect of love; Therefore, when you force men to labor for the good of others, you are forcing them to be loving. Building upon this "logic," the sermons go on to encourage all cultures to take slaves and work them well for the good of all. Characters using this book in connection with a Knowledge (religion) check gain a + 2 bonus to their skill

respect and love for their husbands, and children with check, so long as the matter they are researching is evil in nature.

### New Feats

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The following feats are appropriate for divine casters possessing the Community domain, or one of its associated subdomains. Consult your GM before taking these feats.

#### **Beacon of Hope**

You are immune to fear and your mere presence soothes others around you.

Prerequisites: Character level 7th, Cha 13, Iron Will, Stalwart Heart

Benefits: You are immune to fear. Furthermore, any ally within 20 feet of you gains a +4 bonus to Will saves made to resist fear effects.

#### **Family Man**

Your experience with children has allowed you to better understand and interact with them.

**Prerequisites:** Access to children on a regular basis

Benefits: You gain a +2 bonus to all Charisma-based skill checks made when interacting with children younger than 13.

#### **Priestly Counselor**

You have experience in listening to and talking to people, using your faith to comfort and persuade.

Prerequisites: 4 ranks in Knowledge (religion), **Community Domain** 

Benefits: You gain a +2 bonus to Sense Motive checks and may add 1/4 of your Knowledge (religion) ranks as a bonus to Diplomacy checks.

#### **Stalwart Heart**

You are largely immune to fear, having steeled your mind against it.

Prerequisites: Iron Will, Wis 13

Benefits: You gain a +4 bonus to Will saves made to resist fear effects.

## Channeling Effects for the Subdomains of Home and Family

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of



dice you would normally roll when channeling, rounded up (2d6 equals +1 bonus, 3d6 equals +2, 5d6 equals +3etc.). This effect last a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

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Major Channeling Effect: A Mother's Love: You can, as a standard action, employ one of your uses of channel energy to heal the bodies and strengthen the minds of those within range of your channeled energy. When you use this effect, roll the number of d6 you would normally roll, but the amount you heal is half of the amount rolled, rounded down. Additionally, each creature affected gains a bonus to Will saves equal to the amount healed. This

Major Channeling Effect: Blessed Seed: You can, as a standard action, use one of your uses of channel energy to cause one creature to be fertile for a number of hours equal to four times the number of dice you would normally roll when channeling energy (3d6 would equal 12 hours, 4d6 equals 16 hours, etc.). By using this effect on a woman, you guarantee that, should she engage in intercourse with a man, she will become pregnant. By using this effect on a man, you guarantee that he will impregnate the first women he sleeps with during the allotted time. Should both man and woman be affected by this effect, the woman will conceive either twins (75% chance) or triplets (25%

#### Home Domain

Sensorial Imagery: A warm light green energy, tinged with scarlet and possessed of a faint smell of spice.

Minor Channeling Effect: A Comforting Light: You can, as a standard action, employ one of your uses of channel energy to bless a single source of light (such as a torch, lamp, or the light produced by a light spell) within the range of your channeling. For the duration of the effect, all within the area normally lit by the light (20 ft. for a torch, 30 ft. for a sunrod, etc.) benefit from a +1 bonus to all Will saves. This effect last for 1 minute per dice you would normally roll when channeling energy (1d6 equals 1 minute, 2d6 equals 2 minutes) or until the light goes out, whichever comes first.

Combat Channeling Effect: Walls of Safety: You can, as a standard action, utilize one of your uses of channel energy to bless those within range of your channeling so that they receive greater benefit from cover. All affected by this effect receive an additional +1 bonus to AC per die you would normally roll when channeling, so long as they are behind cover (2d6 equals an additional +2 to AC from cover, 3d6 equals an additional +3 bonus to AC from cover, etc.). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Home Fires: You can, as a standard action, use one of your uses of channel energy to make the area within the range of your channeling both more comfortable and more conducive to feelings of serenity and peace. For the duration of the effect, the air within the area of effect feels comfortable, temporarily negating the effects of environmental heat or cold. Additionally, all within the area of effect gain a +2 bonus to Will saves made versus fear effects. The duration of the effect varies depending on whether the area affected is indoors (defined as an area with a roof and walls, all of which must be within the range of the channeled energy) or outdoors. Outdoors, the effect lasts for 1 round per two dice you would normally roll when channeling energy (3d6 equals 1 rounds, 4d6 equals 2 rounds, etc.). Indoors, the effect last for 5 minutes per dice you would normally roll when channeling energy (3d6 equals 15 minutes, 4d6 equals 20 minutes, etc.). This effect is not subject to Select Channeling.

Major Channeling Effect: A Sense of Security: You can, as a standard action, utilize one of your uses of channel energy to bless the area within range of your channeling so that it is more secure. Within the area of effect, the DC for all Stealth checks, and the DC for any Disable Device check made to pick a lock, increases by +1 for every die you would normally roll when channeling energy (1d6 equals +1, 2d6 equals +2, etc). This blessing lasts for 24 hours.

# The Blackness of Darkness: Clerics of Joss and Night

Quite a few religions teach that the universe began in darkness. Among these, a small minority hold to the opinion that light was a tragic mistake and, in their worship, and their day-to-day activities, seek to bring about the re-ascendancy of darkness and the downfall of said light. These religions appeal to subterranean races with a biological predisposition against the light, but certain surface cults espouse much the same philosophies. Perhaps not so surprisingly, the rest of the populated world, which, by and large, appreciates light as a good thing, consider these religions to be wicked and the followers of such belief systems, at the least, to be crazy, if not outright dangerous.

The exception to this, when there is an exception, are clerics of the subdomain of night, some of whom are content with the natural cycle of day and night, though they, of course, view the night as superior. These nocturnal priests, when they represent a benign faith, are frequently worshipers of the moon. Even here, the general populace generally regards these faiths as suspicious so that those who hold such doctrines frequently keep their faith to themselves, meeting covertly in small groups under the cover of their beloved night.

Despite what others think about them, disciples of Darkness naturally feel their belief system to be meritorious, and for whatever reason, whether philosophical or biological, feel compelled by their faith to work towards the elimination of light, in one form or another. They long for a cold world without stars, moon or sun, and their eschatology teaches them that such a day is coming. Entropy, an aspect of chaos, is closely connected with the domain of Darkness, as represented by the Loss subdomain. This subdomain rejoices not just in the absence of light, but celebrates the actual decay of all creation, viewing the elimination of substance and thought as natural extensions of the end of the loathsome, brightly lit world.

Clerics of Darkness and Loss (and to a lesser extent clerics of Night) tend to be apocalyptic in their thinking, anticipating a situation (the absence of light) which they recognize may not occur within their own lifetime, though they certainly do all that they can to make the end-times a reality. Eschatological predictions fill their scriptures and many of their number are blind prophets of doom, full of visions of the glorious blackness of darkness, forever.

<u>シスタインシススマ ムシン スマックシス ノント マススマケマとん</u>

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of Darkness, or one of its associated subdomains.

#### In the Wings of the Raven

This hymnal is a celebration of darkness and the dread powers that haunt the depths of night. The psalms are arranged in two part harmonies and possess rich, flowing melodies. Though the words are sinister, full of references to death, blood, and sorrow, the beauty of the music make the book popular with musicians, who frequently set other words to the tunes. While, ironically, most surface copies of the book require light in order to be read, there are rumors of subterranean copies "written" on black crystals which project the words and the music into the minds of those nearby. Using the book as an aid in musical Performance checks adds +2 to the attempt.

#### The Book of Pitch

A large tome, bound in blackened leather and traditionally printed with special inks on black vellum pages, this book of scripture is unreadable except by those possessing darkvision. Full of dark sermons and ominous (for those who love the light) predictions, The Book of Pitch serves primarily as a volume of eschatology, outlining six major events which must precede the ending of all things. Dark cults love the book, and more than one such religion has attempted to bring about the cataclysmic happenings which they believe will herald their spiritual triumph. Followers of an evil religion affiliated with the Darkness domain who spend one hour reading the book gain a +2 morale bonus to all Will saves. This bonus lasts for 12 hours.

#### The Sable Moon

This thin book of prayers and poems is used as a catechism by several cults devoted to the promotion of darkness. Most of the entries are doctrinal in nature, expressing both a reverence for the power of darkness and admonitions concerning how to best express this reverence to others. A few of the poems are both prophetic and apocryphal. Those knowledgeable about such things say that The Sable Moon is an amended copy of a much older and more evil tome. Despite its small size, and its evil focus, the book contains a plethora of references to matters spiritual and can be used as a study aid to provide a +1 bonus to Knowledge (religion) checks.

## New Spells

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The following spells are appropriate for divine casters possessing the Darkness domain, or one of its associated subdomains.

#### Bolt of Darkness

School: Evocation [Darkness]; Level: Clr 5, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a piece of coal) Range: Medium (100 ft. + 10 ft./level) **Duration:** Instantaneous

Saving Throw: Fortitude resists blindness; Spell Resistance: Yes

You create a bolt of cold, dark energy which flies towards a single designated target. Successfully striking the target requires a ranged touch attack. The creature struck by the bolt takes 1d8 points of negative energy damage per 2 caster levels and must make a Fortitude save or be struck permanently blind. Undead creatures are immune to the damage, but not the blindness. Likewise, creatures without eves are immune to the blindness.

Hold off the Dawn

School: Universal [Darkness]; Level: Clr 9, Drd 9 Casting Time: 1 minute Components: V, S, DF

Range: See text

**Duration:** See text

Saving Throw: None; Spell Resistance: No

Following a minute-long prayer, cast at night, you can extend the duration of the night indefinitely, preventing the sun and moon from moving through the sky, though doing comes at a cost to yourself. Following the completion of your prayer, it is necessary for you to hold aloft a symbol of your faith, typically your divine focus, and so long as this symbol is held aloft, the darkness of night is extended in duration. For every thirty minutes by which you hold back the dawn, you take 1d4 points of Constitution damage (note: creatures without Constitution, such as undead, suffer Charisma damage instead). This damage is taken as soon as the spell is cast and every thirty minutes thereafter. So long as the spell is in effect, this damage may not be healed in any manner. Continuing to hold the symbol aloft requires a Strength check every 10 minutes. The DC for this check is 7 +1 for every ten minutes past the first. You can choose to have other individuals aid you in this attempt. This spell has no effect if cast during the day, though there are rumors of a similar spell available to clerics of the Sun.





Sphere of Darkness School: Conjuration [Darkness]; Level: Clr 1, Sor/Wiz 2, Witch 1

Casting Time: 1 standard action Components: V, S, M (a bit of ash) Range: Medium (100 ft. + 10 ft./level) Duration: 1 round/level

#### Saving Throw: Reflex; Spell Resistance: No

You can summon forth a 5-ft. wide sphere of utter darkness, which moves as you direct. Any creature within the sphere is considered to be in pitch black darkness, devoid of all light, and suffers all the penalties such a state entails. You can, each round as a standard action, move the sphere up to 25 feet in any direction, including upward. Creatures occupying the space wherein you direct the sphere are allowed a Reflex save to avoid the effects of the sphere for that round. Creatures with darkvision are unaffected by the sphere.

## Channeling Effects for the Subdomains of Joss and Night

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Joss Domain

Sensorial Imagery: A pitch black energy accompanied by a faint feeling of vertigo.

Minor Channeling Effect: Poor Vision: You can, as a standard action, employ one of your uses of channel energy to reduce the visual capabilities of a single creature within range of your channeling to 15 feet. Beyond that range, the target can see nothing, regardless of lighting or visual abilities. The target is allowed a single Fortitude save to negate this effect. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (1d6 equals 1 round, 2d6 equals 2 rounds, etc.).

Combat Channeling Effect: Channeled Fugue: You can, as a standard action, employ one of your uses of channel energy to create a brief feeling of disorientation and forgetfulness affecting all living creatures within range of your channeling, except yourself. Those affected are staggered for the duration of the effect. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). A successful Will save negates the effect for a single round, though those within the area of effect are allowed a new save each round. This is a mind-affecting effect.

Major Channeling Effect: Entropy's Touch: You can, as a standard action, employ one of your uses of channel energy to give some or all of the non-living, nonmagical items within range of your channeling the broken condition. When channeling, roll for damage as normal. Any item having a number of hit points equal to or less than the damage you rolled is considered broken. Items with more hit points are unaffected. Items being carried by a character are allowed a Will save to negate the effect. Broken items may be repaired as normal.

Major Channeling Effect: Blinding Blades: You can, as a standard action, use one of your uses of channel energy to charge all weapons within range of your channeling with the powers of darkness. Any creature struck by a charged weapon, must, in addition to the normal damage taken, make a Fortitude save or be struck blind for 1d4+1 rounds. The charge in each weapon lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, etc.) or until the weapon strikes a target.

#### Night Domain

Sensorial Imagery: A black energy, highlighted with pale gold, and a brief muting of sound.

Minor Channeling Effect: Eyes of Night: You can, as a standard action, employ one of your uses of channel energy to grant yourself darkvision with a range of 30 ft., or, if you already possess darkvision, to increase the range of your vision by an additional 30 ft. This effect lasts for 2 rounds for every die you would normally roll when channeling (1d6 equals 2 rounds, 2d6 equals 4 rounds, etc.).

Combat Channeling Effect: Cloak of Night: You can, as a standard action, utilize one of your uses of channel energy to create an area of effect within which light and sound are both muted. For the duration of the effect, all

light sources are reduced in brightness by one step (bright becomes dim, dim becomes dark) and all creatures gain a +4 bonus to Stealth checks. This effect lasts for two rounds for every die you would normally roll when channeling energy (2d6 equals 4 rounds, 3d6 equals 6 rounds, etc.) and is not subject to Selective Channeling.

Major Channeling Effect: Zone of Weariness: You can, as a standard action, use one of your uses of channel energy to cause all living creatures within range of your channeling to feel tired. Affected creatures become fatigued, or, if they were already fatigued, they become exhausted instead. A successful Will save negates this effect.

Major Channeling Effect: The Moon's Touch: You can, as a standard action, utilize one of your uses of channel energy to affect all lycanthropic creatures within range of your channeling. You can choose one of two effects, though you must affect all creatures the same. You can, if you choose, suppress the shapechanging abilities of affected lycanthropes, forcing them into their humanoid form, or you can, if you choose, cause all lycanthropes to take on their animal form for the duration of the effect. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). Affected creatures who succeed on a Will save negate the effect.

# Sacred Sepulchers: Priests of Death, Murder and the Undead

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Across time, continents and cultures, all mortal creatures are bound together by a single common certainty: the inevitability of death. While a great number of intelligent creatures do their utmost to ignore this eventuality, it is often the duty of priests, especially those priests devoted to the domain of death, to prepare their followers for their fate. Indeed, a good deal of religion, regardless of alignment, is centered on the event of death: encouraging a proper life prior to the moment of departure, offering consolation to the bereaved, and allowing a glimpse of what may be hoped for after death.

While a majority of religions urge their adherents to accept death as a natural part of the cycle of life, and, perhaps, as a gateway to realms celestial, certain cults take such acceptance of death to a higher level, actively encouraging murder as a holy endeavor by which the faithful may touch the hem of the divine. Most such religions are naturally evil, though the specific doctrines may differ from deity to deity and cult to cult. Chaotically aligned death-cults often espouse murder as a means by which the powerful can dominate the weak, while lawfully aligned faiths likely preach death as a reward bestowed upon the deserving, which often means those individuals the cult has been paid to eliminate. Clerics in these groups are often skilled assassins, using divine spells to bolster their trained skills.

Not every god encourages followers to embrace death. A few play on the fear of death as a tool to keep their followers in line and advance their own interests. Chief among such deities are those gods of undeath and it is a fear of death which bolsters the congregations of such beings. Priests of undeath serve as conduits of unholy power for their masters, bestowing undeath, through spells, to those followers who have pleased them and their lord. While many ignorant, in their dread of dying, assume that gods of death and undeath share common goals, nothing could be further from the truth. There is an almost universal animosity between religions that see death as natural (indeed desirable) and those that see death as something to be avoided through means unnatural.

Sacred Tomes of Death, Murder and the Undead GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of Death, or one of its associated subdomains.

## The Banks of the Silver Spring

A beautiful and poetical book of scripture, much beloved, this thin tome allegorizes death to a river, likening life to a hard, barren land through which we must journey. Only by crossing the waters of the river of death, called the Silver Spring, can one find a realm of peace and security, or so the book argues. Within the pages of this manuscript one finds many poems, parables and biographical tales, each one serving to illustrate the spiritual truths taught within. Though there is a focus on death, and the foolishness of fearing death, the book has much to say as well upon what constitutes a successful life. Oft used at funerals, the book is very comforting and can be useful when dealing with grieving persons. A person who spends an hour reading the book gains a +4 bonus to any Diplomacy check made to deal with someone suffering from depression (see optional Diplomacy rules below). This bonus lasts for 12 hours.

### The Scarlet Thread

All creatures are bound by the threads of fate, destined to die at an appointed hour, or so the pages of The Scarlet Thread teach. According to the philosophy within, it is impossible to escape one's destiny; when you are to die, you will die. By this reasoning, the book goes on to explain, the assassin is nothing more than a sacred tool in the hand of the divine, carrying out the will of the fates. Alongside the philosophical apologetics of the text are many more practical lessons concerning the multitude of ways in which one man may kill another. Indeed, many argue that book is little more than a thinly disguised "howto" manuscript for would be murderers. Nevertheless, it is generally agreed that the pages were divinely inspired and thus sacred to several assassin-death-cults. Those who spend one hour reading the book gain a +2 profane bonus when confirming critical hits. This bonus lasts for 12 hours.

### The Eternal Autumn Breath

Most associate undeath with horror and the undead are typically considered both monstrous and unclean. Not so within the pages of The Eternal Autumn Breath, where elegant words of beauty are used to describe the realm of the undead. Containing numerous odes to the undead, this book of poetry describes such creatures endearingly and romantically, encouraging mortal men to embrace the "beauty of bone and ethereal night." Though written poetically, the book contains numerous tidbits of useful information concerning the undead, and anyone who uses the book in conjunction with a Knowledge (religion) check to identify an undead creature gains a +4 circumstance bonus to the check so long as they take at least an hour to study the book prior to making the roll. This book is found in the libraries of necromancers, priests of undeath, and undead hunters alike. It has also, for some odd reason, proven popular with female readers of a certain age.

## Dealing With Grief (optional Diplomacy rules)

Sometimes, dealing with people is made more difficult by their animosity towards you, but there are other factors and moods which can affect social interaction, such as grief and depression. Depression affects not only a person's interaction with others, but can be a factor in how well they perform other tasks, imparting a possible penalty to all Skill checks. Characters suffering from depression also receive temporary Charisma damage, the affects of which stack with any possible Skill penalties. Restoration will not heal this damage as it is a mental, not a physical condition. Characters suffering from depression may make a DC

15 Will save each day, and if successful, their Charisma damage is healed by 1. Those that fail their save by 5 or more are not allowed to make a new Will save for 1 week. Any effect which alleviates the depression removes the damage. When the Charisma damage is healed enough to reflect a new mood condition, the character is assumed to have the new mood.

Through the use of Diplomacy, you can attempt to temporarily modify a non-player character's mood. The DC of the check depends on the character's initial mood, adjusted by its Charisma modifier. If you succeed, the character's mood is improved by one step (Inconsolable to Depressed, Depressed to Sad, etc.). If your check exceeds the DC by 5, the character's mood is improved by another step, though it may not be improved more than 2 steps through the use of Diplomacy. Such a mood improvement lasts an hour, but when the hour is up, the Charisma damage is reduced by 2, as if the character had healed. At the GM's discretion, characters who are made cheerful are more likely to be helpful to you, decreasing the DC of future Diplomacy checks by 2.

## New Spells

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#### Inconsolable Grief

**School:** Necromancy [Grief, Mind-Affecting]; **Level:** Brd 2, Clr 2

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Casting Time: 1 standard action

Components: V, M/DF (a pinch of ash)

Range: Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature with an Intelligence of 3 or higher

**Duration:** Special

**Saving Throw:** Will negates and subsequent Will saves reduce duration (see text); **Spell Resistance:** Yes

You target one creature, which if it fails its initial Will save, suffers 8 points of temporary Cha damage and a -8 penalty to all Skill checks, as it is overcome with feelings of grief. Each round thereafter, the target is allowed a new Will save, the success of which reduces the Cha damage and penalty by 1 each. *Remove depression* counters and dispels *inconsolable grief*.

Jable 1-3: Dealing with Grief				
Starting Mood	Charisma Damage	Skill Penalty	Diplomacy DC	
Inconsolable	-8	-8	25 + creature's Cha modifier	
Depressed	-4	-4	20 + creature's Cha modifier	
Sad	-2	-	15 + creature's Cha modifier	
Calm	-	-	10 + creature's Cha modifier	
Cheerful	-	-	-	

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Remove Depression School: Abjuration; Level: Brd 1, Clr 1 Casting Time: 1 standard action Components: V, M/DF (rose petal) Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature with an Intelligence of 3 or higher plus one additional creature per four levels, no two of which can be more than 30 ft. apart Duration: 1 hour and 1 week; see text Saving Throw: Will negates (harmless); **Spell Resistance:** Yes (harmless)

A targeted creature suffers no effects from depression for 1 hour and for the week thereafter receives a +4 bonus to all saving throws made to overcome a condition of depression. Remove grief counters and dispels inconsolable grief.

## Channeling Effects for the Subdomains of Nurder and Undead

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Murder Domain

Sensorial Imagery: A pale off-white energy, heavily streaked with scarlet, accompanied by a faint smell of copper.

Minor Channeling Effect: A Scarlet Kiss: You can, as a swift action, employ one of your uses of channel energy to inflict bleed damage with a slashing or piercing weapon when you successfully damage a target with that weapon. The amount of bleed damage is equal to the number of dice you would normally roll when channeling energy. Targets immune to bleed damage are immune to this effect.

Combat Channeling Effect: The Assassin's Cloak: You can, as a standard action, employ one of your uses of channel energy to create an area of effect more suitable to assassinations. Within the range of your channeling, for the duration of the effect, all creatures receive a bonus to Stealth checks and a bonus to confirm critical hits. The bonus for both, and the duration of the effect in rounds, is equal to the number of dice you would normally roll when channeling energy (2d6 equals +2 to Stealth and +2 to confirm criticals for 2 rounds, etc). This effect is not subject to selective channeling.

Major Channeling Effect: The Assassin's Touch: You can, as a standard action, employ one of your uses of channel energy to target a single living creature within range of your channeling with a death effect. Roll the number of dice you would normally roll when channeling energy and cause that much damage to the target (Fortitude save for half). If the damage dealt reduces the target to less than o hp, the target is dead, no save. Furthermore the target, if not killed outright, must make a Will save. Failing the Will save results in the target being stunned for 1d6 rounds.

Major Channeling Effect: Blade of Vengeance: You can, as a standard action, use one of your uses of channel energy to charge all weapons within the range of your channeling with incredible powers against the living. When used against an living creature, on a successful hit, the weapon, in addition to its regular damage, deals damage equal to the amount of energy you would normally generate through your channeling (3d6 equals an additional 3d6 points of damage against the living, etc.). This charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Weapons that strike a non-living target lose the charge without doing additional damage.

#### **Undead** Domain

Sensorial Imagery: A pale, off-white energy, with black streaks, and a faint smell of dust.

Minor Channeling Effect: Aura of Undeath: You can, as a standard action, employ one of your uses of channel energy to imbue objects or creatures with an undead aura, or to strengthen an undead creature's existing aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/ objects for 2 hours). You may, if you choose, affect fewer creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (though you may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their aura of lawfulness increased by one step (no aura becomes a faint aura, a faint

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a strong aura, etc.). Living creatures may negate this effect with a Will save.

**Combat Channeling Effect:** *Strength to the Undead:* You can, as a standard action, utilize one of your uses of channel energy to imbue all undead creatures within range of your channeling with unwholesome energy. All undead creatures affected by this effect gain a bonus to attack and damage rolls equal to the number of dice you would normally roll when channeling energy (2d6 equals +2, 3d6 equals +3, etc.) and lasting an equal number of rounds (a +2 bonus would last 2 rounds, +3 would last 3 rounds, etc.). The bonus damage is considered negative energy damage.

Major Channeling Effect: Knit the Dead Flesh: You can, as a standard action, use one of your uses of channel energy to completely heal a single undead creature within the range of your channeling. The creature cannot possess more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD creature, 4d6 would heal up to an 8 HD creature, etc.). The target is healed of all injuries, but not of any magical or supernatural afflictions, such as petrification or paralysis.

Major Channeling Effect: Cloak of Undeath: You can, as a standard action, utilize one of your uses of channel energy to create an area amicable to the undead. The area affected is stationary and equal to the range of your channeled energy. All undead who remain within the area affected gain regeneration and a bonus to saves made vs. positive energy effects. The amount of both the save and the regeneration is equal to the number of dice you would normally roll when channeling energy and the effect lasts an equal number of rounds (3d6 would equal regeneration 3, +3 to saves, and would last 3 rounds, etc.). This effect is not subject to selective channeling.

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#### Righteous Wrath: Clerics A of Destruction, Rage and Catastrophe

Not all divine entities relish creation. Some perceive the act of destruction to be much more satisfying and powerful. Followers of such gods embrace the tenet, "He who can destroy a thing, controls that thing." These religions believe that nothing shall last forever and it is therefore most natural to engage in tearing down, hastening the end. Religions of destruction and mayhem are most often primal faiths, in which the petitioners of the gods seek to curry favor through war, bloodshed, and savagery. It is a very rare priest of destruction who sits in a

aura becomes a moderate aura, a moderate aura becomes lavish temple full of finery. How can one preach a doctrine of tearing down when one is worried about building up one's own place? Instead, clerics of destruction are most often found at the forefront of barbaric gangs or hordes, whipping up their followers into a fierce frenzy of wanton rage, or standing over the ruins of fallen cities, glorying in the power of annihilation and catastrophe.

> While the domain of destruction itself allows for a multitude of causes, the two primary subdomains of destruction help narrow the focus of individual clerics. The subdomain of rage is focused on the actions and abilities of the worshiper. Through rage, the supplicants seek to imitate their god; giving up their self-control on the altar of anger and vengeance. These religions are generally unpleasant to be around, particularly for those who are not counted among the faithful. Thankfully, their own savage tendencies tend to keep the numbers of such cults low.

> The subdomain of catastrophe looks past the actions of mere mortals, seeing in momentously horrific events the hand of a divinely vengeful and destructive superintendence. These religions celebrate floods, fires, famines, earthquakes and volcanic eruptions. While some few clerics of catastrophe are willing to merely observe such things, many more feel called to create catastrophes themselves, if they are able. Minor clerics of catastrophe may practice arson, or seek to manipulate political events to the undoing of communities or even nations. More powerful prophets relish the ability to cause miraculous destruction, unleashing such magics as might cause the most damage to cities and towns.

> Whatever the focus, faiths which celebrate destruction in all its forms are generally antithetical to civilization and are seldom tolerated for long in areas where the majority of the population desires peace and safety. These religions instead flourish in inhospitable climes and among backward or savage populations which relish the power their faith might give them to take and destroy as they wish.

## Sacred Jomes of Destruction

GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of destruction, or one of its associated subdomains.

#### Pages from the Mantra of Annihilation

A great prophet of destruction penned a massive, thousand-page screed full of ominous visions, dark sayings and dire warnings. Then, still filled with the divine spirit of his god, he tore the book apart, page by page, scattering it to the wind. The lone pages of this book are held to be sacred by apocalyptic cults of destruction, and individual



pages are frequently the basis for new cults when they are found. The pages, though they appear worn and torn, are apparently indestructible, resisting tears, cuts and the like. They are also fireproof. Some cults believe if they can once more bind all one thousand pages together, the end of the world will shortly follow, though there is no actual proof this belief is true beyond the fact that when two or more pages are brought into proximity to one another they magically join together. Once per day, a single page (or any single collection of pages) from the Mantra of Annihilation may be used by a divine spellcaster to cast rage. Each such page, or collection, radiates an aura of moderate enchantment and has a value of 2,000 gp.

#### Songs of the Savage Church

This hymnal contains a collection of songs and poems focused on the doctrines of rage and destruction. They are fierce, martial songs, fit to be sung in the midst of both battle and worship. Though the hymnals are primarily found in the (typically small) libraries of priests of destruction and rage, it is not unusual for battle bards, or veteran warriors, to have a copy of their own. Those who spend an hour studying the hymnal or listening to songs sung from the hymnal gain a +1 bonus to all Will saves made versus fear. This bonus lasts for 6 hours.

#### Xynost

Most often found in the form of a small, traveler's scroll, Xynost is a strange tale of a young man who moves through the world, causing one catastrophe after another, through no real fault of his own. Followers of destruction hold the tale to be a parable concerning the actions of their deity told in humorous form. Though the scroll is venerated by cults, most others shun it, for it has been proven time and again to be unlucky to read. Though scrolls of Xynost never radiate magic, those that spend more than 5 minutes reading it, or hearing it read to them, suffer a -2 profane penalty to all saves for 24 hours.

## New Feats

#### **Destructive Flair**

things.

Prerequisites: Channeling class ability, Combat Channeling, Improved Sundering

Benefit: You can, as a swift action which does not provoke an attack of opportunity, use one of your uses of channel energy to improve your ability to damage objects. When you use this effect you gain a +20 bonus to sunder attempts and do extra damage on a successful sunder attempt. This extra damage is determined by rolling the number of dice you would normally roll when channeling energy (2d6 channeling equates to +2d6 damage to a successful sunder attempt, etc.). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.), or until you have made a successful sunder attempt, whichever comes first.

#### **Heighten Rage**

You can use your divine channeling to send a raging creature into a truly divine fury.

**Prerequisites:** Channeling class ability, Combat Channeling, Rage subdomain

Benefits: As a standard action which does not provoke an attack of opportunity, you may utilize one of your uses of channel energy to increase the potency of a character's rage. The character affected must be within the range of your channeling and must already be raging. Once affected, for the duration of the rage, all numerical benefits and penalties derived from that rage are doubled. When the rage ends, the individual is fatigued, if applicable, for twice as long as normal.

## Channeling Effects for the Catastrophe and Rage Subdomains

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The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Catastrophe Domain

Sensorial Imagery: A crackling dark blue energy, You can use your divine channeling to more readily break lined with bright yellow, and a faint odor of ozone.

> Minor Channeling Effect: Delayed Destroyer's Kiss: You can, as a standard action which does not provoke an attack of opportunity, employ one of your uses of channel energy to cause a single non-magical, non-living object within the range of your channeling to break, 24 hours after you use this ability. The object must have hit points equal to or less than three times the number of dice you



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would normally roll when channeling energy (1d6 could destroy an object with 3 or less hp, 2d6 could destroy an object with 6 or less hp, etc.) and, when affected, the object gains the broken condition. Objects being carried or held when you initiate the effect may negate the effect with a successful Fortitude save. Objects which were not held when you use this ability gain no save, even if they are carried when the breakage occurs. If the object has more hit points than you can effect, it takes no damage from the attempt but you have still used up one of your channeling uses.

Combat Channeling Effect: Brittle Steel: As a standard action which does not provoke an attack of opportunity, you can use one of your uses of channel energy to affect all non-magical weapons within range of your channeling so that they break more easily. For the duration of the effect, any strike by a weapon which deals more damage than the hardness of the weapon, causes that weapon to gain the broken condition. This effect last for a number of rounds equal to the number of dice you would normally roll when channeling (2d6=2 rounds, 3d6=3 rounds, etc.).

Major Channeling Effect: Shake the Earth: As a standard action which does not provoke an attack of opportunity, you can utilize one use of your channel energy to cause the ground to shake within range of your channeling. All physical structures within range of your channeling take 1d6 points of damage each round from this minor quake, and all characters, including yourself, who are standing on the shaking ground must make a Reflex save each round or be knocked prone. The effect lasts for a number of rounds equal to 1/2 the number of dice you would normally roll when channeling energy, rounded down (3d6 equals 1 round, 4d6 equals 2 rounds, etc.). This effect is not subject to Selective Channeling.

Major Channeling Effect: Fire's Touch: As a standard action, which does not provoke an attack of opportunity, you can use one of your uses of channel energy to cause all flammable unattended objects (that is, objects not being carried) within range of your channeling to burst into flame. These fires, once begun, burn as normal fires, spreading when possible and continuing to burn until their fuel is gone or they have been put out. You continue to cause objects within range of your channeling to catch on fire for a number of rounds equal to 1/2 the number of dice you would normally roll when channeling energy, rounded down (3d6 equals 1 round, 4d6 equals 2 rounds, etc.). After the effect has been initiated, you may move, carrying the effect with you. Objects which are already on fire do not burn more hotly because of your presence and therefore, if you do not move after beginning the effect,

only those objects which caught on fire in the first round of the effect are affected.

#### Rage Domain

Sensorial Imagery: A crackling midnight blue energy, heavily streaked with red, and a mild warmth

Minor Channeling Effect: Prolong Rage: As a standard action which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to cause a raging character to continue to rage without expending his or her normal rounds per day of rage. The number of rounds you may add to a rage in this way is equal to the number of dice you would normally roll when channeling energy (1d6 equals 1 extra round of rage, 2d6 equals 2 extra rounds of rage, etc.). If the target elects to end the rage before the extra rage you provided has been fully used, the extra rounds cannot be used later, they are lost. Rounds spent raging through the use of this ability do not contribute to the number of rounds of fatigue a character suffers following the rage.

Combat Channeling Effect: Divine Rage: You can, as a standard action which does not provoke an attack of opportunity, employ one of your uses of channel energy to infuse creatures within range of your channeling with an emotional surge similar to rage. Those affected by this effect gain a profane (or sacred) bonus to their Strength and Wisdom, but they gain a penalty to their AC equal to this bonus. The amount of both bonus and penalty is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 to Strength and Wisdom and -1 to AC, 3d6 equals +2 and -2, 5d6 equals +3 and -3, etc.). This effect lasts a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). This effect stacks with both rage and bull's strength. Characters affected by this effect are not fatigued when it is finished.

Major Channeling Effect: Divine Savagery: As a standard action which does not provoke an attack of opportunity, you can utilize one of your uses of channel energy to temporarily cause one character within range of your channeling to lose control of her senses, attacking all who are near her. The target of this effect is affected as with rage but cannot distinguish friend from foe and attacks the closest target. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). A Will save negates this effect and the target is allowed a Will save each round.

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Major Channeling Effect: Rage's Haste: You can, as a standard action which does not provoke an attack of opportunity, use one of your uses of channel energy to imbue all those within range of your channeling with savage vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6=3 rounds, 4d6=4 rounds, etc.). This effect doesn't stack with haste.

# Holy Ground: Clerics of Earth, Caves and Metal

Despite their differences in philosophies, doctrines, and alignments, most religions have this in agreement: men draw their life from the earth. From creation stories in which men were fashioned of mud and dust, to the acknowledgment that it is the soil from which food grows (for even carnivores rely on the flesh of those that eat plants), the earth occupies a rather significant role in the origin and continuation of life. Beyond this, many religions see within the ground the gifts of their gods: gifts found in the form of malleable metals and beautiful jewels. For those that know how to see, the rocks are as beautiful and intricate as any flower, and clerics devoted to gods of the ground do their best to open the eyes of their fellow creatures to the role of the terrestrial within the plans of the celestial.

Within the sphere of nature, each of the four elements (Air, Fire, Earth and Water) has a polar opposite, is mildly aligned (or subservient) to one of the other four, and is strongly aligned to (and dominates over) the remaining element. Earth, in this scheme, is opposed by Air. It is extremely rare to encounter a religion or cleric which embraces the domains of both Earth and Air. Earth is mildly aligned, and subservient to, Water. It is strongly aligned with, and dominant over, Fire. The two subdomains of Earth, Caves and Metal, are reflections of this relationship between the elements. Caves, so often created by the movement of water within the ground, is the aspect of Earth influenced by Water. The domain of Metal, on the other hand, stresses the harmony between Earth and Fire, for earth is purified by fire, bringing forth metals, which are further refined in fire.

Earth is also sometimes linked, theologically, with the domains of Artifice, Law and Strength. The Earth is firm and unmoving, changing slowly but yielding forth fruit which can be used and shaped by cunning craftsmen. For this reason, clerics embracing the domain of Earth are seldom chaotic in alignment, as the nature of the element does not lend itself to wild abandon.

## Sacred Tomes of Earth

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GMs can use the following texts as religious books in their campaigns. Each of the following sacred writings is associated with the domain of Earth, or one of its associated subdomains.

## Secrets of the Deep Darkness

This voluminous tome contains a series of prophecies concerning the rising of those who dwell below the ground, and of a coming age of darkness upon all the land. The book is used by both good and evil sects alike, but in different ways. Those of good alignment typically view the book as a warning, a caution against invoking the wrath of the gods. Those of evil alignment, particularly subterranean races, regard the words of the book as hopeful, eagerly anticipating the fulfillment therein and looking for the signs foretold. Besides its use as a predictor of future events, the book also details, albeit obscurely, many truisms concerning the realms below ground. Those who use the book may, after an hour of study, add +1d6-2 to a single Knowledge (dungeoneering) check (if the result is negative, it is still applied to the check).

#### Songs of Iron

This thick hymnal contains a somber collection of songs and poems focused on the love of the earth and all that it contains. The psalms are arranged into three sections. The first section, filled with songs that praise the gods for the things they have fashioned, focuses on such things as precious stones and useful metals. The second, and largest of the three sections, contains hymns espousing the rewards of diligence and the grace of the gods in blessing their creatures with the ability to work metals, fashion tools, and carve stone. The final, and the shortest, section of the hymnal talks of the wonders yet awaiting the faithful when they enter the stone halls of the gods. While the oldest extant copies of these hymnals are written in dwarvish (though it is said the original was written in Terran), it has long been available in the common tongue. Besides its use in singing, the book, if studied for an hour, also adds +2 to any one Knowledge (engineering) check.

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## The Stone Pillar

Found as a central decoration in many law-oriented temples of earth and stone, The Stone Pillar is, as it is named, a pillar of stone, carved around with commandments. Typically and traditionally made of white marble with gold inlaid letters, each copy of the Stone Pillar is somewhat unique, as each must, of course, be hand-crafted. The commandments of the stone pillar are brief, enumerating broad principles of worship and daily conduct. Of late, some

temples have allowed the commands of The Stone Pillar to be written out on parchments or in paintings suitable for a residence, but such innovations are frowned upon in more traditional locales as bordering on blasphemous. Those who spend an hour reading and meditating upon the commands of The Stone Pillar gain a +1 bonus to all saves made to resist Chaos spells or effects. This bonus lasts for 24 hours.

## New Spells

The following spells are suitable for clerics with either the Earth domain or one of its subdomains.

#### Adamantine Blade

School: Transmutation (Earth); Level: Clr 2/Drd 2 Casting Time: 1 standard action Components: V, S, M/D Range: Touch Area: A single metal weapon Duration: 1 round/level

## Saving Throw: Will negates; Spell Resistance: Yes When you cast this spell upon a metal weapon, that weapon functions as if it were composed of adamantine for the duration of the spell. A weapon held in the hand of a person opposed to the action is allowed a Will save to negate.

Explosive Blade School: Evocation (Earth); Level: Clr 4/Drd 4 Casting Time: 1 standard action Components: V, S, M (a small piece of flint) Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray **Duration:** Instantaneous **Saving Throw:** Will negates/Reflex for half damage; Spell Resistance: Yes

When you cast this spell you fire a ray of energy at the metal weapon of an opponent. If you succeed at a ranged touch attack (at a -2 penalty), the weapon is allowed a Will save to negate. If the save fails, the weapon explodes, dealing 1d4 points of damage per caster level to its user and all adjacent creatures (the user and adjacent creatures are granted a Reflex save for half damage). Exploded weapons are, naturally enough, no longer useable for combat. Magical weapons are immune to explosive blade.

Meld Metal School: Transmutation (Earth); Level: Clr 2/Drd 2 Casting Time: 1 standard action Components: V, S, M (a small piece of iron)

Range: Touch Area: See text **Duration:** Instantaneous

Saving Throw: Will negates; Spell Resistance: Yes You may, through the use of this spell, take two pieces of metal and touch them together so that they are instantly united together seamlessly. If one of the metal objects being melded is being held by a person opposed to the action, such as a fighter holding a sword, that person can attempt to negate the spell with a Will save.

## Channeling Effects for the Caves and Metal Subdomains

The following effects use and supplement rules from The Secrets of Divine Channeling. If you do not have that book, sensorial imagery describes noticeable effects which accompany the use of channel energy. Minor channeling effects are available to characters through either GM fiat, or the possession of the appropriate trait or class. Combat Channeling effects and Major Channeling effects are made available to a character through the acquisition of the appropriate feats. The DC of any saving throw is 10 +1/2 character level + Charisma modifier. Effects granting bonuses are either sacred or profane bonuses. None of the effects stack with themselves, though they may stack with other, similar effects.

#### Caves Domain

Sensorial Imagery: A dark brown energy, accompanied by a faint odor of copper.

Minor Channeling Effect: Chisel: You can, as a standard action, use one of your uses of channel energy to inscribe solid rock with petroglyphs: engraved words and images. The number of words or shapes you can infuse into the rock is equal to the number of dice you would normally roll when channeling (1d6 equals 1 word or image, 2d6 equals 2 words or images, etc.). Each word or image can cover no more than half a square foot of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (sculpting) can attempt more complicated images, subject to a skill check and GM approval.

Combat Channeling Effect: Roiling Dust: You can, as a standard action, which does not provoke an attack of opportunity, employ one of your uses of channel energy to create a roiling cloud of thick dust that fills the area within the range of your channeling. This cloud of dust provides concealment (20% miss chance) for all within the area of


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# Chapter 2: The Secrets of the Juckbringer Owain Northway, You have asked me to explain the nature of my talents though I am loath to give away any edge, I know when the odds are against me. So what follows covers the nature of the class of individuals I account myself a member of. Rivka Cardsharp I am a breaker of kismet, a defiler of odds, a spinner

of fate, a princess of possibilities, a vandal of the random, an escape artist from karma; I am a luckbringer and only fools make wagers against me and my kind.

We are able to alter the laws of probability for a local area, resulting in "good luck" for us and/or "bad luck" for our opponents in the form of unusual and often unlikely occurrences that seem to happen spontaneously. Kah the Dark Captain of The Last Warlord is chasing me over the bridge at Ashenfall? I use my gifts, combining my footfalls with those of my pursuer to exploit imperceptible design flaws in the substructure of the bridge; the result is a marvelously improbable bridge collapse, culminating just as I make it across but before the dreaded Kah does. Need to stop a clockwork titan from trampling the city underfoot? My power will cause its complex mechanisms to act as if drunken gnomes built it on the festival of Last Night, breaking into a thousand spinning gears without a single spring or sprocket landing on those below.

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One bad thing, sometimes we do not have total control over how we alter probabilities. We often have a specific outcome in mind, but there is always a possibility it will not work, or worse, turn against us at the most inopportune time (this often seems to happen to me just when I am about to save the day or get the guy). Moreover, sometimes even our luck just plain runs out.

Anyone can become a luckbringer but as with all gifts, some are more gifted than others, in my case I was simply born lucky.

We cannot do the impossible, only the extremely improbable. Remember however, in a world of magic nearly everything theoretically has a chance of happening, so when we are at the height of our powers, our gifts can seem to warp the very nature of reality. Sometimes however, it is too late, and there is no longer a chance for success.

## Adventures

Many of those like me live for adventure; we seek the high-risk stakes of combat against limitless hordes, raging dragons, and the endless death traps of forgotten ruins. It is not that we seek to be heroes, and many of us often are quite selfish, it is just that we find personal joy in putting ourselves in harm's way so that we can enjoy the thrill of escaping that peril, of seeing what the next turn of the cards brings. Surprisingly many of my fellow luckbringers are at first forced into this lifestyle by circumstance usually resulting from them fleeing a far worse situation. I believe this is because it is the most profitable, exciting, and entertaining occupation in existence and so fortune smiles upon us and sets us upon the road to adventure. I have also come to believe over time that it is a lifestyle most suited to changing the course of the future, where we can choose our own fate, rather than the winds of destiny simply blowing us about.

#### Characteristics

We luckbringers are a wild and varied lot but we have a few traits that we share between us beyond our good and ill fortunes. First and foremost is that we are nearly all troublemakers and if something is going on we are usually right in the middle of it. If we hear a call to adventure, we usually jump at that call. We are fond of drinking, gambling, and various multiple encounters of an amorous nature. I myself without a single overt act attract the eye of many a lovely lad, much to the chagrin of my companions. I like many others also avoid the entanglements of marriage and any serious commitment with a single companion, though I do seem to run afoul of many a married man's wife, there is simply too much still to see and do to settle down. I should like to be clear that many of my fellow luckbringers do not just enjoy gambling so much as it is a compulsion for us. We will bet on anything and everything, the fact that we win far more than we lose due to our ability to change the number on our wheel of fortune, makes this far less an affliction for us as it would be for those without our capabilities.

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## Alignment

I used to believe that due to our erratic activities and often simply trust in the blind forces of chance that luckbringers were creatures of chaos, but over time as I learned more about the wider world and encountered others who shared my abilities, that the law of probabilities is also part of our nature.

So in the same way that a soldier can serve the most righteous or most vile of causes so are we as wild and as varied in our principles of behavior. We can serve the forces of chaos, evil, good, or law or simply ignore them completely.

Many think of me as little more than a rapscallion, and this may be true, however I have met a woman calling herself Abadama Annaer, and while perhaps naïve she is the most unselfish and hopeful soul I have ever encountered. A goodly number of luckbringers have even started following her example for as she puts it "There is always a chance to make things better, and your chances are always better with a luckbringer about."

# Religion

Luckbingers tend to fall into two categories those who thumb their nose at the powers that be, believing that as strong, free-willed individuals, there is no reason why we should not decide our own futures. To hell with the powers of heaven and all the others who try to hinder us.

The second category we tend to fall into are those of us who worship the deities whose portfolios grant sovereignty over good and ill fortune, fate, karma, kismet, gambling, liberation, and trickery. I myself give praise to Our Laughing Traveler of Passages and Messages who presides over diplomacy, good fortune, foxes, jesters, joy, merchants, messengers, monkeys, otters, ravens, rebels, rogues, scouts, silver, thieves, trade, travelers, tricksters, and thieves.

This however is only what is most common amongst us and is by no means true of all the luckbringers as the aforementioned Abadama Annaer is a follower of Our Queen of Wisdom and Mercy. While Jacobo Stankovich Zott referred to by many who have been the victim of his crimes as "The Crimson Chaos" gives open praise to Their Vicious Brother of Destruction.

## Background

While many of my kind are born lucky, even those with the greatest of good fortunes benefit from some special training. We usually learn our special skills as apprentices to more accomplished luckbringers who often discover each other under highly improbable yet fortuitous circumstances. It is possible for us to learn these skills through happenstance, since that is often what we do best, but the unique training provided by other luckbringers makes this process go faster and with much less angst on the part of the apprentice, though we often cause angst for our mentors with our rather troublesome ways.

Beyond this apprenticeship, we do not often stay in each other's company for long as we cause too many bizarre and improbable things to happen around us when we are together. Or perhaps it just seems this way, and we just cannot stand anyone who could interfere with our manipulation of probabilities.

Those of us who do not chance upon a mentor wander about, seeking new experiences, and earning our fortunes though practice and experimentation. These luckbringers are often the most dangerous, having learned very little discipline while enjoying a freewheeling lifestyle that makes them highly adaptive. Because of our powers and abilities, we can take on many trades simply relying on our luck rather than any true skill.

#### Races

Fortune, be it weal or woe, does not care about what race a luckbringer is. You will find us amongst them all. Our numbers are fewer in societies that promote the idea that an individual cannot fight their fate, that they are a prisoner to their own destiny. Cultural barriers such as rigid caste systems also cause would-be-luckbringers to suppress their abilities but occasionally this repression can backfire, creating that societies most dangerous rebel.

#### Classes

As with the various races, we luckbringers seem to get along best with those who embrace the blind forces of chance and I consider my roguish friends amongst the most favored of companions. Though it is a generality, I most often run afoul of those with a divine view as their sometimes fanatical conviction and belief in fate and the sacred destiny of their faith makes conflict a foregone conclusion.

#### Role

Within adventuring companies, and especially the Questor's Society, my brethren and I often serve as trapspringers, (rather than trapfinders), trusting in our gifts to avoid any potential dangerous outcomes. It may seem like we have a plan or ploy but we are most often simply making it up as we go along. We also serve as jacksof-all-trades when dealing with various skills through we again rely on luck rather than any true skill to such an extent that we are considered masters of all skills. We can also serve as bizarre close range snipers depending on our ability to cause misfortune to our enemies.

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Alignment: Luckbringers may be of any alignment. Hit Die: d8

Class Skills The luckbringer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

#### **Class Features**

Weapon and Armor Proficiency: A luckbringer is proficient with all simple weapons, and with a single exotic weapon of the character's choice. A luckbringer is also proficient with all light and medium armors and shields.

Moment of Chance (Su): Each day, the luckbringer has a pool of moments of chance equal to three plus her class level. Once a round, as a free action, that she can make even if it is not her turn, a luckbringer can expend a moment of chance to do any one of the following things:

• Fatespin (Su): A luckbringer can cause a reroll of one attack roll, combat maneuver check, or skill check that occurs within 100 ft. of her. She must be aware of this action to use this ability. She may

declare the use of this ability after the original result is known. The character spends 1 moment of chance from her pool to force a reroll of the original d20 roll. A blade bounces off a shield and finds its way into the cracks of an opponent's armor. An opponent slips from her grasp only to find her foe as entangled him in her legs. She loses her grip while climbing a wall but catches hold of a tuft of grass and surprisingly it holds.

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• Weal and Woe (Ex): Apply a +1 luck bonus or -1luck penalty to any single d20 roll resulting from an action that occurs within 100ft of the luckbringer. A luckbringer must be aware of the action and must declare the use of this ability before the roll is made. An opponent's hand slips slightly on his blade or her own blade finds a missing scale on a dragon. A glint of light catches her attention revealing a hidden foe, an owl distracts a hunting party from her hiding place, or she finds perfect traction granting her a slightly faster reaction time than her opponent does.

• Narrow Escape (Ex): The luckbringer gains a chance of avoiding any confirmed critical hit or any attack that would reduce her to o hit points or fewer This ability only operates if she chooses to avoid the critical hit. Avoiding the hit requires a successful Ref save (DC 10 +  $\frac{1}{2}$  the attack bonus or the DC of the

Level	Base Attack Bonus	Fort Save	<b>Ref Save</b>	Will Save	Special
1	+0	+2	+2	+0	Moment of Chance
2	+1	+3	+3	+0	Improbable
3	+2	+3	+3	+1	Nothing Is Written
4	+3	+4	+4	+1	Improbable
5	+3	+4	+4	+1	Longshot, Nothing Is Written
6	+4	+5	+5	+2	Improbable
7	+5	+5	+5	+2	Nothing Is Written
8	+6/+1	+6	+6	+2	Improbable
9	+6/+1	+6	+6	+3	Longshot, Nothing Is Written
10	+7/+2	+7	+7	+3	Highly Improbable, Improbable
11	+8/+3	+7	+7	+3	Nothing Is Written
12	+9/+4	+8	+8	+4	Improbable
13	+9/+4	+8	+8	+4	Longshot Nothing Is Written
14	+10/+5	+9	+9	+4	Improbable
15	+11/+6/+1	+9	+9	+5	Nothing Is Written
16	+12/+7/+2	+10	+10	+5	Improbable
17	+12/+7/+2	+10	+10	+5	Longshot, Nothing is Written
18	+13/+8/+3	+11	+11	+6	Improbable
19	+14/+9/+4	+11	+11	+6	Nothing is Written
20	+15/+10/+5	+12	+12	+6	Improbable, Major Disaster

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spell/effect) though she adds her Charisma modifier to this save rather than her Dexterity modifier. In the case of a damaging spell or ability that would reduce the character to o hit points or less, this effectively grants the luckbringer a second saving throw to negate the spell or effect. This ability expends a moment of chance even if the luckbringer has used one already for this round, however this ability can only function once per round. A blade thrust that would have found her heart, is deflected at the last moment by the prayer book she kept there, slashing her side. The lightning bolt gets grounded out by an iron spike in climbing gear.

Improbable (Su): At 2nd level, a luckbringer gains one Improbable ability. She gains an additional Improbable ability every even level thereafter. A luckbringer cannot select an individual Improbable ability more than once. Improbable abilities require a luckbringer to spend moments of chance, which she may do only once per round as a free action.

• Critically Lucky (Ex): When a luckbringer uses this ability (even after the result of the die roll is known), she gains the benefit of the Critical Focus or Improved Critical feat with the weapon she is currently wielding even if she does not meet its prerequisites. Upon reaching 11th Level she can also choose any single Critical Feat and gain the benefits of that feat, though she must still meet the prerequisites of that feat, however for the purposes of these prerequisites her Base Attack Bonus is consider being equal to her luckbinger class level. If she has the master luckbringer ability (See Highly Improbable) and expends a second moment of chance this round she can choose a second Critical feat and use the first feat chosen as part of the prerequisites for the second feat. Her blade struck him a vicious blow to the head causing a horrible bleeding wound just above his eyes, blinding him.

Entropy Shield (Su): The luckbringer can cause a probability field to generate around her or an ally within 100 ft. This field deflects incoming arrows, rays, and other ranged attacks for 1 minute per class level. Each ranged attack directed at the subject for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). At 5th level this miss chance increases to 50%, Other attacks that simply work at a distance are not affected. The actual intervening factor is subject to GM determination but the default is often a random animal or vermin native to the area moving into the line of fire at the wrong moment, a stone causing the subject to stumble ruining the lead time of targeting foe or an odd gust of wind catching the projectile badly.

• Fateful Footing (Ex): The luckbringer alters probabilities, making her extremely dexterous; she gains a +10 ft. enhancement bonus to her base speed and a +2 inherent bonus to her Dexterity. The luckbringer also can make a single opponent extremely clumsy reducing all its speed ratings by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the target's Dexterity (minimum 1). A successful Will saves (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + her Charisma modifier) negates this penalties for the opponent but not her bonuses. This effect lasts for 1 round per class level. On the loose shale slope every step her foe took the rock slid out from under him, while ever step she took the ground seemed to flow with her.

• Good Karma (Ex): If the luckbringer is in a square adjacent to an ally and the ally is subject to an attack, including an area effect, the luckbringer can subject herself to the attack in the ally's stead and the ally takes no damage. Resolve potential attacks against the luckbringer normally, including to hit rolls and saving throws. She whips the mage and herself around as the blade comes down on her shield rather than the mages head.

• Hazard (Su): Using her ability to affect probabilities a luckbringer can cause a hazardous condition to affect a single target. This hazard deals 1d6 points of damage + 1d6 points of damage every two class levels. A successful Reflex Save (DC 10+1/2 the fate spinner's class level + her Charisma modifier) results in half damage. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. This damage can be something the target is resistant to but the creature is never immune to the damage type chosen and it could even result in multiple types. A meteor falls out of the sky hitting her opponent and nothing else.

• *Ill-fortune (Su):* You impart a streak of bad luck on the target. Any actions the target takes in the next round have a 50% chance of failing. A successful Will saves (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + her Charisma modifier) negates this effect. Just as the necromancer was preparing to give orders to his companions his childhood stuttering disorder came back.

• Improved Weal and Woe (Su): The luckbringer increases the bonus or penalty of her weal and woe ability to +2/-2. This ability does not use moments

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Luckbringers prefer to bet on their luck rather than on others' luck.

of chance though the weal and woe ability still does. She was just thinking about how much she hated the witch when she ran right into the witch's charm spell, luckily, she resisted it.

• Jinx (Su): You alter the laws of probability so that any time a target is missed by an attack, there is a 20% chance that it actually hits. This effect lasts for 1 minute per class level. If the target, which must be within 100 ft., makes a successful Will save (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier), the effect is negated. This ability does not stack with itself. Even though her throwing dagger missed, it bounced off the paladin's breastplate and flew edge first into the Blood Knight's elbow joint.

Just a Scratch (Su): The luckbringer's wounds are never as bad as they first appear. The luckbringer can heal a number of hit points equal to her class level plus her Charisma bonus (minimum +1). She thought she was in shock from the spear thrust going right threw her, but later she realized it had only nicked her while passing under her arm.

Opportunity Knocks (Ex): The luckbringer can

choose to gain an additional attack of opportunity beyond the normal one per round you are limited to (and beyond the normal limits of Combat Reflexes), or she can prevent a single action that occurs within 100 ft. of her from triggering potential attacks of opportunity (no save). Her opponent left himself so wide open to her; he virtually leapt upon her blade. She had to focus all of her attention on opening the door such that she did not have time to defend herself. Luckily, her foe failed to pay enough attention to her or take advantage of the situation.

٠ *Twist the Pattern (Ex):* a luckbringer can take 10 as a swift action or take 20 as a full-round action on one singular skill check that can normally be performed in one round even if she is distracted. She can grant this benefit to a creature within 100 ft. if the skill normally allows the creature to take 10 or take 20. Having spent a moment studying the lock, she quickly jams a pair of lock picks into the lock. As the door unlocks, she hears an audible click and smiles to herself.

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Nothing Is Written (Ex): At 3rd level, the luckbringer has the ability to change what the "Powers That Be" have written in the book of destiny. When first gained, the luckbringer must select a single power from the list below. She gains an additional Nothing Is Written power at 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level.

• *Divergent Fate (Su):* When a purely random roll (critical hit/fumble chart, wand of wonder, confusion, prismatic effect etc.) or card (deck of many things, critical/fumble card, plot card etc.) is drawn in relation to the luckbringer, she rolls twice or draws two cards, selecting the roll or card of her choice that actually affects her.

Evasion (Ex): luckbringers can manipulate probabilities to avoid even magical and unusual attacks. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the luckbringer is wearing light armor, medium armor, or no armor. A helpless luckbringer does not gain the benefit of evasion. She found the perfect spot to avoid the fireball: right in the shadow of her teammate's shield.

Fool's Luck (Ex): A luckbringer exudes luck and confidence. For one round after she activates this ability, as an immediate action, the luckbringer is entitled to two rolls instead of one for every attack roll, check, or saving throw, she makes, keeping the higher roll. She may use this ability a number of times per day equal to her Charisma bonus (minimum +1) If a luckbringer spends a moment of chance to fatespin an attack roll, combat maneuver check, or skill check during a round when this ability is active, she rerolls with two dice instead of one taking the highest roll. She wanted to make sure there was no one else trapped in the remorhaz's belly.

• Fortune's Favor (Ex): A luckbringer always seems to gain the advantages of concealment and other random protections, while her opponents never do. When miss chances are rolled her and her opponent must use two d10s, and the luckbringer chooses which of the two die rolls are the 'tens' digit after the result is known. For example, she activates her entropy shield ability, and her opponent shots an arrow at her, her opponent rolls a 7 and a 1. The luckbringer chooses the 1 to be the 'tens' digit, resulting in a 17, failing the 20% miss chance, causing the arrow to miss her. However, if the luckbringer were fighting an invisible opponent and knew what square he was in she could roll a 7 and a 1 choosing the 7 to be the 'tens' digit, successfully overcoming the miss chance. All 20 arrows missed her in the dark, but every shot she made found its mark.

Lucky Guess (Ex): A luckbringer always seems to

guess the correct solution to any given situation. She can improvise the right solution to most problems faster and more often than almost anyone else can. In game terms, the player can ask the DM to modify a roll three times per game session as a free action, (but no more than once per round), with regard to any problem. This substitution should always be tied to a game mechanic, such as:

• Rerolling a botched skill check with a second, related, skill. For instance, after failing a Bluff check, the luckbringer may immediately use her lucky guess ability to make a Diplomacy check. The first, failed check is ignored.

 Changing the last move action in progress, such as changing running movement down a hallway into a Climb check when the luckbringer discovers a nest of snakes in the hall.

Substituting a skill check for a saving throw, such as making a Acrobatics check to get over a pit instead of a Reflex save to avoid it, or using a Survival check instead of a Fortitude save after eating poisonous berries.

An especially generous DM may choose to have the lucky guess ability grant a good feeling about something to the character as well. These good feelings should always allow the luckbringer both a chance at success and maximum peril on the way to that success. She really did not think the plan was going to work, so at the very last moment she made a wild guess that the lock's combination was based on what she had learned about the man in the tavern.

• Lucky Break (Ex): A successful melee attack or melee touch attack by the luckbringer reduces a object, construct, or undead creature to one point below half its hit point total and it gains the broken condition, if applicable. If it is already below this amount this ability has no effect on the its hit point total, though it still can gain the broken condition. Intelligent construct and intelligent undead creatures receive a Will saving throw (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + her Charisma modifier) to negate the effect. She can use this ability a number of times per day equal to her Charisma bonus (minimum of 1)

• *More Luck than Skill (Ex):* Even if the luckbringer or another creature has some talent in a particular area, they still depend on luck to see them through in one way or another. So long as neither her nor her target takes a 10 or a 20 she can grant or inflict a luck bonus or penalty equal to her class level on a singular skill check (no save). She can use this ability a number of times per day equal to her Charisma bonus (minimum of 1)

*Opportunist (Ex):* Once per round, a luckbringer ٠ can make a melee attack of opportunity against an

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opponent who has just been struck for damage in melee by another creature. This attack counts as the luckbringer's attack of opportunity for that round. Even a luckbringer with the Combat Reflexes feat or the Opportunity Knocks ability cannot use the opportunist ability more than once per round. The luckbringer must be threatening her opponent to use this ability. Well, if he was going to turn his back to her when her ally stabbed him, she was going to stab him in the back!

• Perfect Chase (Ex): A luckbringer is always fortunate during a chase (whether he is pursuing or being pursued). A boat is available when he leaps from a bridge; a rope waits at every chasm, and so forth. Whether her Acrobatics and Climb checks succeed, of course, is another matter entirely, though he does gain a +5 circumstance bonus to these checks during a chase. She ran to the edge of the cliff, jumping off without even slowing down. Just then, a giant eagle swooped up from catching a fish in the water, breaking her fall.

• *Stalwart (Ex):* This ability grants the luckbringer the ability to alter the likelihood of secondary effects interacting with her; If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the luckbringer is wearing light armor, medium armor, or no armor. A helpless luckbringer does not gain the benefit of the stalwart ability. Only a luckbringer of at least 11th level can select this ability. The finger of *death* the mage cast upon her could only have killed her on her worst day; unfortunately for him today was her lucky day.

• Slippery Mind (Su): A luckbringer can learn to manipulate probabilities to slip away from mental control. If a luckbringer with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw. Only a luckbringer of at least 11th level can select this ability. She just kept running the odds repeatedly in her mind until the spell seemed to lose its hold.

Longshot (Su): At 5th level, when first gained the luckbringer must select a single power from the list below, She can use her long shot ability once per day. She gains additional Longshot power at 9th, 13th, 17th, and 19th level. In addition, the luckbringer also gains an additional use per day of her Longshot power at each of these levels. She activates these as free actions, even if it is not her turn, though the longshot power cannot be used more than once a round.

• Better Lucky than Good (Ex): You can manipulate probabilities to have what would be a disastrous outcome result in a fortuitous one and vice versa: Any natural 1 on a d20 roll as the result of an action that occurs within 100' of the luckbringer is treated as a natural 20. Any natural 20 on a d20 as the result of an action that occurs within 100' of the luckbringer can be treated as a natural 1. If you attempt to inflict a natural 1 on an unwilling subject that creature receives a Will saving throw (DC 10 +  $\frac{1}{2}$ the luckbringer's class level + her Charisma modifier) to negate the effect.

• Betting Pool (Ex): A luckbringer can gather up lucky streak, and release it how she designates for her own use. In game terms, this gives the luckbringer a total luck bonus equal her luckbringer class level that she can add, in partial increments, to her AC, CMD or to any die roll including attack and damage rolls, combat maneuvers, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever she applies this luck bonus under any of the preceding circumstances, she subtracts that amount from her remaining luck bonus until it is exhausted. A luck bonus added to her AC only applies to one attack made against her. For instance, a betting pool used by a 17th level luckbringer grants the recipient a total luck bonus of +17. If she adds a +5 luck bonus to a saving throw, a +3 luck bonus to an attack roll and a +3 luck bonus to AC, she still has a +6 bonus that she can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The effect ends when the luckbringer has completely exhausted her luck bonus from her betting pool or when 24 hours has expired. The effects of multiple uses of this ability do not stack. This ability can only be selected by a luckbringer of at least 16th level

• Fate's Saving Grace (Ex): You can manipulate probabilities to affect the most perilous of outcomes. The luckbringer can grant or inflict a luck bonus or penalty equal to her half her class level on a singular saving throw. If you inflict a penalty, the creature gains a Will saving throw (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + her Charisma modifier), a successful save halves the penalty.

• Fortunate Strikes (Su): The luckbringer gains the ability to potentially deliver a lucky attack. If she makes a successful attack (successful attack roll and/or a failed saving throw) within the duration of the effect (1 round per class level), the target hit by that attack must make a Reflex save (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) or be knocked 10 feet in a direction the luckbringer chooses and fall prone. She can only



make one successful Fortunate Strike per round; she also can only cause the opponent to move in a straight line. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle. This movement does not provoke an attack of opportunity. For example, your opponent fails his save against your Hazard ability and when a piece of the ceiling falls on his head, it causes him to fall and roll backwards into his companion.

Fortune's Filch (Ex): You manipulate probabilities so that one object you can carry (up to your maximum load) within 100' ends up in your hand. If used against an attended or magical object, the object gets a Will save (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + her Charisma modifier) to avoid this effect. You cannot use this ability if both your hands are occupied. For example, the last strike by your ally against your opponent caused him to loosen his grip when suddenly just as your foe is preparing his next swing a bat that was hiding on the ceiling dies, falling and hitting the tip of your foes sword causing the blade to bounce end over end right into your hand.

• Lucky Strike (Su): As a free action, the luckbringer can declare one of her attacks to be a lucky strike. When she does so, she rolls 2d10 and adds her Charisma modifier. She subtracts this number from any miss chance she would normally need to roll for that attack, and adds that number as a luck bonus to her attack roll. If she hits with this attack, it is treated as a critical threat, and she must roll to confirm it. She does not gain this luck bonus on the confirmation roll.

٠ One More Chance (Su): By spending a Longshot, the luckbringer can recharge her daily uses of moments of chance. She regains a number of moments of chance equal to three plus her Charisma modifier.

Highly Improbable (Su): Beginning at 10th level, a luckbringer adds the following advanced improbabilities to her choices when picking a new Improbable. Some highly improbable powers require a luckbringer to spend two of her daily uses of her moment of chance ability. This still qualifies as spending a moment of chance once during her turn, even though multiple moments of chance are consumed:

• All In (Su): The luckbringer risks damage to herself to cause maximum damage to an opponent. Before an attack roll is made, flip a coin (this coin flip or 1d2 roll cannot be modified by any other luckbringer ability, though the attack roll can be). If she calls it correctly and then successfully hits her opponent with an attack roll, her attack deals maximum damage. If she misses, she provokes an attack of opportunity from any creature that threatens her and takes maximum damage from the next attack made by the targeted opponent (if that attack is made within one round).

• Improved Ill-fortune (Su): With this ability, a luckbringer steals all the luck a creature possesses and gives it all of her bad luck. If she makes a successful attack (successful attack roll, and/or a failed saving throw), she permanently negates any and all luck bonuses the target benefits from and negates any luck penalties the luckbringer currently suffers from. In addition, any action the opponent takes has a 50% chance of failing. A successful Will saves (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) negates this effect. The curse bestowed by this ability cannot be dispelled, but it can be removed with a break enchantment, limited, miracle, remove curse, or wish spell. A remove curse only grants a second saving throw, if that save fails, the spell has no further effect upon this curse. She must possess the ill-fortune ability to be able to select this ability.

• Improved Just a Scratch (Su): The luckbringer doubles the amount of damage healed by her Just a Scratch ability and it heals all but 1 point of ability damage. It also negates all but 1 point of ability drain/ penalty, 1 negative level. This ability does not use moments of chance though the Just a Scratch ability still does. If she has the master luckbringer ability and expends a second moment of chance this round she can gain a luck bonus to her save against massive damage equal to her class level. She must possess the just a scratch ability to be able to select this ability.

You gain a +5 • Inordinate Exchange (Ex): circumstance bonus to a single Diplomacy or Intimidate check and can attempt to make a dramatic change in the target this check. If make a successful check you cause the target to become friendly and helpful but if you fail check the target is offended immediately becoming hostile and most likely violent. If she can makes a successful Diplomacy or Intimidate check and has the master luckbringer ability she can expend a second moment of chance this round and can retry a single skill check that normally does not allow a retry (such as a knowledge check) within the next minute.

• Magical Mishap (Su): The complex and unpredictable nature of magic can become infested with the power of chaos when it relates to a luckbringer. The luckbringer gains spell resistance equal to 11 plus her class level for 1 minute per class level. If the spell or spell-like ability fails to overcome

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her spell resistance, it results in one of the following random mishaps.

#### Jable: Magical Mishap

#### **d8** Mishap

- A surge of uncontrolled magical energy deals 1d6 1 points of damage per spell level to the caster.
- Spell strikes the caster or the caster's ally instead 2 of the luck bringer.
- Spell takes effect at some random location within 3 spell range.
- Spell's effect on the luckbringer is contrary to the 4 spell's normal effect.
- The caster suffers some minor but bizarre effect 5 related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the 6 spell's area.
- Spell has delayed effect. Sometime within the next 7 1d12 hours, the spell activates. The spell goes off in the general direction of the luckbringer, up to the spell's maximum range, if the luckbringer has moved away.
- Roll twice; ignoring results of 8. 8

• Master Luckbringer (Su): The luckbringer may now spend two moments of chance per round, if she wishes.

Greater Weal and Woe (Su): The luckbringer ٠ increases the bonus or penalty of her weal and woe ability to +3/-3. This ability does not use moments of chance though the weal and woe ability still does. If she has the master luckbringer ability and expends a second moment of chance this round she can apply the bonus or penalty of her weal and woe ability after a result is determined, possibly changing the final outcome. She must possess the improved weal and woe ability to be able to select this ability.

• Improved Evasion (Ex): A luckbringer can improve on her evasion ability by expending moments of chance. 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 luckbringer does not gain the benefit of improved evasion. She must possess the Evasion ability to be able to select this ability.

• *Improved Hazard (Ex):* A luckbringer can also inflict any one of the following conditions when a target fails its save against her hazard ability.

This ability does not use moments of chance though the Hazard ability still does. She must possess the Hazard ability to be able to select this ability

Jable: Improved Hazard Conditions		
Condition	Duration	
shaken, sickened	1 round/class level	
deafened, blinded, confused, staggered	1d4 rounds	
dazed, cowering, nauseated, stunned	1 round	

• Improved Jinx (Su): If the luckbringer makes a successful attack (successful attack roll and/or a failed saving throw), the subject gains a permanent 50% percent hit chance: 50 percent of the attacks targeting the creature that normally would miss the creature now hit. This curse negates the effect of any other miss chances, whether it comes from incorporeality, concealment, or a similar source. In such a condition, however, the effects of the curse are also negated. The curse bestowed by this ability cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. A remove curse only grants a second saving throw, if that save fails, the spell has no further effect upon this curse. She must possess the jinx ability to be able to select this ability.

• Sudden Opportunity (Ex): A luckbringer can cause an attack of opportunity to occur just for her, this counts against her number of attacks of opportunity allowed in a round. Opponents subject to this attack of opportunity are considered flat-footed (against this one attack only). A luckbringer is considered to possess the Unarmed Strike feat for the purposes of this ability if she is not wielding a melee weapon or does not possess a natural attack.

Major Disaster (Ex): At 20th level, a luckbringer can, once per day as a standard action, cause disaster to strike a large area: a supercell of lightning bolts falls on the area, tornados touches down, tsunamis, massive cave ins, landslides, volcanic eruptions, meteors fall out of the sky, a diety's avatar tramples though the area. The effect is similar to the hazard ability in that the cause of the damage must be probable but cannot be impossible. Regardless of the cause all creature and objects within a 40 ft. radius of a spot you designate suffer 200 points of damage (10 points per luckbringer class level). The range of this ability is 1,200 ft., and the luckbringer does not need a line of sight or line of effect. She must still be familiar with the area. A successful Fortitude save (DC 10 +  $\frac{1}{2}$  the luckbringer's class level + Charisma modifier) results in only 10d6 points of damage. If the luckbringer has the Improved Hazard highly improbable ability, all surviving creatures can be affected by that ability.

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Black Cat Burgler (Luckbringer Archetype)

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I know you like the way I sway when I walk, and you like it when I purr when I talk. Know that I will never steal from you; I simply liberate you from only your finest material possessions, which are really just weighing you down. Know that I will never lie to you, though I will fib a bit. Yes, I steal from the rich and give to myself but really they can afford it, and while I may not be easy on your pocketbook, I am easy on your eyes. This is assuming of course that I let you see me as I never leave any clues to how I was able to liberate you. The constables and magistrates certainly will never see me, though sometimes I leave them a calling card. Plus, it is not like I need the money, I just like taking pretty things.

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I am sure a big strong hero like yourself will either want to stop me or push me up against the wall and kiss me especially with the tight black leather I wear, oh look my button broke. While your pondering the problem, I will just let me self-out, or you know knock you out. It depends on how many bad kitty puns you make.



The black cat burglar is skilled and sassy. Just beware the kitty puns - If she doesn't like them, you're likely to feel her claws instead of hearing her purr.

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#### **Moment of Chance Class Feature**

Foul Fate (Su): A black cat burgler can cause a reroll of any d20 roll that an opponent within 100 ft. makes, she does not need to be aware of the action to use this ability. She can declares she is forcing a reroll even after the result of the roll is known. She spends 1 moment of chance from her pool to force a reroll of the original d20 roll her opponent takes the lower result of the two rolls. You foe's weapon finds a crack in your armor but fails to sink in as it hits a bit of rock stuck in the crack. This moment of chance ability replaces the fatespin moment of chance ability.

Inflict Woe (Su): Apply a -2 luck penalty to any single d20 roll resulting from an action by an opponent that occurs within 100ft of the black cat burglar. A black cat burglar need not be aware of the action and can declare the use of this ability after the result of the roll is made. An opponent's hand slips slightly on his blade causing the weapon not to sink home. This moment of chance ability replaces the weal or woe moment of chance ability.

**Trapfinding (Ex):** A black cat burglar adds 1/2 her class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A black cat burglar can use Disable Device to disarm magic traps. This class feature replaces the narrow escape moment of chance ability.

#### **Improbable Class Feature**

Improved Inflict Woe (Su): The black cat burglar increases the penalty of her inflict woe ability to -3. This ability does not use moments of chance though the inflict woe ability still does. A black cat burglar must take this as her first improbable ability at 2nd level.

#### **Highly Improbable Class Feature**

Improved Inflict Woe (Su): The black cat burglar increases the penalty of her inflict woe ability to -4. This ability does not use moments of chance though the inflict woe ability still does. She was just thinking about how much she hated the wizard when she ran right into the wizard's cohort, unfortnatly, the cohort failed to resist the poison on her blade, unfortunate for the cohort that is. A black cat burgler must take this as her first highly improbable ability at 10th level.

# Juckbringer Feats

#### Advantageous Strike (General)

Your very nature can manipulate probabilities so as hit just the right spot.

Prerequisites: Improbable class feature (critically lucky) Benefit: Once per day when you use your critically lucky class feature you can choose to roll two dice to confirm a

critical hit taking the better of the two rolls.

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

#### **Auspicious Escape (General)**

You use your ability to alter probabilities, your body, or the flow of time to overcome adversity

Prerequisites: Moment of chance, moment of change, or mote of time class feature

Benefit: Once per day you can spend a moment of chance, moment of change, or mote of time to suppress the effects of any one detrimental condition for a number of rounds equal to your luckbringer, taskshaper, time thief, or time warden class level. If you are at least a 10th level in one of those classes, you instead suppress the effects of all detrimental conditions affecting you at the time you activate this feat for 1 minute.

Special: You can take this feat multiple times; each additional time you take this feat, you gain an additional use per day. You can select this feat as an improbable ability, a temporal talent or as an advanced temporal talent so long as you meet its prerequisites.

#### **Break the Pattern (General)**

You have happy accidents even when there is a minimal amount of chaos to take advantage of.

Prerequisites: Improbable class feature (twist the pattern)

Benefit: When you use your twist the pattern special ability and take a 10, roll 1d20 and take the higher result. When you take a 20 roll a d20 and add the luck bonus to the skill check as listed below.

Table: Break the Pattern Luck Bonus		
d20	Luck Bonus	
1-10	+0	
11-12	+1	
13-14	+2	
15-16	+3	
17-18	+4	
19-20	+5	

#### Extra Improbable (General)

You have unlocked the secret of a new improbability. Prerequisite: Improbable class feature.

Benefit: You gain one additional improbable ability. You must meet all the prerequisites for this improbable ability.

Special: You can gain this feat multiple times. Its effects stack, granting a new improbable ability each time you gain this feat, though you still cannot select an improbable ability you already possess.

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#### **Extra Moment of Chance (General)**

You have learned how to draw more power from your pool of moments of chance.

Prerequisite: Moment of chance class feature.

Benefit: Your pool of moments of chance increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your pool of moments of chance each time you take this feat.

#### Extra Nothing Is Written (General)

You have learned how to avoid the designs of fate. Prerequisite: Nothing is written class feature.

Benefit: You gain one additional nothing is written ability. You must meet all the prerequisites for this nothing is written ability.

**Special:** You can gain this feat multiple times. Its effects stack, granting a new nothing is written ability each time you gain this feat, though you still cannot select a nothing is written ability you already posses.

#### **Fateful Strike (General)**

Your very presence can change the amount of harm an attack does.

Prerequisite: Moment of chance class feature.

Benefit: You use your fatespin ability (spending a moment of chance) to force a reroll of one damage die (the damage dealt by a long sword) or set of damage dice rolls (damage dealt by a greatsword or *fireball*) dealt by single attack or effect. If the damage is from a continuous effect (such as acid arrow) you can only force the reroll of one set.

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

#### **Fortunate Fate (General)**

Even fate favors the outcome of your life

Prerequisites: Moment of chance class feature

Benefit: When you use your fatespin special ability you roll two d20s instead of one when rerolling an attack roll, combat maneuver check or skill check that occurs within 100 ft. (you still must be aware of the action to use the ability), and choose the dice roll that is more favorable to you.

**Special:** You can select this feat as an improbable ability so long as you meet its prerequisites.

#### **Improved Narrow Escape (General)**

You always seem to know the best way out of a horrible situation.

Prerequisite: Moment of chance class feature

Benefit: You do not need to spend a moment of chance to use the narrow escape ability; you only need to have at least one point in your moment of chance pool.

#### **Karmic Reaction (General)**

You can spend the karma you have earned to protect yourself

Prerequisites: Improbable class feature (good karma) Benefit: You gain a karma token every time you use the good karma ability. If you have used your good karma special ability on an ally previously who in an adjacent square and you are subject to an attack, including an area effect, you can spend a karma token as a free action (though only once per round). When the karma token is spent, that ally though some random chance subjects itself to the attack in your stead and you take no damage. Resolve potential attacks against the ally normally, including to hit rolls and saving throws.

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

#### Last-Minute Gamble (General)

You use up all luck you might have in one final effort to take down a foe.

**Prerequisites:** Improbable class feature (hazard)

Benefit: You can empty your pool of moments of chance as a free action to add a +2 luck bonus to the DC of your hazard special attack and increase the damage 1d6 per luckbringer class level. You must have at least one moment of chance in your pool to empty after having spent a moment of chance to active the hazard special attack.

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

#### **Martial Kismet (General)**

The very forces of fate themselves seem to guide your attacks.

Prerequisites: Improbable class feature (entropy shield) Benefit: You increase your chance to hit any target that has the benefit of a miss chance by 20%, though you must still know what square to attack if the miss chance is granted by concealment as long as you have at least on moment of chance in your pool.

Special: You can select this feat as an improbable ability so long as you meet its prerequisites.

#### Motion of the Moirai (General)

The Fates themselves bless your movements, and curse the movements of your foes.

**Prerequisites:** Improbable class feature (fateful footing) Benefit: The speed rate benefit from fateful footing is continuous as long as you have at least one moment of chance in your pool. You can reduce an affected targets speed rating by 30 ft (still a minimum of 5 feet) and if you are a 5th level luckbringer or higher the negative effects of fateful footing are permanent as bestow curse (caster level equal to your luckbringer class level).

Special: You can select this feat as an improbable

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weapon that had been previously secured by the baldric within the last 24 hours. You do not need to meet the prerequisites of the feat to gain its benefits. You gain the benefit of that feat until the beginning of your next turn. A lesser baldric can be used 1/day, a standard baldric can be used 3/day, and a greater baldric can be used 5/day. A luckbringer can activate this ability one additional time per day by expending a moment of chance.

#### Construction

**Requirements** Craft Wondrous Item, *heroic fortune*; Cost 1,800 gp (lesser), 5,400 gp (standard), 6,000 gp (greater);

#### Boots of Adventitious Timing Aura faint evocation; CL 3rd Slot chest; Price 3,600 gp (lesser), 10,800 gp (standard),

18,000 gp (greater); Weight 1 lb.

#### Description

These gold and silver boots have an amazing level of traction and always seem to leave you standing in just the right place at just the wrong time. You may always act in a surprise round, simply acting on a lucky impulse even if you are not aware of your opponents, you are considered flat-footed during the surprise round until it is your turn in the initiative order. You may also take a move action in addition to the standard action you normally can take in a surprise round; though these must be separate actions, (you cannot take a full-round action or a full-attack action). A lesser set of boots can be used 1/day, a standard set of boots can be used 3/day, and a greater set of boots can be used 5/day. A luckbringer can activate this ability one additional time per day by expending a moment of chance. Construction

Requirements Craft Wondrous Item, heroic fortune; Cost 1,800 gp (lesser), 5,400 gp (standard), 6,000 gp (greater);

#### Cape of Risk

Aura faint abjuration; CL 1st

Slot shoulders; Price 1,600 gp (lesser), 4,800 gp (standard), 8,000 gp (greater); Weight -

#### Description

This gold and silver cape flitters about distracting the eye of viewers. Any opponent attempting to perform an attack of opportunity against you, must attempt a Will save (DC 10 +1/2 your HD +1/2 your Charisma Modifier). If the save succeeds, the opponent can make the attack of opportunity normally and is unaffected by the cape of risk. If the save fails, the opponent cannot follow through with the attack of opportunity, which part of its action is lost, and it cannot make further attacks of opportunity against you for 1 minute. Those not attempting to perform an

attack of opportunity on the subject, and all other forms of attack remain unaffected. A lesser cape of risk can be used 1/day as an immediate action for duration of 1 minute, a standard cape can be used 3/day as an immediate action for duration of 1 minute, and a greater cape offers continuous protection. A luckbringer can activate this ability one additional time per day or add a +2 luck bonus to the DC by expending a moment of chance.

#### Construction

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Requirements Craft Wondrous Item, sanctuary; Cost 800 gp (lesser), 2,400 gp (standard), 4,000 gp (greater);

#### Gloves of Fortunate Deeds

Aura moderate transmutation; CL 8th

Slot hands; Price 3,600 gp (lesser), 10,800 gp (standard), 18,000 gp (greater); Weight -

#### Description

These tight fitting leather gloves mold to the wearer's hands like a second skin. You can take a 10 on Acrobatics, Climb, and Swim skill checks even if you are distracted. You can also a number of times per day as an immediate action treat your next Acrobatics, Climb, and Swim skill check as if you had rolled a 20. A lesser set of gloves can be used 1/day, a standard set of gloves can be used 3/ day, and a greater set of gloves can be used 5/day as an immediate action. A luckbringer can activate this ability one additional time per day by expending a moment of chance.

#### Construction

Requirements Craft Wondrous Item, bull's strength, cat's grace; Cost 1,800 gp (lesser), 5,400 gp (standard), 6,000 gp (greater);

#### Juck's Aegis

Parts of this brightly polished armor seem to twist and move about randomly, always presenting the least amount of exposed area to the observer. As an immediate action once per day you can activate this armor or shield's special property to generate a protective probability field for 1 minute. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat does not help opponents. However, your own attacks have a 20% miss chance, since your attacks must also pass through the protective probability shield at the last moment. Any individually targeted spell has a 50% chance to fail against you while you are protected by this effect. Your own spells and class abilities that not simply personal have a 20% chance to be negated by the probability field as well. While protected by this effect, you take only half damage from area attacks. You also take only half damage from falling, since you fall in the most fortunate of ways. A luckbringer can activate this ability a second time per day by expending a moment

#### of chance.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, Quicken Spell, *blink*; Price +15,000 gp.

#### Ring of Fate's Unraveling

Aura faint evocation; CL 3rd

Slot chest; Price 24,000 gp (lesser), 72,000 gp (standard), 120,000 gp (greater); Weight 1 lb.

#### Description

This silver ring always holds thirteen black gems each of a different type. This ring creates a powerful curse effect (as bestow curse) which causes a target within 30 ft. to make a successful Will save (DC 10 + 1/2 your HD + your Cha modifier) or suffer a -6 luck penalty on all ability checks, attack rolls, saving throws, and skill checks. If the target expends a point from a pool class feature (such as an arcane, ki, grit, mote of time, moment of change, moment of chance etc.), it suffers 1d6 points for each point spent while this ability is in effect. A lesser ring can be used 1/ day as a standard action, a standard ring can be used 1/ day as a swift action, and a greater ring can be used 3/day as a swift action. A luckbringer can activate this ability one additional time per day or add a +2 luck bonus to the DC by expending a moment of chance.

#### Construction

**Requirements** Forge Ring, unravel destiny; Cost 12,000 gp (lesser), 36,000 gp (standard), 60,000 gp (greater);

#### Ring of Peril

Aura faint evocation; CL 5th Slot chest; Price 4,000 gp; Weight 1 lb. Description

This old ring is made of pewter that has tarnished with age. If worn by a luckbringer with the hazard class feature you gain 1 moment of chance that can only be spent on the hazard ability. In addition, the target of your luckbringer hazard ability has a vulnerability that you are aware of or has regeneration with a damage type that overcomes that regeneration that you are aware of, the damage type dealt by your hazard ability becomes that of that creature's vulnerability or regeneration (damage type). If worn by a character without the hazard class feature they gain the use of that class feature once per day (as if they had spent one moment of chance) their luckbringer class level being equal to their hit dice though they do not gain any other benefits from the ring.

#### Construction

**Requirements** Forge Ring, must have the hazard class feature; Cost 2,000 gp (lesser)

#### Symbol of Good Juck

Aura faint evocation; CL 3rd

Slot neck; Price 1,600 gp (lesser), 4,800 gp (standard), 8,000 gp (greater); Weight -

Description

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This appears to be a simple token of good fortune or ward against ill luck. If activated before a roll is made, the symbol of good luck grants you a moment of chance or +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use the symbol to grant this bonus to aid another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). If the symbol is used to aid another character, it grants only half the listed bonus (+4 before the roll, +2 after the roll). A lesser symbol can be used 1/day as an immediate action, a standard symbol can be used 3/day as an immediate action, and a greater symbol can be used 5/day as an immediate action. A luckbringer can activate this ability one additional time per day by expending a moment of chance.

#### Construction

**Requirements** Craft Wondrous Item, heroic fortune; Cost 800 gp (lesser), 2,400 gp (standard), 4,000 gp (greater);

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#### Third Eye of Karma

Aura faint divination; CL 3rd

Slot face; Price 2,400 gp (lesser), 7,000 gp (standard), 12,000 gp (greater); Weight -

Description

This platinum chain bears a platinum disk set with a single black diamond so that it appears to be an eye. If an attack would deal 50 points of damage, render you unconscious, or kill you outright, you can immediately make a full attack action or cast a single spell against your opponent if she is within your reach or in range of the missile weapon you currently hold, or spell you cast. Once your action is complete, the results of the opponent's attack resolve as normal (even if you have killed or destroyed your opponent). A lesser eye can be used 1/day, a standard eye can be used 3/day, and a greater eye can be used 1/round. A luckbringer can activate this ability a second time per day (or per round if it is a greater eye) by expending a moment of chance.

#### Construction

Requirements Craft Wondrous Item, true strike; Cost 1,200 gp (lesser), 3,500 gp (standard), 6,000 gp (greater);

# Chapter 3: The Secrets of the Taskshaper

#### Owain Northway,

You hunt for the secrets of the lost children, those stolen away from this world, tricked by beings who see no value in truth. I have had enough of secrets, I also wish to change the way the world perceives us, and so I will give you truth, I will tell you of the taskshapers.

#### Lanshuil Lostdottir

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I am a taskshaper, and I will tell you the story of my kind. We are not changelings, we are those that were replaced by them; we are not doppelgangers, though now we often work with them. We are not a race; we are a class of individuals who for the most part share a common background of abduction, which has left us emotionally scarred. We are the mortal children snatched by the fey, kidnapped from our cribs, our playgrounds, and even our schools. We are the lostlings, taken to the primal enchanted homeland of the fey, the secret of our true heritage kept from us, oftentimes our memories altered by magic, especially if we were old enough to remember our previous life. We became blank slates for the fey to write upon.

Auberyon, the Solstice King, used his gift for deceit and the magics of the fair folk to transform us into adaptive tools, claiming we would serve to stop a fell and encroaching threat from the mortal realms. I believe this was his original intent but over time, when the threat did not manifest, we became something else; we became entertainment. The Solstice King and many other fey now do this simply for their own amusement.

Then came the day we learned the great secret, our kindred were being taken to the realm of dreams to perform in a blood sport, a place where taskshapers died for the Solstice King's pleasure. Horrified by the betraval we banded together and swore this would not be our fate, and so we brought about our own vanishing.

Learning the true intent of our captors, that there was no great noble purpose to our existence, we cast about seeking meaning, which was when we learned that the fey kidnapped us from our true lives. We thought to go home, and so the majority of the taskshapers banded together and escaped to the mortal realms, our true home, disguised in various forms and scattering so that the Solstice King could not corral us like so much cattle. Not that we knew what we would come home to find, so many of us taken as small children, barely remembering the vaguest shadows of what home might have been. Nevertheless, we wanted something real, something independent of the whimsy of a callous fey lord.

We hoped our return would be a grand celebration, instead we found that no one remembered us; no one had ever missed us, for we had been replaced by changelings. Moreover, many of us could not even take revenge upon the changelings who had taken our identities. We were bereft of solace, for not even the ashes of our stolen lives remained. Tragically, we had not accounted for the movement of time in the enchanted lands of the fair folk, most of us had returned long years after our abduction.

And so it began, we had returned to a world no longer our own, misplaced in time, but with all the talents and skills taught to us by the eldritch fey of the primal world.

#### Adventures

Taskshapers like myself, bereft of all else, long for a purpose in life, and I along with them still desire a threat to strive against, to fulfill the emptiness left inside us by the false promises of the fey. Some, like me, become hidden guardians striving to defend some small remnant of our stolen lives. Others seek masters worthy of our service, becoming agents suited to nearly any task but most especially the betrayal-ridden shadow play of espionage. Others of our ilk seek out the trust and companionship of a loyal fellowship and will not hesitate to sacrifice everything, including their very lives, to preserve that circle of friendship.

Many of my fellow taskshapers ultimately choose this lifestyle because it is one of the few places we can find acceptance, as few other communities, professions, or tradecrafts will trust shapeshifters. Moreover, while some of my fellows chose to hide amongst you, if locals discover their true nature they flee to a life of adventure away from the prejudice and hatred the world holds for fey-touched lostlings. Ultimately, I believe that this lifestyle may have also be part of a tragic curse placed upon us by the Solstice King, denying us a permanent home since we chose to abandon his.

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## Characteristics

Due to our shared upbringing in the primal plane of dark fey, taskshapers share a number of common traits. Most of us share a wild if not fully feral nature having spent our adolescents learning the hedonistic practices of the Solstice Court. Pulled away from our parents at an early age, many of us never truly grow up and seek to relive and recapture our lost childhood. The theft of our identities and our rightful place in the world has also left most of us are psychologically scarred, cynical, and skeptical; we trust very few people and expect little to nothing from people or the world, this has led us to value the beauty of the moment rather than worrying about the future. Moreover, we place the highest value on those who have earned our trust. Some of us therefore act with fits of sensual whimsy while others are grim and distance, regardless all of us are painfully lonely.

#### Alignment

It should come as no surprise to you that due to our ever changing and shifting nature that we taskshapers are usually creatures of chaos, however I know those who take up the neutrality of nature, and those how hold to a rigid code of personal conduct that would press the honor the greatest knight. Ultimately, we can go our own way or serve any of the forces of chaos, evil, good, or law.

While I myself spend my days searching for my lost son, I have met a stonewarden gargoyle who they fey took from his rookery when he was still an egg. He killed his entire clan when he returned from the Solstice Court, for their failure to notice his disappearance. The authorities supposedly executed him for his crime but he now serves the Mournful Order of Kinslayers as one of their honorable assassins.

## Religion

Taskshapers generally choose two paths when it comes to the divine. First there are those, such as myself, that curse and rage against the heavens for allowing this tragic fate to befall us. A few of them have joined with other fell powers and seek to actively overthrow the rule of heaven; others simply refuse to worship any deity.

The second group tends to worship deities they discovered during their time with the fey and believe these deities helped them discover the truth of the Solstice King's deception. These deities tend to include cunning, laughter, madness, rebels, scouts, shapeshifters, tragedy, travelers, tricksters, thieves, and wine. I, myself, give praise to Our Mother of Many Ways who presides over badgers, creativity, geniuses, gnomes, half- wits, hyenas, inspiration, intuition, invention, jackals, lurkers, madness, oracles, prophecy, shapeshifters, tragedy, wine, and wolverines.

All of the above those are simple generalities and there are always exceptions to our common beliefs.

Govan Goneson is a devotee of The Great Church of the Pantheon believing that all of our tragedy was a test of our faith in Sovereigns of Heaven. While Telyn Wayward who fought in the Coliseum Morpheuon and has totally dedicated himself to the martial benefits offered by his talent for shapeshifting is an adherent of Our War Marshal in Heaven.

# Background

All taskshapers share one piece of common background; the denizens of the faerielands kidnapped us and left a changeling in our place. The newest of our kind the renegade taskshapers rescued, taking them on as apprentices. For this is what awakens the gift of shapeshifting within us. Yet the fey chose potentials for a reason, and therefore we have a few common background traits. The first of these is the easiest to recognize as before being taken we showed a propensity for not giving any thought to the consequences of their actions, and as such were often running away from trouble. The second of these traits was much harder for the fair folk to determine but with their ability to walk unseen throughout our lives, they would eventually learn that we tended to delight in the mess we could make of other people's lives.

In their realm, the otherworldly fey used their magic and lies to manipulate us, until we consented to their torture, fleshly violations, and other things that were far worse so that our gift of shapeshifting could be awakened. Myself, the fair folk seized after I stole the roses from my sister's wedding, they took me while I was sitting on the limb of a high tree watching people scramble about trying to find my sister's roses. The greatest of tragedies though was when the Solstice King seduced me and then later took my child from me; I still have not found my son.

This is another example besides having what could have been our lives stolen away from us, we all have had something even more tragic happen to us while we were in the realm of the faeries. Sometimes this does not happen until after we escape the Courts of the Solstice King, and it is my belief that some fell curse uttered by Auberyon haunts us still even after we leave wrecking misfortune throughout our lives. However, not everyone agrees with me that this is the case.

#### Races

Fey, no matter the court, do not care about what mortal race you belong to. They will steal from anyone. However, one will do tend to find that we belonged to cultures that had a greater chance of interaction with the faerielands. As such dwarves of nearly any region and the stonewarden gargoyles of Questhaven are the least likely to become taskshapers.

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A few of the satyrs I knew, who were given to talk in excess when drunk on fey wine have told me a dark and disturbing tale about why humans tend to dominate our numbers. That some of the outlying villages in the Questhaven protectorate near the Dire Weald give children the fey select to the Solstice Court as part of fell bargains forged during the age of the Cynmark Dynasty when the Dread Lich ruled the lands.

#### Classes

Taskshapers can get along with the members of nearly any other profession though in general Paladins, Cavaliers, and Samurai often have the hardest time trusting us do to our ability to disguise our appearance, though we seldom harbor any ill will towards them. I have found myself most at home with druids, illusionists, transmuters, and rogues. What I have seen as the most violate of relationships occurs between divine healers and taskshapers who wish the destruction of all that is divine. It is difficult for most to turn away from the benefits of magical healing while still maintaining their hatred for what the *Sovereigns of Heaven* have allowed to happen to us.

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# Role

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Within adventuring companies, and especially the Questor's Society, we taskshapers often serve as the greatest of spies due to our being able to change our appearance and our personalities. We can also serve as gifted scouts, able to range far and wide by wing or by fin, often going where others cannot. Some of us become spiritualists spending time with the creatures we imitate, and seeking our own private lore. Others of my kind serve as companions to other shapeshifters from doppelgangers

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Level	Base Attack Bonus	Fort Save	<b>Ref Save</b>	Will Save	Special
1	+0	+2	+2	+0	Mimicry, Moment of Change
2	+1	+3	+3	+0	Shaped Capacity
3	+2	+3	+3	+1	Change Shape (alter self), Perfect Copy
4	+3	+4	+4	+1	Mimicry, Shaped Capacity
5	+3	+4	+4	+1	Ability Shift, Change Shape (beast shape I)
6	+4	+5	+5	+2	Shaped Capacity
7	+5	+5	+5	+2	Change Shape (beast shape II, elemente body I)
8	+6/+1	+6	+6	+2	Mimicry, Shaped Capacity
9	+6/+1	+6	+6	+3	Ability Shift, Change Shape (beast shape II. elemental body II, plant shape I)
10	+7/+2	+7	+7	+3	Advanced Shapes, Shaped Capacity
11	+8/+3	+7	+7	+3	Change Shape (beast shape IV, elemente body III, form of the dragon I, plant shap II)
12	+9/+4	+8	+8	+4	Shaped Capacity
13	+9/+4	+8	+8	+4	Ability Shift, Change Shape (giant form elemental body IV, form of the dragon I plant shape III)
14	+10/+5	+9	+9	+4	Shaped Capacity
15	+11/+6/+1	+9	+9	+5	Change Shape (giant form II, form of th dragon III)
16	+12/+7/+2	+10	+10	+5	Shaped Capacity
17	+12/+7/+2	+10	+10	+5	Ability Shift
18	+13/+8/+3	+11	+11	+6	Shaped Capacity
19	+14/+9/+4	+11	+11	+6	Ability Shift
20	+15/+10/+5	+12	+12	+6	Unform

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to lycanthropes often passing on our lore so that these creatures learn of our abilities. However, like me, many of my kith and kin are outsiders searching for what the fey took away from us, a feeling of belonging and feeling of purpose in this world, or seeking for the truth of their former identity to the muddle of altered and false memories. These and others like me have taken up the life of an adventure and quest.

Hit Die: d8

#### **Class Skills**

The taskshaper can choose any 10 skills to be class skills. Skill Ranks per Level: 6 + Int modifier

Mimicry (Ex): At 1st level a taskshaper is proficient in all simple and martial weapons, armor, and shields. At 4th level, a taskshaper can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its class level. At 8th level, a taskshaper becomes proficient with all exotic weapons.

Moment of Change (Su): Each day, the taskshaper has a pool of moments of change equal to three plus her class level. Once a round, as a free action, a taskshaper can expend a moment of change to do any one of the following things:

• Imprint Feat: For one round exchange one feat the taskshaper currently possess for another feat. If the taskshaper character has not personally witnessed this feat during game play, the taskshaper can only select a list of feats from the Pathfinder® Roleplaying Game Core Rulebook<sup>TM</sup> equal to 3+her class level. Successfully imprinting a feat the taskshaper personally witnesses requires a successful perception check DC 15 (+1 per 10' of distance from the creature performing the feat). The taskshaper must still meet all the perquisites for the imprinted feat.

Imprint Skill: Exchange the ranks of any one Strength or Dexterity Based Skill for one skill check.

• Modified Advantage: Gain a +1 bonus to any single d20 roll. You make a minor internal change to your form that assists in the performance of a task. You make your fist heavier making the arch of your swing move faster, you change the shape of your eyes and ears to heighten your senses, you move nerves around increasing your reaction time.

Shaped Capacity (Su): At 2nd level, a taskshaper gains one shaped capacity. She gains an additional shaped capacity every even level. A taskshaper cannot select an individual talent more than once. Capacities require a taskshaper to spend moments of change, which she may do only once per round.

• Impersonate: Using her ability to emulate the thoughts of creature she has touched, the task can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, adding a +5 bonus to Disguise checks. The taskshaper can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before he can use the ability. The creature gains no sense that the taskshaper is impersonating him

 Imprint Class Ability: The Taskshaper can use any class ability that could be possess by a character equal to half her class level that could be performed as a single action (does not include spellcasting or bonus feats). The ability functions as if she were a member of that class with a level equal to half her taskshaper class level. If an ability can only be used so many times per day s this also limits how many times a taskshaper can imprint it. If the taskshaper character has not personally witnessed this class ability during gameplay the taskshaper can only select from a list of class abilities from the *Pathfinder* ® *Roleplaying Game Core Rulebook*<sup>™</sup> equal to 3 plus her class level. Successfully imprinting a class ability the taskshaper personally witnesses requires a successful perception check DC 15 (+1 per 10' of distance from the creature using the class ability).

• Improved Imprint Feat: For one round exchange two feats, the taskshaper currently possess for another feat. If the taskshaper character has not personally witnessed this feat during game play, the taskshaper is still limited to the list feats she can emulate, though this list increases by 3 + herCharisma modifier. Successfully imprinting a feat the taskshaper personally witnesses requires a successful perception check DC 15 (+1 per 10' of distance from the creature performing the feat). The taskshaper must still meet all the perquisites for the imprinted feats.

Improved Imprint Skill: Exchange the ranks of any one Skill for one skill check.

• Improved Modified Advantage: You increase the bonus of your modified advantage ability to +2

• Instant Armor: You gain a natural armor bonus to AC equal to one-third your task shaper class level for one minute per class level, if you are using the total defense maneuver this bonus increases to your full class level.

• *Mimic Defense:* You gain a circumstance bonus to your Fortitude or Reflex saving throw equal to one-third your class level against a single condition  $(\min + 1).$ 

• Shaped Attack: You can change your form so that you gain 1 natural attack form; it deals damage appropriate for your size. At 8th, 15th, and 20th level, you gain an additional natural attack form.

Shaped Resistance: You gain resistance 5 against a specific energy type of your choice. At 5th level this ability increases to resistance 10, At 10th level it increases again to resistance 20

Change Shape (Su): At 3rd level, the taskshaper has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of its own physical qualities. This ability functions as the alter self spell, (The taskshaper does adjust its ability scores based on its size as per the spell) with a caster level equal to her class level. This ability emulates additional spells based on your class level:

Table: Change Shape		
Class Level	Spell Name	
5th	beast shape I	
7th	beast shape II, elemental body I	
9th	beast shape III, elemental body II, plant shape I	
11th	beast shape IV, elemental body III, form of the dragon I, plant shape II	
13th	giant form I, elemental body IV, form of the dragon II, plant shape III	
15th	giant form II, form of the dragon III	

Perfect Copy (Su): At 3rd level, when a taskshaper uses change shape, she can assume the appearance of specific individuals.

Ability Shift (Su): At 5th level, when first gained, the taskshaper must select a single power from the list below, and has a single ability shift per day to spend. She gains additional ability shift power at 9th, 13th, 17th, and 19th level. In addition, the taskshaper also increases an additional ability shift use per day at each of these levels, use of this ability is considered an immediate action (hence you cannot use the ability twice in the same round).

• Avoid Attack: By bending and distorting your body, you move out of the way of an attack. Any incoming attack that requires an attack roll, provokes an attack of opportunity, to which the taskshaper can make a special opposed melee attack roll, essentially attacking the attack with her body, otherwise if follows standard rules for opposed attack rolls. If successful, the attack misses (including spells that require an attack roll to hit, like a ray or a touch spell). If the taskshaper's roll exceeds its opponents by 10 or more the taskshaper can negate the attack (catching it in midair or causing it to be deflected harmlessly), or it can choose a new target within range or reach of

#### the attack.

• Dynamic Form: Your speed for each movement mode you posses gain a + 30 ft. enhancement bonus and your fly maneuverability improves by onestep for one hour per level. In addition, during this time, you gain a circumstance bonus to Acrobatics, Climb, Fly and Swim checks equal to your class level (maximum + 15).

• Even More Changes: By spending an ability shift, the taskshaper can recharge her daily uses of moments of change. She regains a number of moments of change equal to three plus her Charisma modifier.

• Shape Lock: You automatically become aware of any shapechanger by touch. In addition, you can force and lock a shapechanger into one shape it can assume. This shape is chosen by you and your aware of the spell the creature can emulate, a Fort save negates (DC 10 +1/2 the taskshaper's class level + her Charisma modifier). This effect cannot be dispelled but it can be removed with a *break enchantment*, limited wish, miracle, remove curse, or wish spell. All though this is an immediate action its use in combat still requires a touch attack.

• Shift Condition: You can ignore the effects of any single condition (including death) for a number of rounds equal to your taskshaper class level.

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• Touch of Change: The taskshaper can baleful polymorph (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier; caster level equal to her class level) any living creature she touches. Only a taskshaper of 9th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.

• Touch of Stone: The taskshaper can use flesh to stone or stone to flesh (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier; caster level equal to her class level) on anything she touches. Only a taskshaper of 13th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.

• Touch of Transformation: The taskshaper can use polymorph any object (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier, caster level equal to her class level) anything she touches. Only a taskshaper of 15th level or higher can choose this ability. All though this is an immediate action its use in combat still requires a touch attack.

Advanced Shapes: Beginning at 10th level, a taskshaper adds the following advanced shaped capacities to her choices when picking a new shaped capacity. Many advanced shapes require a taskshaper to spend two of her daily uses of her moment of change ability. This still

qualifies as spending a moment of change once during her turn, even though multiple moments of change are spent.

 Become the Mask: The taskshaper can shape its mind to mirror that of any living intelligent creature it has touched for 1 round per level. During this time, the creature's personality takes control of the taskshaper's body. Taskshapers use this ability to allow their allies to speak with and ask questions of the possessing form. If the possessing form seeks to say or do something against the taskshaper's will, the taskshaper may attempt a Will saving throw (DC 10 + 1/2 your taskshaper class level + your Charisma Modifier) to prevent it.

• Form of Intention: The taskshaper can know a creature's intentions in combat, by accessing her ability to impersonate a creature, knowing intimately her opponent's fighting styles and habits. The taskshaper gains a +5 insight bonus to Armor Class and Saving Throws against all attacks she is aware of made by one foe for the duration of that encounter.

• Improved Imprint Class Ability: The taskshaper can use any class ability that could be possess by a character equal to her class level minus three that can be performed as a single action (does not include spellcasting or bonus feats). The ability functions as if she were a member of that class with a level equal to her taskshaper class level minus three. If an ability can only be used so many times per day s this also limits how many times a taskshaper can imprint it. If the taskshaper character has not personally witnessed this class ability during game play, the taskshaper is still limited by her list of available class abilities though it does increase by 3 + her Charisma modifier. Successfully imprinting a class ability the taskshaper personally witnesses requires a successful perception check DC 15 (+1 per 10' of distance from the creature using the ability). You must possess the imprint class ability in order to select this option.

Master of Shapes: The taskshaper may now spend two moments of change per round, if she wishes.

• Monstrous Adaptation: A taskshaper can duplicate almost any attack that any living creature it has touched could utilize. Duplicate organs, both mundane and arcane, granting her the extraordinary or supernatural abilities of such creatures; any saving throw offered by such and abilitiy's DC is equal to 10 +1/2 her taskshaper class level + her Charisma Modifier. If the taskshaper character has not touched this creature during game play the taskshaper can only select abilities from a list of universal monster abilities from the *Pathfinder* ® *Roleplaying Game* Bestiary<sup>™</sup> equal to 3 plus her class level. This ability can be maintained for 1 round.

*Regeneration:* The taskshaper gains regeneration

- 5 (acid or fire) for 1 round per class level.
- Shaped Anatomy: taskshaper has a 50% chance of ignoring a critical hit or a sneak attack, this ability remains in effect for 1 round.
- Stretch: A taskshaper can double her natural reach by stretching her arms, legs, tail, or other appendages in combat. This increase can be maintained for 1 round.

Unform (Su): At 20th level, the taskshaper can unmake anything she touches once per day as a standard action. The subject suffers 40d6 points of damage, though a successful Fort save reduces the damage by half. (DC 10 +1/2 the taskshaper's class level plus her Charisma modifier) in all other respects this functions as a *disintegrate* spell (Caster level equal to her class level).

#### Designer's Note:

The taskshaper can a bit heavy on the bookkeeping side of play, similar to how a wizard must maintain a spellbook, as one needs to record every ability and feat that the taskshaper ever witnessed, while GMs can hand-wave this away for NPCs. For a PC however, a GM is encouraged only to allow this class to be used by players the GM trusts to keep accurate records of the feats and abilities her character can emulate (he may wish to review this list, as he would the spells or magic items a PC has available). GMs should at all costs avoid hand-waving this PC bookkeeping and allowing a taskshaper to just emulate what they wanted whenever they wanted to use it. In the same way one would avoid hand-waving a wizards spellbook.

# Taskshaper Feats

#### **Baleful Touch (General)**

You transform a creature into a harmless animal.

Prerequisites: Moment of change class feature, shaped capacity class feature, change shape (beast shape III) class feature, base attack bonus +6.

Benefit: Three times per day you can spend a moment of change and inflict a *baleful polymorph* spell on a creature you touch (a standard action that includes the melee touch attack) unless your victim makes a successful Fortitude save (DC 10 +1/2 your taskshaper class level + your Charisma modifier). The caster level of this spell is equal to your taskshaper class level. Activating this spell-like ability does not provoke an attack of opportunity.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

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#### **Dreaded Shape (General)**

"See now the shape of fear"

**Prerequisites:** Change shape (form of the dragon III) and moment of change class feature,

**Benefit:** If you spend one moment of change, you become a larger, awful version of your current shape. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities for one round per taskshaper class level you possess: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/cold iron or silver (your choice), and spell resistance equal to 10 + your taskshaper class level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a *fear* and mind-affecting effect.

**Special:** You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Extra Moment of Change (General)**

You have learned how to draw more power from your pool of moments of change.

Prerequisite: Moment of change class feature.

Benefit: Your pool of moments of change increases by 2.

**Special:** You can gain this feat multiple times. Its effects stack, granting you an increase to your pool of moments of change each time you take this feat.

#### **Extra Shaped Capacity (General)**

You have unlocked the secret of a new shaped capacity. **Prerequisite:** Shaped capacity class feature.

**Benefit:** You gain one additional shaped capacity ability. You must meet all the prerequisites for this shaped capacity.

**Special:** You can gain this feat multiple times. Its effects stack, granting you a new shaped capacity ability each time you gain this feat, though you still cannot select a shaped capacity ability you already possess.

#### **Greater Change Shape (General)**

"I have learned the forms of death and power."

**Prerequisites:** Change shape and moment of change class feature, Improved Change Shape

**Benefit:** you gain access to *undead anatomy* (See *Ultimate Magic*<sup>TM</sup>) and *geniekind* (See Below) for use with your change shape class feature based on your taskshaper class level as shown on the table below.

**Special:** You can take this feat as a shaped capacity so long as you meet its prerequisites.

Table: Greater Change Shape		
Class Level	ss Level Spell Name	
5th	undead anatomy I	
9th	geniekind, undead anatomy II	
11th	undead anatomy III	
15th	undead anatomy IV	

#### **Imprint Racial Traits (General)**

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"Unlike you I am not limited by the circumstances of my birth."

Prerequisite: Moment of change class feature.

**Benefit:** You can spend 1 moment of change to exchange one racial trait you posses for any other single racial trait (excluding languages and weapon familiarity), this effect remains for 24 hours. Ability score adjustment racial traits can only be exchanged for ability score adjustments, Senses racial traits can only be exchanged for another sense racial trait, This must a be a racial trait of a race available for use as a player character in your current campaign, you can select alternate racial traits. If you select an alternate racial trait for your actual race, the duration becomes permanent.

**Special:** You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### Improved Change Shape (General)

"I have learned the secretes of many forms"

**Prerequisites:** Change shape and moment of change class feature

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**Benefit:** you gain access to *monstrous physique* and *vermin shape* (See *Ultimate Magic*<sup>TM</sup>) for use with your change shape class feature based on your taskshaper class level as shown on the table below.

**Special:** You can take this feat as a shaped capacity so long as you meet its prerequisites.

Jable: Improved Change Shape		
Class Level	el Spell Name	
5th	monstrous physique I, vermin shape I	
7th	monstrous physique II, vermin shape II	
9th	monstrous physique II	
11th	monstrous physique IV	

#### **Mimic Reaction Time (General)**

You know how to emulate the reaction time of some of the fastest creatures alive.

Prerequisite: Shaped capacity class feature.

**Benefit:** By spending 1 moment of change you gain a circumstance bonus to your Initiative equal to one-third your class level for one encounter.

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#### **Modified Advantage Focus (General)**

Your dedication knows no limit. Your wrath dies hard.

Prerequisite: Moment of change class feature.

Benefit: Increase the bonus granted by modified advantage by 1.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to modified advantage by 1 each time you take this feat.

#### **Phoenix Rising (General)**

"Some shapes are best when you pass beyond"

Prerequisites: Change shape (beast shape IV) and moment of change class feature

Benefit: You expend all of your moments of change when you die, if at least 3 points are expended this way you are restored to life and transform into a Large sized phoenix (see Pathfinder Bestiary<sup>TM</sup>) as if both a raise dead and then a *beast shape IV* spell were cast upon you, use your taskshaper class level as the caster level. You can choose to delay this resurrection and transformation for any amount of time up to 3 days if you so choose.

Special: if you are least a 15th level taskshaper this functions as a resurrection instead of a raise dead spell 17th level taskshaper this functions as a true resurrection instead of a raise dead spell. You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Task Adept (General)**

"Whatever you can do, I can do."

Prerequisite: Moment of change class feature.

Benefit: Feats you imprint (including this one) now last for 24 hours when you use the imprint feat or improve imprint feat ability.

Special: You are still limited by the fact that if you have not personally witnessed this feat during game play, you cannot imprint it and you must still meet all the prerequisites for the imprinted feat. You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Task Master (General)**

You have learned how imitate the deeds of others.

Prerequisite: Moment of change class feature.

Benefit: You can imprint an additional feat (including this one) when you use the imprint feat or improved imprint feat ability.

**Special:** You can gain this feat multiple times. Its effects stack, granting you the ability to switch out an additional feat each time you take this feat; You are still limited by the fact that if you have not personally witnessed this feat during game play you cannot imprint it and you must still meet all the prerequisites for the imprinted feat.

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"Give me a moment and I can do it."

Prerequisite: Moment of change class feature.

Benefit: You can spend 1 moment of change to exchange one Str or Dex based chosen class skill for another Str or Dex based chosen class skill.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Touch of Deformity (General)**

"You shall learn the shape of torment"

Prerequisites: Change shape (beast shape I) and moment of change class feature

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Benefit: If you expend 1 moment of change your successful touch attack or natural attack causes your opponent to become painfully malformed for one round per taskshaper class level you possess. Unless your opponents makes a successful Fortitude save (DC 10 +1/2 your taskshaper class level + your Charisma modifier) its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round your opponent suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. This is a transmutation polymorph effect.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Touch of Malformation (General)**

"I can shape more than just myself"

Prerequisites: Moment of change and shaped capacity class feature

Benefit: You expend 1 moment of change and with a successful touch attack or natural attack warp your opponent's body, discoloring it and causing it to become misshapen and impairing its function. When you use this ability, you must choose one of three types of effects to inflict on the target-movement, attacks, or defense.

- Attacks: One of the creature's natural attacks takes a -2 penalty on attack and damage rolls, only scores a critical hit on a natural 20, and only deals ×2 damage on a confirmed critical hit.
- Defense: The creature's natural armor bonus • decreases by -4, to a minimum bonus of +0.
- Movement: One of the creature's movement speeds (chosen by you) is halved.
- · This is a transmutation polymorph effect.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Viper's Riposte (General)**

"If the blade attacks you, change the blade"

Prerequisites: Change shape (beast shape I) and moment of change class feature



Benefit: If an opponent hits you with a manufactured melee weapon you can expend one point of moment of change and unless your opponent makes a successful Fortitude save (DC 10 +1/2 your taskshaper class level + your Cha modifier) or that weapon to turn into a venomous snake for 10 minutes per taskshaper class level you possess. This snake has all the stats of a Medium viper (see *Pathfinder Bestiary*™). This snake follows your commands to the best of its ability. It always acts on your turn, and can attack beginning on the round this feat is used. If the viper is killed, it returns to its original form. This is a transmutation polymorph effect.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

#### **Unstable Touch (General)**

You curse a creature with an amorphous body.

Prerequisites: Moment of change class feature, shaped capacity class feature, change shape (beast shape I) class feature, base attack bonus +4.

Benefit: Three times per day you can spend a moment of change and curse a creature you touch (a standard action that includes the melee touch attack) with an amorphous body unless your victim makes a successful Will save (DC 10 +1/2 your taskshaper class level + your Charisma modifier). This is a supernatural ability that does not provoke an attack of opportunity. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried-armor, backpacks, even shirtshamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4)penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a second Will save. A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) for the duration of the spell; shapechange and stoneskin have a similar effect. The amorphous body curse is permanent until removed.

The curse bestowed by this feat cannot be dispelled, but it can also be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell but the caster level of the spell must exceed your taskshaper class level.

Special: You can take this feat as a shaped capacity so long as you meet its prerequisites.

# Spells

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#### Geniekind

School transmutation (polymorph); Level cleric 5, druid 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (a pinch of dust, embers, windblown sand or drops of water, depending on the genie type)

**Range** personal

Target you

Duration 1 round/level

Wizards and clerics have always sought to emulate the genies that they bind. The geniekind spell is the result of attempts to gain the power and influence of these proud outsiders without entirely forsaking the caster's own form. Upon casting this spell, you must choose one type of genie to transform into, selecting from djinni, efreeti, marid, or shaitan. You retain your basic physical appearance but shift in some way to become more akin to the genie type you chose. While under the effects of geniekind, you gain a +2 racial bonus on all saving throws against paralysis, poison, sleep, and stunning effects, and a +4 enhancement bonus to your natural armor bonus. You also gain a +2 enhancement bonus to Constitution and a +5 bonus on all Diplomacy checks made when interacting with creatures of the same elemental subtype as your chosen genie. In addition, you gain other abilities depending upon the type of genie you choose to assume the form of, as detailed below.

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• Djinni: You gain the ability to fly at a speed of 60 feet with perfect maneuverability. When flying, your lower torso trails away into a vortex of wind and smoke. You gain resist electricity 10.

*Efreeti:* Your flesh turns a deep red and you grow large horns on your head. Your unarmed strikes and any melee weapon you wield deal +1d6 points of fire damage. You gain resist fire 10.

Marid: Your flesh turns blue and you gain webbed • fingers and toes. You gain a swim speed of 60 feet and can breathe water. You gain resist cold 10.

Shaitan: Your flesh gains the coloration of stone and your hair appears to be sculpted from fine crystals. You gain a burrow speed of 60 feet and resist acid 10.

# Chapter 4: The Secrets of Jactical Archetypes

# Introduction

In the *Pathfinder Roleplaying Game*<sup>TM</sup>, teamwork is one of the core assumptions of the game. Whether it's the wizard casting enlarge person on the fighter who is protecting them from the big bad monsters, or the druid distracting the guards so the rogue can sneak into an estate, teamwork is essential. Reflecting this, the Advanced Player's Guide introduced a number of feats known as teamwork feats, which grants bonuses when two characters have the feats and are in situations where they could be used. In addition to this, two classes, the inquisitor and the cavalier, have teamwork feats as an integral part of the class design. The cavalier is able to grant the benefits of a teamwork feat he has to his allies temporarily, thereby allowing everyone to work together more efficiently. In many ways this mechanic, and the related Battle Herald prestige class, are the inspiration for this product. Inside, you will find class archetypes that take teamwork one-step further.

# Archetypes by Class

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Alchemist: Spellchymist Barbarian: Savage Tactician Bard: Umbral Weaver Cavalier: Inspiring Summoner **Cleric:** Pious Sentinel Druid: Elementalurgist Fighter: Peltasto **Gunslinger:** Mechanist Inquisitor: Grand Inquisitor Magus: War Warder Monk: War Scholar **Oracle:** Aetherurgist Paladin: Purifier Ranger: Pack Hunter Rogue: Vicious Opportunist Samurai: Shogun Sorcerer: Magilith Summoner: Celestial Commander Witch: Circle Warden Wizard: Force Commander

The Inspiring Commander and Shogun both replace the mounts that the respective class would normally get. This means that some orders will not work well with these archetypes, so the GM is encouraged to work with players who wish to use such orders to find suitable replacements for mount-dependent abilities.



All classes can benefit from tactical archetypes.

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#### Aetherurgist (Oracle)

In tune with the whispers of those long forgotten, the aetherurgist is renowned for her ability to bind spirits to do her bidding.

**Dual Curse:** An aetherurgist must choose the haunted and tongues curses. One of these curses (oracle's choice) never improves as the oracle gains levels. The first language an aetherurgist chooses as part of the tongues curse must be Aklo.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: spiritual weapon (4th), haunting choir (6th), spiritual ally (8th).

Spirit Sense (Sp): At 1st level, an aetherurgist can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like detect undead, and the oracle detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead you have detected).

Voices from Beyond the Veil (Su): At 2nd level, the aetherurgist's ability to hear and understand spirits of the dead is developed enough to allow her to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many aetherurgists do so anyway). Aetherurgists may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with each other. Additionally, language is no longer a barrier when the aetherurgist uses the speak with dead spell.

Spirit Mastery (Su): At first level, the aetherurgist gains a spirit mastery score and the ability to summon spirits of the dead to aid her and her allies. At 1st level, her spirit mastery score is 1. At 3rd level, and every other level thereafter (5th, 7th, 9th, etc), her spirit mastery score increases by +1. Spirits last for one minute per oracle level. At first level, the aetherurgist may only have one spirit out at any given time. At 5th level, and every 5 levels thereafter (10th, 15th, and 20th), the number of spirits they may have out increases by 1.

Summoning a spirit is a standard action that provokes attacks of opportunities. They appear in a square adjacent to the aetherurgist, chosen at the time of summoning. At 11th level, the aetherurgist may summon a spirit as a move action. She may only summon one spirit per round. The spirits act during your turn. Dismissing a spirit is a swift action that requires you to be adjacent to them.

The form the spirits take varies from aetherurgist to aetherurgist, but a common form is of a faceless hooded figure in a praying stance.

#### Designer's Note:

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I encourage Aetherurgists to write their Spirit Mastery score on their character sheet!

A spirit has the following base statistics:

Type: Undead.

Alignment: Same as aetherurgist

Defensive Abilities: Not Quite There

**Immune:** undead traits

HP: One fourth the maximum hit points of the aetherurgist

AC: 10 + aetherurgist's Charisma modifier (including touch and flatfooted)

Saving throw bonuses: Same as aetherurgist

Speed: o ft, Cannot be moved.

Melee: None

Ranged: Special, see below.

SQ: Channel Revelation, Limited Agency, Tenuous Existence

Not Quite There (Su): At 1st level, all spirits that the aetherurgist summons using this ability gain a 20% miss chance, as the blur spell. In addition, they gain a DR 5/magic. At 7th level, they a 50% miss chance, as the displacement spell and their DR increases to 10 /cold iron. At 11th level, the damage resistance becomes DR 15/-. These are constantly in effect.

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Ranged Touch Attack: The spirit uses the aetherurgist's base attack bonus as their base attack bonus, and adds the aetherurgist's Charisma modifier as a bonus on attack rolls. A defensive spirit's ranged touch attack deals no damage.

Channel Revelation (Su): An aetherurgist may channel certain abilities through the spirit's ranged touch attack. Channeling an ability requires a move action while adjacent to the spirit you wish to channel through. You may only channel a touch or ranged touch supernatural or spell-like ability gained from a revelation that does not have a minimum level. This uses up daily uses of the ability as if you had used it yourself. If the ability is normally a melee touch, it requires two daily uses of the ability. If a spirit has a constant effect ability, it does not affect anything until the aetherurgist's next turn.

Limited Agency (Ex): The only action a spirit may take is a standard action to use its ranged touch attack.

Tenuous Existence (Ex): A spirit cannot normally be healed by curative magic. The only way a spirit may be healed is through the Spirit Lord revelation.

The square a spirit is summoned into counts as difficult

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Divert Spirit (Su): Normally the aetherurgist revelation. must give form to an ambient spirit. But at 7th level, the aetherurgist learns how to harness the spirits of the recently departed. As a full-round action, the aetherurgist may select one square containing the body of a creature that died no more than 1 round ago. This square must be within close range (25 feet + 5 feet / 2 levels). The creature must not have been a construct, an elemental, or undead. The aetherurgist may summon a spirit in this square using the spirit mastery ability, except that she does not need to be adjacent to the square. This ability replaces the revelation gained at seventh level.

#### Revelations

An aetherurgist may select the following revelations:

Arcanavore Spirit (Su): When summoning an offensive spirit, you may instead choose to summon an arcanavore spirit. These spirits act just like offensive spirits, except as follows. Instead of the ranged touch attack, the arcanavore spirit casts *dispel magic* as a spell-like ability using the aetherurgist's caster level to determine all effects. Each time it successfully dispels an effect, it loses half of its current hit points. This is a spirit modifying revelation. You must be at least 11th level to select this revelation.

Grasping Spirit (Su): When summoning a defensive spirit, you may instead choose to summon a grasping spirit. These spirits act just like defensive spirits, except as follows. A grasping spirit does not possess the warding spirit ability. Instead, all terrain within a radius of 5 feet per two spirit mastery points is treated as difficult terrain as dozens of ethereal hands rise up from the ground and writhe about, eager to grasp on to almost anything living. The aetherurgist who summoned this spirit is not affected by the difficult terrain caused by this spirit. This is a spirit modifying revelation.

Spirit Lord (Su): Your mastery over spirits is such that you are able to call upon more spirits and even reinforce the tenuous links keeping the spirits anchored to the world. Your limit on the number of spirits you may have active at any given time increases by one. In addition, three times per day as a standard action you may heal your spirits 1d6 hit points per oracle class level you posses. You must be at least 5th level to take this revelation.

Spirit of Communal Pain (Su): When summoning a defensive spirit, you may instead choose to summon a spirit of communal pain. These spirits act just like defensive spirits, except as follows. The deflection bonus to AC from the warding spirit ability is equal to half of the spirit mastery score. In addition, whenever a non-spirit ally within 10 feet times your spirit mastery score takes 5 or more damage, the ally takes 5 less damage and the spirit takes 5 points of damage. This is a spirit modifying revelation. You must be at least 7th level to take this

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Swarm of Souls (Su): A spirit you summon can come into existence under the effect of *mirror image*, using half your caster level to determine all effects. This spirit counts as two spirits for the purposes of how many spirits you can have active at once. You must be at least 13th level to select this revelation.

#### Celestial Commander (Summoner)

Blessed by the Celestial Gods to fight the forces of evil, the celestial commander has been granted many abilities that allow him to effectively command the forces of good.

Note: Much like the Master Summoner, this archetype requires a lot of bookkeeping. GMs are encouraged to ensure that the player of this archetype has the stat blocks of the creatures he is summoning ready before he summons anything. Furthermore, due to their ability to summon many improved creatures, this is a great archetype for solo campaigns.

#### Alignment: Any good

Weapon and Armor Proficiency: Celestial commanders are proficient with all simple weapons. Inspiring commanders are also proficient with light and medium armor.

Spells: Unlike normal summoners, celestial commanders are divine spellcasters. In all other ways the celestial commander's spellcasting is like a normal summoner.

Modified Spell List: The celestial commander's spell list is modified. Remove lesser planar binding, planar binding, and greater planar binding. Remove all spells that affect eidolons. Add the following spells at the listed spell level:

1st - rally point (Pathfinder® Advanced Player's Guide<sup>™</sup>)

2nd – spiritual weapon, tactical acumen (Pathfinder® Roleplaying Game Ultimate Combat<sup>TM</sup>)

3rd – spiritual ally

4th – hallow, lesser planar ally

5th – bestow grace of the champion (Pathfinder® Roleplaying Game Ultimate Magic<sup>TM</sup>), planar ally

6th – greater planar ally, miracle

The celestial commander does not gain these as spells known unless he selects them.

Divine Tongue (Ex): At first level, a celestial commander learns the celestial language. In addition, every creature they summon can understand, but not necessarily speak, Celestial.

**Domain:** Like a cleric's deity, a celestial commander's deity influences his alignment, what magic he can perform, and his values. Although not as tied to the tenets of the deity as a cleric, a celestial commander must still hold such guidelines in high regard, despite that fact he can go against them if it serves the greater good of the faith. A celestial commander can select one domain from among those belonging to his deity. In addition, the celestial commander can always select the Tactics subdomain. He may select an alignment domain only if his alignment matches that domain. With the GM's approval, a celestial commander can be devoted to an ideal instead of a deity, selecting one domain to represent his personal inclination and abilities. The restriction on alignment domains still applies. The celestial commander gains the spells given by the domain as spells known. These spells do not count against his limit of spells known.

Any effect of a domain power that uses Wisdom modifier instead uses your Charisma modifier.

Each domain grants a number of domain powers, depending on the level of the celestial commander. A celestial commander uses his level as his effective cleric level when determining the power and effect of his domain powers. If the celestial commander has cleric levels, one of his two domain selections must be the same domain selected as an inquisitor. The levels of a cleric and a celestial commander stack for the purpose of determining domain powers and abilities, but not for bonus spells. This ability replaces life link and eidolon.

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Summoning Mastery (Sp): Starting at 1st level, a celestial commander can cast summon monster I as a spell-like ability a number of times per day equal to 5 +his Charisma modifier. He can cast this spell as a standard action that provokes an attack of opportunity and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon monster IX at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the celestial commander must pay any required material components. Like a cleric, a celestial commander can only summon creatures of his alignment. These summon spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items. In addition, he can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell. This ability replaces summon monster I.

Focused Divine Energy (Su): Whenever the celestial commander has only one instance of his summon

monster spell-like ability in use, those summons become more powerful. These summoned creatures gain a +1 luck bonus on attack and weapon damage rolls.

At 3rd level and every 3 levels thereafter, this bonus increase by one, to a maximum of +7 at level 18.

At 7th level, for purposes of smite evil, these summoned creatures use the celestial commander's Charisma modifier.

At 13th level, all allies adjacent to one of the summoned creatures gain half of the summoned creature's luck bonus as a luck bonus on attack and weapon damage rolls.

If the celestial commander uses his summon monster spell-like ability again, these bonuses immediately end. They resume if all summoned creatures of his are from one use of the summon monster spell-like ability. Creatures summoned using spells are not affected by this ability and do not count against it as they are drawn from a different source.

Augment Summons (Ex): At 2nd level, the celestial commander receives the Augment Summons feat for free, as if he meet the prerequisites. This ability replaces life link.

#### Note: Why buff the summons even more?

The reason for the Focused Divine Energy ability is to give an incentive for not flooding the battlefield with summoned creatures. When that happens, the summoner tends to marginalize the other player's actions, so battles become less fun for everyone but the summoner. Furthermore, the summoner's turn takes quite a long time. This ability increases in power as the celestial commander gains levels to keep it relevant versus the higher level summons.

Superior Summons (Ex): At 3rd level, the celestial commander receives the Superior Summons feat for free, even if he does not meet the prerequisites. This ability replaces bond senses.

Soldiers of the Gods (Su): Starting at 3rd level, the celestial commander can pray to his deity to grant all creatures he summons with his spell-like ability a teamwork feat. Once per day the celestial commander can spend ten minutes praying to his deity. During this prayer, he asks his deity to grant all creatures he summons with his spell-like ability one teamwork feat. This teamwork feat can be any teamwork feat that the celestial commander qualifies for. For purposes of qualifying for teamwork feats for this ability, treat the celestial commander's base attack bonus as equal to his class level. In addition, the celestial commander can ignore all skill rank requirements. All creatures summoned by the celestial commander with his spell-like ability have these feats until the celestial commander prays for new ones. Such creatures' natural

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attacks count as magic and good-aligned for the purposes of overcoming damage reduction.

At 7th level, the celestial commander can pray to his deity to have his summons be granted two teamwork feats. In addition, he can ignore one feat that is a prerequisite for any teamwork feat he prays for.

At 14th level, the celestial commander can pray for three teamwork feats. He can ignore one additional feat that is a prerequisite for any teamwork feat he prays for.

This ability replaces shield ally and greater shield ally.

Bolster the Troops (Su): At 6th level, the celestial commander can, as a standard action, issue a bolstering command to his allies. The bolstering command affects one ally plus one additional ally for every three summoner levels you possess. All allies must be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, and combat maneuver defense for one round. In addition, they gain a number of temporary hit points equal to your Charisma modifier. These temporary hit points last for one minute or until used up. Temporary hit points gained from this ability do not stack with each other, but rather overlap. At 10th level and every 4 levels thereafter, the range of this ability increases by 15 feet. This is a language-dependent, mind-affecting effect. This ability replaces maker's call and transposition.

Unleash Glory (Su): At 10th level, as a standard action, the celestial commander can dismiss one creature he has summoned in a blast of divine light. Creatures within 5 feet of the dismissed creature take divine damage equal to 1d6 for every two hit die the creature possessed. Creatures affected by this must make a successful Will save or be blinded for 1d4 rounds. The DC to avoid being blinded is equal to  $10 + \frac{1}{2}$  his celestial commander level + his Charisma modifier. The celestial commander can use this ability a number of times per day equal to his Charisma modifier. This replaces aspect and greater aspect.

Paragon Summons (Ex): At 14th level, three times per day you can take the maximum of all hit die of a single creature summoned when determining starting hit points. At 16th level and every 2 levels after, the celestial commander can use this ability one additional time per day. This ability replaces life bond, and merge eidolon.

Divine Commander (Su): At 20th level, you become infused with the power of the heavens. You gain:

- Immunity to acid, cold, and petrification
- Resist electricity 10
- Resist fire 10
- +4 racial bonus on saves against poison
- Able to sprout feathery wings and gain a fly speed of 60 feet and good maneuverability; you can do this at-

will, and it takes a standard action to grow the wings and another standard action to retract them, this functions even through armor and clothing as a polymorph effect.

• The ability to speak with any creature that has a language (as per the tongues spell).

In addition, all creatures the celestial commander summons do an additional +2d6 holy damage on all attacks. This ability replaces twin eidolon.

# Circle Warden (Witch)

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Not all witches bring despair and misfortune upon their enemies. The circle warden unities fellow creatures inside a ring of abjuration and protects them from threats and bad omens with talismans made from eldritch patterns.

Token of Fellowship: A circle warden witch does not form a bond with a familiar; instead, she creates a special link with a fellowship. Symbolizing this fellowship is an object of great personal value, a fetish made with components bearing great significance to the fellowship, or the representation of an association.

The circle warden witch must commune with her token to prepare her spells. During the communion, the circle witch may link her fetish's spiritual energies to any number of willing, sentient creatures that she wishes to take upon her protection, including herself. A witch may attune additional creatures during the day by taking one hour to meditate, and draw talismans on the creatures she wishes to ward. A token of fellowship otherwise works as a familiar.

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Spells: A circle warden replaces some of her patron's spell list with the following: shield of faith (2nd), aid (4th), blessing of fervor (8th), break enchantment (10th), repulsion (14th).

White Hexes: A circle warden witch's hexes are made to protect and ward. She cannot target unwilling targets with her hexes.

Hex: The circle warden adds the following Hexes to the list of hexes she may choose from:

*Channel (Su):* A witch can channel positive energy like a cleric, using her witch level as her effective cleric level when determining the amount of damage healed and the effects of her channeling. Whether or not the creature makes a successful save, a creature cannot be the target of this hex again for 1 day.

Major Hex: The circle warden adds the following Major Hexes to the list of hexes she may choose from:

Payback (Su): A witch can place a payback hex on creature within 60 feet, causing terrible wounds to а



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Gyre of the Eldritch (Su): At 3rd level, the circle warden may use a hex on two attuned creatures as a standard action, as per the Split Hex feat. This hex lasts one less round than usual (minimum 1) and may target two creatures anywhere on the circle warden's wreath of community. A witch with the Split Hex feat may target up to three different attuned creatures with it; this hex lasts one less round than usual.

A number of times per day equal to her Intelligence modifier, the circle warden may also cast any spell with a range of touch on any attuned creature within the aura of her wreath of community, as if the spell was prepared with the Reach metamagic feat.

Aegis of Protection (Su): At 4th level, the circle warden may protect allies within the area of her wreath of community. As a move action, the circle warden may draw eldritch patterns that provide to all attuned allies within her wreath of community the properties of a protection from evil (alignment chosen during the move action) spell. The circle warden may instead provide them with a resist energy value equal to her level (energy chosen during the move action).

By spending a full-round action instead, the circle warden creates a powerful sanctuary for any living being she wishes to protect inside her wreath of community; this ability works as normal, except that instead of *protection* 

open across the flesh of any creature dealing damage to *from evil* it reproduces the effects of a *magic circle against* evil (alignment chosen during the full-round action), and a creature needs not to be attuned to her fellowship to benefit from her protection. These effects last until the beginning of her next turn. This ability can only provide each creature with one attempt per day to suppress effects that are controlling them. This ability replaces the witch's 4th-level hex.

> Astral Union (Su): At 8th level, the circle warden can leave her body as a standard action to bind her soul to one of her allies within the area of her wreath of community. This works as per the *magic jar* spell, except that the circle warden does not need a gem and her soul does not trap the ally's soul, nor overtakes his body. While mindless, her body is not lifeless, and it can do a move action each round. The physical and the astral body still share their actions on each round. While bound to an ally, the circle warden may cast spells on him that are normally restricted to a range of touch or personal and use hexes that normally affect her to affect him instead. Thanks to the insight the circle warden can provide to him, the bound ally also gains the benefits of the shield of faith spell (caster level equal to the witch's level), plus the effects of a continuous Fortune hex.

> If her body is slain or the ally leaves her wreath of community, her soul stays with her bound ally for one day per witch level after which she dies; or until the ally returns into the area of her wreath of community or her body is brought back to life, at which point she goes back into her body. During this time, her ally still gains the benefits of the astral union but her senses are limited to what her bound ally can perceive; she may also not cast spells onto any other creature than the bonded ally, nor use her wreath of community without a body. This ability replaces the witch's 8th-level hex.

> Circle of Perseverance (Su): At 12th level, the circle warden can target an attuned creature within the range of her wreath of community with a hex a second time during the day.

> In addition, a number of times per day equal to her Intelligence modifier, the circle warden may grant an ally a second saving throw against an on-going effect. As a standard action, the circle warden grant a second saving throw to an attuned ally within range of her wreath of community afflicted with an ongoing spell effect. She may not use this ability to grant more than one save to an ally against a specific ongoing spell effect. This ability replaces the witch's 12th-level hex.

> Gyre of the Foremost Eldritch (Su): At 16th level, as a full-round action, the circle warden may provide to each attuned ally within the aura of her wreath of community the effects of one hex, using half her witch

level as her effective witch level for the purposes of this below. An aspect lasts for a number of rounds equal to 1 + hex. This ability replaces the witch's 16th-level hex.

### Elementalurgist (Druid)

Whereas some druids focus on the beasts of the world and others focus on the rejuvenating aspects of the environment the elementalurgist focuses on the very building blocks that allow for nature's grandeur: the elements. The elementalurgist is a master at calling forth both the essence and the primal forces of creation.

Element Bond (Su): Each day when meditating on the mysteries of nature to prepare spells, the elementalurgist may attune herself to one element: Air, Earth, Fire, or Water. Attuning herself to the element grants her that domain. She may choose any subdomain of these, except for the Metal subdomain. Attunement to an element lasts until the elementalurgist re-attunes herself as part of the meditation. You cannot choose to not be attuned to an element. When determining the powers and bonus spells granted by this domain, the elementalurgist's effective cleric level is equal to her druid level. An elementalurgist also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot.

As the elementalurgist grows in her worship of the elements, she can attune to more elements. When attuned to multiple elements, she receives the powers and spells of the domains of the elements she's attuned to, but she does not receive additional spell slots from domains gained after the first. At 6th level, she attunes to two elements. At 11th level, she attunes to three elements. At 16th level, she attunes to all four elements. This ability replaces nature bond.

Spontaneous Casting: An elementalurgist can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

She may only use this ability with spells from attuned domains. This ability replaces the ability to spontaneously cast summon nature's ally spells.

Endure Elements (Su): At 2nd level, the elementalurgist druid is constantly under the effects of endure elements. This ability replaces woodland stride.

Elemental Infusion (Su): At 3rd level, the elementalurgist gains the ability to call forth aspects of the elements she is attuned to and infuse her allies with these aspects. As a standard action, the elementalurgist can select a number of allies equal to 1 + her Wisdom modifier (minimum 1) to infuse with an aspect, detailed half the elementalurgist's level. All allies receive the same aspect. Each aspect has a minimum level and an element associated with it. You must be high enough level to infuse the aspect, and you must be attuned to the element that the aspect is associated with. At 7th level, and every 4 levels thereafter, you may infuse your allies with one additional aspect, up to 5 aspects at 19th level.

While infused with an element, the appearance of allies changes slightly to reflect which aspect they are infused with. An ally whose attacks are infused with fire might have a faint aura of fire around his weapon, while the skin of an ally infused with adamantine hardness takes on a slightly metallic sheen. In addition, the ally's attacks deal an extra +1d6 points of elemental damage. For every two additional aspects the ally is infused with, this damage increases by +1d6. If infused with an Air aspect, this extra damage is electricity damage. If infused with an Earth aspect, this extra damage is acid damage. If infused with a Fire aspect, this extra damage is fire damage. If infused with a Water aspect, this extra damage is cold damage. If the elementalurgist infuses an ally with aspects from multiple elements, she must choose from those elements as the damage type.

Subsequent uses of this ability negate any previous uses still in effect.

The save DC for any ability from an aspect is equal to 10 + half the elementalurgist's level + their Wisdom modifier. Unless otherwise specified, all aspects that modify weapons only modify non-spell weapons.

At 3rd level, the elementalurgist has access to the following aspects:

Burn [Fire]: The ally's weapons burst into flame, and • the flame lingers in its previous position for longer than expected, as if hinting at its sticky nature. Creatures the ally successfully hits with a weapon must make a Reflex save or catch fire for 1d4 rounds; dealing 1d6 points of fire damage each round. See the Environment chapter of the Pathfinder® Roleplaying Game Core Rulebook<sup>TM</sup> for more information on catching on fire.

• Charged Air [Air]: The air around the ally cracks as small bursts of electricity suddenly appear and disappear. At the start of ally's turn, creatures adjacent to the ally take 2d4 points of electricity damage unless they make a Reflex save. A successful saving throw halves the damage

Clobbering Strikes [Earth]: Right before impact, the weapons of the ally grow twice as large, clobbering the foe with the earth's fury. The ally's weapons deal damage as if one size larger. This is a magical effect that increases size.

• Earthbound Stability [Earth]: The ally's feet seem to meld with the earth, providing superior stability all the while not restricting movement. The ally receives a +2



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competence bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. In addition, the ally gains a +1 insight bonus on attack and damage rolls if both it and its foe are touching the ground.

• Fiery Haste [Fire]: Small wisps of flame sprout off from the ally as they make their way through the battlefield. The ally receives a +5 feet insight bonus to base speed, and receives an extra +2 fire damage on all weapon damage rolls, including spell weapons.

*Fluid Motion [Water]:* The ally's movements become supernaturally graceful, allowing them to flow over obstacles that would stop others. The ally may take a 5 foot step into difficult terrain. In addition, the ally can move 5 feet if missed by a melee attack. This movement does not provoke attacks of opportunities and the ally must end their movement threatened by the enemy who missed.

• Icy Steps [Water]: The ally's steps chill the ground where ever they go. Each round, the ally chooses one square they take up. Ice appears in a straight line from where ever the selected square was at the beginning of the turn to where it is at the end of your turn. This ice counts as difficult terrain for one turn, before it melts away. For a medium creature, the square chosen will be the only square the creature is in, but for larger creatures, they just choose one square that they are in. An ally under the effect of Icy Steps does not treat the ice created by this aspect as difficult terrain.

Wind to the Back [Air]: Each step brings the ally a • little further than normal as small gusts of winds launch the ally forth. The ally receives a +10 foot insight bonus to speed, and all jumps count as running jumps.

At 7th level, the elementalurgist has access to the following aspects:

• *Haze [Air]:* The ally is encased in a protective haze. The ally is treated as if being affected by the *blur* spell.

• Iron To Ice [Water]: The ally's weapons turn into supernaturally stable ice that coldly saps the strength to fight from the ally's foes. Half the damage the ally inflicts with a weapon is cold damage. Despite the name, this aspect works with all weapons.

• *Trailblazer [Fire]*: A blaze follows the ally as they dance across the earth. This glowing trail of fire appears behind you in a straight line starting where you started your turn and ending where you end your movement. Each square where you step out of starts ablaze for a round, causing 2d4 points of fire damage (Reflex half) to any creature passing through the flames.

• Toughened Skin [Earth]: The ally's skin color becomes a shifting gradient of earthy, yet oddly metallic, brown and green. The ally gains DR 1 / adamantine. For every two druid levels past 2nd level (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th), the DR increases by

1 point, to a maximum of DR 10 / adamantine at 20th level.

At 11th level, the elementalurgist has access to the following aspects:

• *Burrowing [Earth]:* The ally is easily able to move through earth, and can exist in earth as if he was above ground. Your ally gains a burrow speed equal to 1/4th their base speed, and can breathe while burrowing.

Elemental Resistance [Air, Earth, Fire, or Water]: ٠ Your ally gains resistance to one of the elements you are attuned to. Choose on element when you imbue this aspect. The ally gains energy resistance 15 to that element. You can apply this aspect multiple times, but with different elements.

• *Flight [Air]:* The ally is able to fly perfectly with the help of the wind. Your ally gains a fly speed equal to their base speed, with good maneuverability. The ally gains an enhancement bonus to Fly checks equal to half the elementalurgist's caster level.

• Rejuvenating Waters [Water]: The ally is imbued with the rejuvenating properties of spring water. They gain fast healing equal to the druid's Wisdom modifier. This aspect has no effect out of combat.

• Sheath of Flame [Fire]: A sheath of flames surrounds the ally, flaring up when enemies get close. Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per elementalurgist level (to a maximum of +15). Creatures attacking with a reach melee weapon do not take the damage. The ally takes no damage from these flames, but sheds light as a torch.

At 15th level, the elementalurgist has access to the following aspects:

• *Fiery Burst of Speed [Fire]:* The ally is imbued with the ability to summon forth a great burst of flames to propel them forward. Once every 1d4 rounds, the ally may, as a swift action, move up to their base speed, as if taking a move action. When the ally uses this ability, all enemies adjacent to the ally take 6d6 fire damage, with a Reflex save for half.

• Fluid Form [Water]: The ally's form becomes more fluid. The ally is affected by the *fluid form* spell (see Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide™).

• Mystical Earth [Earth]: The ally is able to tap into the mystical power of the earth to enhance their own spellcasting. While on solid ground, the ally is treated as possessing the Eschew Materials feat and gains a +2 bonus to caster level checks. While under the effects of this aspect, the spellcaster may spend a full-round action to cast any spell that normally has a standard action or less casting time. When doing so, the DC of the spell increases by 1.

Swift Attack [Air]: The ally is infused with the



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celerity of wind, allowing them to attack faster. When making a full attack action, the ally may make one extra attack with one natural or manufactured weapon. The attack is made using the ally's full base attack bonus, plus any modifiers appropriate to the situation. This aspect does not stack with effects such as haste.

The elementalurgist may use this ability a number of times per day equal to 5 + their Wisdom modifier. This ability replaces wild shape.

# New Feat

#### **Diverse Elemental Infusions**

Prerequisite: elementalurgist level 7

**Benefit:** When using your elemental infusion ability, you may give different allies different aspects.

Normal: You must give all allies the same aspects.

### New Spells

Elemental Sample

School conjuration (creation) [air, earth, fire or water]; Level druid o, sorcerer/wizard o

Casting Time 1 standard action

**Components** S, DF

Range close (25 ft. +5 ft. / 2 levels)

Effect create 1-foot cubic block of elemental substance **Duration** instantaneous

Saving Throw Reflex (negates) fire only;

#### Spell Resistance yes

Elemental sample creates a small block of elemental matter (air, earth, fire, or water). The effects of this conjuration vary depending on the type of elemental matter created.

Air: The conjured air disperses into air or fire. However, if used underwater or underground, it creates a bubble of breathable air, allowing a character to breathe for 1d6 rounds before it is spent.

*Earth:* The conjured earth forms into a block of stone, crumbling into dust after 1d3 rounds. You can drop it on an opponent, given the right conditions (treat the stone as weighing 15 lbs.), or you could use it as a stepping stone or for any number of other possible uses.

Fire: The conjured fire snuffs out in 1 round. If used against an opponent and the opponent fails a Reflex save, the fire deals 1d3 points of damage. Conjured fire can ignite combustibles, which burn for 1d2 rounds before extinguishing.

Water: Conjured water can snuff small fires (fireplace or smaller) or provide drinking water. If not used immediately, the conjured water evaporates in 1d6 rounds.

Animate Element

School transmutation; see text; Level druid 1 Casting Time 1 round

Components V, S, M (a puff of air, pinch of dirt, a spark of fire or a drop of water)

**Range** close (25 ft. + 5 ft./2 levels)

Target one small volume of an element

Duration concentration, up to 1 round/level (D)

Saving Throw none; Spell Resistance no

The caster animates a small section of air, earth, fire, or water. The animated element has the statistics of a Small elemental (see Pathfinder Bestiary<sup>TM</sup>), and attacks as directed by the caster. It cannot move beyond the range of the spell.

### Force Commander (wizard)

Possessing an uncanny supernatural power to impede movement, reposition allies, or maneuver creatures into well laid traps, force commanders see, and shape, the world as a giant battlemap or chess board whose sole limits are the range onto which they can control a foe; as such, their talents are considered invaluable by military forces.

Wondrous Battlemap (Su): At 1st level, a force commander starts the path of wizardry with a number of simple pawns equal to his Intelligence modifier; such pawns are usually made out of worn out, carved wood, bone, or glass (see the playing pawn item description for more information). As a move action, the force commander may designate and attune to one willing friendly creature within range of sight, and place a pawn corresponding to this creature in the air. Upon doing so, a rigid crystalline battlemap made of force appears in his square to accommodate the piece and protect it under a force field. A force commander can also attune an unwilling creature within 20 feet. This range increase by 5 feet at level 3 and every two levels thereafter (5th, 7th, 9th, etc.), up to 60 feet at level 20. The targeted creature receives a Will saving throw each round to negate the effect (DC 10 + half the force commander's level + his Intelligence modifier), and a target that succeeds at its saving throw against this ability cannot be targeted again for 24 hours. A creature may only be attuned to the force commander for one minute per wizard level. A force commander can have a number of attuned pawns at the same time (including willing and non-willing targets) equal to 1/2 his level + his Intelligence modifier.

The force battlemap depicts information already known by the force commander, including perceptible environment, allies, and foes. This battlemap follows the force commander until he removes all pawns or until destroyed, whichever comes first. The battlemap has just enough leverage to withstand the pawns on it and

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Seemingly innocuous farmland becomes a force commander's plaything when facing an opposing force.

cannot be used as a support or *floating disk*. As a *wall* of force, it is immune to dispel magic, although a mage's disjunction can still dispel it. A wondrous battlemap can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be sundered as an attended item, but it has hardness 3 + the force commander's level and a number of hit points equal to 4 per caster level; and CMD equal to 10 + the force commander's level + his Intelligence modifier. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wondrous battlemap. A creature may also attempt to sunder a specific pawn out of the battlemap; this pawn gains a bonus to hardness equal to half the force commander's level. If the battlemap is broken, any link already made on creatures is lost until the next time the force commander spends a move action to attune a creature on a new battlemap. Creating or breaking the link between a pawn and a creature is a move action that does not provoke attacks of opportunity.

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Finally, the force commander may choose to sacrifice his 5-foot step as a swift action to make a creature attuned to a pawn take a 5-foot step in a direction of the force commander's choice; even if this creature already has used a 5-foot step this round. This ability replaces arcane bond.

**Force Strategist (Su):** The force commander gains a +1 enhancement bonus on CMB checks made with spells or spell-like abilities; and half this bonus as a bonus to his effective spellcaster level with spells with the Force descriptor. This bonus increases at level 5, and every five levels later (10, 15, 20), up to a maximum of +6 at 20th level (and +3 to the force commander's level with force spells).

At 20th level, whenever he casts a spell with the force descriptor, the force commander treats it as Empowered; this does not increase the level or the casting time of the spell.

**Move Pawns (Sp):** The force commander can manipulate creatures on the battlefield as pawns on the layout of a strategy game. As a standard action that provokes attacks of opportunity, he can perform a ranged bull rush, drag, or reposition maneuver on a creature that he attuned to his wondrous battlemap, choosing one square adjacent to the target - this is where the maneuver starts from. He resolves these attempts as normal, using his caster level in place of his base attack bonus and

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Intelligence modifier in place of his strength modifier for points than usual. determining his combat maneuver bonus.

No save is allowed against these maneuver attempts, and the movement from the maneuvers does not provoke attacks of opportunity unless the force commander possesses the appropriate feats and wishes for the movement to provoke. This is a force effect. This ability replaces arcane school.

**Control Specialist:** A force commander adds the following spells to his spellbook when reaching the appropriate level. Any of these spells that uses the caster's Wisdom modifier uses the force commander's Intelligence modifier instead.

1st - shield

3rd - spiritual weapon

5th - chain of perdition\*\*

7th - spiritual ally\*

9th - telekinesis

11th - enemy hammer\*

13th - grasping hand

15th - clenched fist

17th - crushing hand

\* - Pathfinder® Roleplaying Game: Advanced Player's Guide™

\*\* - Pathfinder® Roleplaying Game: Ultimate *Combat*™

battleaxe, light flail, longsword, or warhammer.

The ally from *spiritual ally* can take the form of any of your attuned pawns, but this is purely visual.

This ability replaces Scribe Scroll.

Bonus Feats: A force commander may not choose the spell mastery feat through his bonus feats ability. He can select maneuver feats as bonus feats. The force commander uses his caster level as his BAB for the purposes of qualifying for maneuver feats, and may ignore Power Attack as a prerequisite for such feats.

New Items

# **Playing Pawn**

A playing pawn is a piece used in board games, usually in the shape of a colored pebble. Some may also look like the symbolic representation of people, or monsters. Simple pawns have a negligible cost, and can be crafted in one day from any rigid material as to become fit enough to be used on a board. A pawn can be made with the masterwork quality by spending a number of gold pieces equal to its hardness times five; a masterwork pawn has 20% more hit

Simple pawns: Glass, wood, ice, bone or similar material pawns have 1 hardness and 5 hp. They can be bought for 1 cp each or crafted at no price in one day (half with tools).

Artistic pawns: Pure stone, crystalline or metal pawns have 5 hardness and 10 hp. They can normally be bought for 5 gp each, although up pawns made out of precious stones or metals can reach prices of 250 gp.

Elven pawns: Pure mithral pawns have 10 hardness and 20 hp. They can be bought for 500 gp each and are always of masterwork quality.

Dwarven pawns: Pure adamantine pawns have 20 hardness and 30 hp. They can be bought for 1,000 gp each and are always of masterwork quality.

### Grand Inquisitor (Inquisitor)

Most inquisitors are grim martial hunters of the heretics, some however forgo the usual training in weapons and tracking, focusing instead on their spellcasting and overwhelming presence to impart judgment and strike divine fear upon the unworthy. Standing above the laws or using them as a stool to exert authority, grand inquisitors are regal servants of their deities, vessels of incredible devotion whose divine decisions shake even the most courageous heretics.

Weapon and Armor Proficiency: A grand inquisitor If the force commander is not devoted to a deity, is only proficient with light armors. She is only proficient spiritual ally and spiritual weapon can take the form of a with simple weapons, and the favored weapon of her deity.

> Judgment (Su): A grand inquisitor's list of judgments is limited. She can only select her available judgments from the following list: Healing, Piercing, Protection, Purity, and Resilience. This ability modifies judgment.

> Inquisition Domain: All grand inquisitors start their path with one domain. Unlike common inquisitors, this domain grants grand inquisitors the bonus spells listed, plus a bonus spell slot of each spell level. The grand inquisitor may not select an inquisition. This ability modifies domain.

> God's Blessing (Su): At 3rd level, a grand inquisitor may add the effects of a single guidance, resistance, stabilize or virtue orison onto any spell or spell-like ability she uses upon willing creatures; providing them with a sacred bonus instead of the normal bonus type. All creatures affected by the spell are also affected by the orison. A grand inquisitor can only apply one kind of orison on each spell cast. This ability replaces the teamwork feat gained at third level.

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An inspiring commander is most likely to be found in the midst of combat.

God's Branding (Su): At 3rd level, a grand inquisitor may add the effects of a single acid splash, bleed, brand or *light* (in which case she targets an item on the creature, if any) orison onto any spell or spell-like ability she uses upon an enemy. All creatures affected by the spell are also affected by the orison as an additional effect to the spell used; the orison has no effect on a successful saving throw against the spell's effects. A grand inquisitor can only apply one kind of orison on each spell cast.

Determination (Ex): At 3rd level, the grand inquisitor is a person of few words on the battlefield, but those words hold great power and authority. Once per day, the inquisitor can use this ability to create one of the following effects. Each is a free action to use.

Aggression: The grand inquisitor may reroll an attack roll that she just made before the results of the roll are revealed. She must take the result of the reroll, even if it's worse than the original roll.

*Defense:* When the inquisitor would be hit by a melee or ranged attack, as an immediate action she may add a +4 insight bonus to her Armor Class against that attack, and if this makes the inquisitor's AC higher than the opponent's attack roll, the attack misses.

*Warning:* When a grand inquisitor's ally within line of sight would be hit by a melee or ranged attack, she may call out a warning to that ally, and the attacker must reroll the attack and use the results of the second roll.

The ally must be able to hear the preacher and must not be helpless for this ability to have any effect.

In addition to the normal single use per day, at 3rd level, a grand inquisitor can use this ability once more per day, plus once more every three levels later (at 6th, 9th, 12th, 15th, and 18th level); up to seven times per day at 18th level. This ability replaces solo tactics and the bonus teamwork feats gained at 6th, 9th, 12th, 15th and 18th level.

Bane Terror (Su): At 5th level, a grand inquisitor gains the Spell Bane feat. As a swift action, she can imbue her magic with the capacity to overcome the defenses of a creature; she must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

As long as this ability is activated, the grand inquisitor is treated as using the bane class feature against the chosen creature type only for the purposes of the spell bane feat; and once per round, whenever she casts a spell onto such creature, the grand inquisitor may add one of the following effects to her spell as an additional effect suffered upon a failed saving throw. A successful saving throw against the spell also reduces or negates these effects as written; if the spell allows no saving throw, use the indicated save to determine how to reduce them. In such cases, the DC is equal to 10 + the spell level of the base spell + the grand inquisitor's Wisdom modifier.

A wave of pain strikes the creature. It suffers 1d4

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damage per two inquisitor levels + the grand inquisitor's Wisdom modifier (Fortitude half), up to 2d4 per level of the spell used. This is a [pain] effect.

• The creature is shaken for a number of rounds equal to the spell's level (Will negates).

· Demonic; faceless pale grey or angelic-looking silhouettes attempt to hinder the creature, who is entangled for a number of rounds equal to the spell's level (Reflex negates).

This ability replaces the bane and greater bane class features.

Word of Wrath (Ex): At 14th level, the grand inquisitor gains the Intimidating Bane and the Dazzling Display feats. The grand inquisitor treats casting a spell as wielding her favored weapon, and may as a fullround action cast a spell with a casting time no longer than a standard action and make an Intimidate check to demoralize all enemies within 30 feet. The bane terror class feature is treated as the bane class feature for the purposes of the Intimidating Bane feat; as such, any creature the grand inquisitor's bane terror class feature currently affects remains shaken as long as it is still active and effective against their creature type. This ability replaces exploit weakness.

### Inspiring Commander (Cavalier)

The last of her kind, the inspiring commander leads from the front. They are a master of aid and bringing out the best in their allies.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple weapons, martial weapons, light armor, medium armor, and shields (except tower shields).

Inspiring Commands (Ex): An inspiring commander gains the ability to inspire her comrades. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes) except that the performances are extraordinary abilities, not supernatural or spell-like. Further, all effects based on Charisma are instead based on Intelligence. The inspiring commander adds Perform (oratory) to his list of class skills. The inspiring commander receives the following types of bardic performance:

Jable: Inspiring Commands	
Level	Bardic Performance Type
1	inspire courage
3	inspire competence
9	inspire greatness
15	inspire heroics

In addition, an inspiring commander can use aid another as a move action. Furthermore, whenever an inspiring commander uses aid another to assist one of her allies, she adds her Intelligence modifier (up to her inspiring commander class levels) as a bonus to all aid another bonuses she gives to that ally. This ability replaces the mount, cavalier's charge, and mighty charge abilities.

Teamwork Feat: At 1st level, an inspiring commander receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. At levels 9 and 17, the cavalier receives an additional teamwork feat. The ability replaces the bonus feats class feature.

Rapid Tactician (Ex): At 1st level, as a move action the inspiring commander can grant any teamwork feat she knows to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 4th level and for every 3 levels thereafter.

Furthermore, the inspiring commander adds her Intelligence modifier to initiative, in addition to her Dexterity modifier. This ability replaces tactician.

# Note: The balance of Inspire Courage and Rapid Tactician

The inspiring commander is good at one thing, and that is helping out her allies. One of the stated goals of this product was to help allies, but still be useful yourself, and requiring a standard action to use both an inspiring command and grant a teamwork feat means that by the time they have fully buffed their teammates, combat will most likely be over! Keep in mind that the inspiring commander gives up a horse. At first level, a horse has three attacks: +4 bite for 1d4+3 damage, and 2 hoof attacks at -1 1d6+3 damage! Further, a mount opens up all sorts of mobility options. Essentially, this takes away a lot of damage to help make her comrades better at fighting. It is this humble designer's firm belief that losing that many attacks and extra damage gives considerable leeway when comparing this archetype versus the baseline cavalier.

Put Your Heart into It (Ex): At 4th level, as a free action when the inspiring commander uses her rapid tactician ability with a teamwork feat or uses aid another, she can grant affected allies 1d6 temporary hit points per four inspiring commander levels she possesses. These temporary hit points last for 10 minutes or until depleted. An ally can only gain these temporary hit points once per minute. If an ally receives temporary hit points from this ability while still having temporary hit points from a

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previous use of this ability, the temporary hit points do not stack and they take whichever value is the highest. This ability can be used a number of times per day equal to 3+ the inspiring commander's Intelligence modifier. This ability replaces expert trainer.

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Inspiring Voice (Ex): At 5th level, an inspiring commander can use aid another to assist an ally within 30 feet. When using aid another on a non-adjacent ally, you make a DC 10 Perform(Oratory) check instead of the normal roll. This ability replaces banner and greater banner.

Tactical Mastery (Ex): At 13th level, the inspiring commander can use her rapid tactician ability as a swift action. This ability replaces greater tactician and master tactician.

Supreme Inspiration (Ex): Inspiring commands become more effective. All bonuses from inspire courage and inspire competence increase by one. inspire greatness grants one additional temporary hit point per hit die, including the bonus hit die given. inspire greatness and inspire heroics can affect one additional creature. This ability replaces supreme charge.

### Magilith (Sorcerer)

Most sorcerers draw their power from the blood of their ancestors. In rare cases, some of their inherit power is altered due to being born at a convergent point, or node of eldritch might. Such sorcerers are magiliths, arcane pillars overflowing with energy, able to disrupt magic, empower items, or absorb spells around themselves like living arcane batteries... but such power is not to be taken lightly, and comes at the expense of their own spellcasting abilities.

Class Skill: A magilith does not receive the class skill from her bloodline.

Spells: A magilith replaces part of the spell list provided from her bloodline(s) with the following: *dispel magic* (7th), antimagic field (13th), mage's disjunction (19th).

Aura of Disruption (Su): Because of a magic ritual, a spell which turned wrong or simply as a result of the convergence of energy fluxes when the magilith was still unborn, she is a living point where strong magic energies meet. Because of this, she naturally emanates a magic aura that disrupts magic effects around her. The magilith may only stop this aura as a standard action, and it remains suppressed for as long as she concentrates each round.

All friendly creatures within 10 feet of the magilith gain



A magilith carefully considers her surroundings as she looks for magical effects.

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a +1 Resistance bonus to saving throws against spells, spell-like and supernatural abilities. This bonus increases by +1 at 5th level and every five levels thereafter (5th, 10th, 15th, 20th), up to +5 at level 20.

Whenever a creature within this aura is the target or the caster of a spell or spell-like ability, the caster must beforehand roll a d20. A natural one on this roll means the spell reacts badly and fails; while a natural 20 means the spell is treated as if it was Empowered (or Extended for spells that haven't variable numerical effects), this does not change the spell's casting time. This ability replaces cantrips, but the magilith gains the read magic cantrip as a bonus 1st-level spell known at first level. She can cast this as a 1st-level spell.

Detect Magic (Sp): The magilith may cast detect magic at-will.

Soul Crafting (Sp): At 1st level, the magilith is able to sacrifice spells to saturate items with magic or reinforce

the casting of allies. As a standard action, she can sacrifice a spell and transform that energy into an enhancement bonus equal to the level of the spell sacrificed for a single weapon, 50 pieces of ammunition, armor or a shield within range of her aura of disruption. With that enhancement bonus, the magilith can apply any enhancement bonus, weapon, armor or shield property to the selected item except Bane and any weapon property going against her alignment. If the magilith is neutral-aligned, she must choose which axis of good/evil and law/chaos she can provide. An item gains no benefit from having two of the same special abilities; nor does the provided bonus stack with any existing enhancement bonus - only the highest enhancement bonus and its associated special properties apply at a time, and an item must have at least a +1 enhancement before adding special properties to it. This enhancement bonus lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the item different enhancements.

The magilith can also sacrifice a spell to provide an ally with an insight bonus on caster level checks, concentration checks, attack rolls with spells and spell-like abilities equal to half the level of the sacrificed spell (minimum 1) for one round. While affected by this, the ally is not affected by the aura of disruption's disruption ability.

Finally, she can also decide to split any given bonus and its duration equally among various items or allies within range of her aura of disruption, the level of the spell must be high enough to be shared between the targets. This ability replaces the magilith's 1st-level bloodline power.

Magic Leech (Su): At 4th level, the magilith can bind her magic to her allies. As a full-round action, she can attach a magic spectral chain to a maximum number of adjacent allies at a time equal to half her level. A spectral chain is treated as an incorporeal object with a hardness equal to the magilith's level, and 5 hit points per caster level. As such, non-magical attacks deal it no damage; while attacks made with magic weapons and spells deal it half damage, before application of hardness (for magic weapons), and reduction of energy damage from being an object. Ghost touch weapons and Ectoplasmic metamagic spells overcome the chain's etherealness; but not the hardness or reduction of energy damage.

Each chain is wound to one of the magilith's fingers and has a maximum range of 5 feet per caster level. If an ally leaves this range, the chain linking him to the magilith disappears. A creature linked to the magilith benefits from the following effects:

 As long as it is attached to this chain, it is treated as being into the range of the magilith's aura of disruption.

· The magilith can cast a spell with a range of touch on a linked ally as if the ally was adjacent to her within medium range (100 ft. + 10 ft./level).

• The magilith can cast a single spell with a range of touch as a full-round action to apply its effects on every linked ally at the same time; using this ability uses up a spell slot two levels higher than the spell's actual level.

 Whenever the linked ally is designated as the target of a targeted spell, the magilith may absorb the effects of this spell, effectively making her the new target of the spell.

A magilith can use this ability for a number of rounds per day equal to 3 + her Charisma modifier. This ability replaces one of your normal highest level spell slots when the sorcerer gains a higher level spell slot, she looses that slot instead and regains the lower level slots so she has one fewer spell slot than other sorcerers.

# Mechanist (Gunslinger)

Whether due to a horrific accident they suffered, or a natural hatred of it, there are those that take comfort in the cold mechanical gears of technology over the wild, untamed energies of magic. Of those people, there are those who have decided to dedicate themselves to using technology to combat the eldritch arts.

Grit (Ex): A mechanist uses her smarts to get by. Instead of using her Wisdom to determine the number of grit points she gains at the start of each day, she uses Intelligence. In addition, all deeds that use Wisdom to determine effects use Intelligence. This ability works in all other ways like the Gunslinger's grit class feature.

Mechanical Aptitude (Ex): At 1st level, the mechanist adds Disable Device to her list of class skills. In addition, the mechanist gains the trapfinding ability, with her effective rogue level equal to her mechanist level. This means she can disable magical traps, and she gains a bonus equal to half her mechanist class levels (minimum +1) to Perception checks to notice traps and to Disable Device. This ability replaces nimble 1.

Engineering Knowledge Is Power (Ex): At 1st level, if the mechanist has one rank in Knowledge (Engineering), she can spend a swift action to increase the damage done by her firearms by +1 for one round. For every 5 ranks of Knowledge (Engineering) the mechanist possess, this bonus increase by +1, to a maximum of +5 at 20 ranks. By spending a grit point as a part of the swift action, she may double this bonus for one round. This replaces the bonus feat gained at 4th and 12th level.

Can't Out-cast A Bullet (Ex): At 3rd level, when the mechanist uses a readied action to fire a non-scatter firearm at someone casting a spell or spell-like ability, she may add half her level (minimum +1) to her damage roll.

Deeds: The mechanist replaces some deeds with the deeds listed below.

Matter over Mind (Ex): A mechanist knows the secrets of ignoring some mystical energies. As long as the mechanist has at least 1 grit point remaining, whenever she makes a Will saving throw versus a spell or spelllike ability, she gets a +1 bonus on the roll. At 5th level and every 5 levels after, this bonus increases by one. This ability replaces the Gunslinger's Dodge deed, the Pistol Whip deed, and the Utility Shot deed.

Explosive Counter Spell (Ex): As an immediate action, a 7th level mechanist can fire one shot of a loaded nonscatter firearm at an enemy casting a spell or spell-like ability. Performing this deed costs 2 grit points. This ability replaces the Targeting deed.

Dispelling Shot (Sp): At 11th level, the mechanist can spend 1 grit point to empower a bullet with anti-magic properties. As an attack action, a mechanist can make a ranged firearm attack against an opponent or object, and if she hits, she can affect that opponent or object as if she had cast *dispel magic*, using the targeted dispel option. If she misses, this ability is wasted. Use her gunslinger level as the caster level of the dispel magic effect. This deed does not work with scatter weapons. This ability replaces the Expert Loading deed.

Dazing Shot (Ex): At 15th level, the mechanist's shots can put spellcasters in a temporary stupor. As a full-round action, the mechanist can spend a point of grit to take aim and fire a single non-scatter firearm at an enemy. If the attack hits, the enemy takes damage as normal, and must make a Fortitude save or else have his spells take longer to cast for a round. The affected enemy's spell's casting time increases by one step for the duration of this effect. Swift action spells become move actions, move actions become standard actions, and standard actions become 1 round casting times. Spells with higher casting times are not affected. This also applies to spell-like abilities. The DC to avoid this is  $10 + \frac{1}{2}$  the mechanist's level + the mechanist's Intelligence modifier. If the mechanist spends 1 extra point of grit, she adds twice her Intelligence modifier to the DC. For every 5 points that the enemy fails their save, increase the duration of the effect by one round. The affected enemy can spend a full-round action to shake the effect off, thereby ending it early. This ability replaces the Menacing Shot deed and the Slinger's Luck deed.

### Pack Hunter (Ranger)

A pack unto itself, the pack hunter raises formidable companions who can tear their opponents to mincemeat given the chance.

# Note: Archetype Compatibility

Some of the abilities in this archetype mention that they are treated as unmodified abilities for purposes of archetype compatibility. The player must replace the pack hunter abilities if they would interfere with another archetype, such as Shapeshifter (Pathfinder® Advanced Player's Guide<sup>™</sup>).

Pack Wolf (Ex): At 1st level, a pack hunter forms a bond with a loyal wolf to aid him in his travels and in his hunts. The pack wolf functions as a druid's animal companion, using the ranger's level as his effective druid level. The pack wolf is always considered combat trained and begins play with Toughness as a bonus feat. The pack wolf may select Improved Trip and Gang Up as feats, despite not normally meeting the requirements for them. Once they have the Improved Trip feat, they can take Greater Trip, despite not meeting all the requirements.

If a pack hunter releases a pack wolf from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of meditation in the environment where the new pack wolf typically lives. This ceremony can also replace a pack wolf that has perished.

In addition, due to his close bond with his pack, the pack hunter gains half his level (minimum +1) as a bonus to Handle Animal and Survival checks. This ability replaces Favored Enemy, Evasion, and Improved Evasion.

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Pack Bond (Ex): At 4th level, a second pack wolf joins the pack. While not as strong as the primary pack wolf, it is still an invaluable member of the pack. This ability functions as a Pack Wolf except the effective druid level is the pack hunter's level -3. In addition, pack wolves can select teamwork feats when they gain a new feat.

The share spells animal companion ability only applies to one animal companion at a time (the pack hunter cannot use it to cast a one-target spell and have it affect all of his animal companions).

In addition, the pack hunter adds the following spells to his spell list at the given spell level:

- 1st spell level tactical acumen (Pathfinder® Roleplaying Game Ultimate Combat<sup>TM</sup>)
- 2nd spell level *air walk*

3rd spell level - communal air walk (Pathfinder®) Roleplaying Game Ultimate Combat<sup>TM</sup>), atavism (Pathfinder<sup>®</sup> Roleplaying Game Ultimate Magic<sup>™</sup>) This ability replaces Hunter's Bond.

Revitalizing Frenzy (Su): At 6th level, whenever you and all of your animal companions hit the same enemy in one turn with melee attacks, you and your animal companions heal 1d4 + the pack master's Wisdom modifier in hit points. At 12th level, this increases to 1d8 + his Wisdom modifier, and at 18th level this increases to

2d6 + his Wisdom modifier. You and your pack can only heal once per round with this ability. This ability replaces the 6th level combat style feat.

Pack-wide Quarry (Ex): This ability functions in all ways as Quarry, except that the target of the quarry does not need to be a favored enemy. For purposes of archetype compatibility, this ability counts as unmodified Quarry. This ability replaces Quarry.

Pack Master (Ex): At 20th level, your effective druid level for all pack wolves is equal to your pack hunter levels. In addition, whenever both of your pack wolves hit the same enemy in a round, the enemy must make a Fortitude save or die. The DC of this save is equal to 10 + <sup>1</sup>/<sub>2</sub> the ranger's level + the ranger's Wisdom modifier. Once an enemy has made a save versus this ability, whether successful or not, they can't be affected by it again. For purposes of archetype compatibility, this ability counts as Master Hunter. This ability replaces Master Hunter.

# Peltast (Fighter)

Dagger throwers, pilum experts, or tribal masters of the boomerang, peltasts are specialized skirmishers and masters in the art of hurling weapons swiftly and quickly. Light warriors focusing on hit and run strategies over brute force, peltasts hinder their enemies from afar by striking a weak point, and focus on teamwork to bring them down.

Weapon and Armor Proficiency: Peltasts aren't proficient with medium and heavy armor or tower shields. They are only proficient with simple weapons, plus light hammers, throwing axes, throwing shields, starknifes, tridents, amentums, chakrams, pilums, bolas, boomerangs and nets.

Skirmisher Skills: A pelstast gains 4 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, Acrobatics (Dex), Knowledge (Arcana) (Int), Knowledge (geography) (Int), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Sense Motive (Wis), and Survival (Wis) are all added as class skills for the peltast.

Master Thrower (Ex): A peltast gains the Quick Draw and Far Shot feats at first level. These feats replace the bonus feat gained at 1st-level.

Tactical Awareness (Ex): At 2nd level, a peltast gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels after 2nd level (to a maximum of +5 at 18th level). This ability replaces bravery.

Crippling Missile (Ex): At 3rd level, a peltast can hinder his opponent's combat ability with a well-placed blow. He may attempt combat maneuvers at range with thrown weapons; using his Dexterity modifier to calculate his CMB for the purposes of these maneuvers. The peltast chooses a number of combat maneuvers equal to his Intelligence modifier from the following list that he can use with a ranged attack made with a thrown weapon: Bull Rush, Dirty Trick, Disarm, Sunder, and Trip. (See Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide<sup>TM</sup> for more information on the Dirty Trick combat maneuver.)

At levels 11 and 15, the peltast can choose an additional combat maneuver, and he adds the following maneuvers to the list of maneuvers he may choose from: Grapple, Reposition.

A target grappled by a thrown weapon can break free by destroying the weapon (a sunder attempt that does not provoke attacks of opportunity), or by removing it as an Escape Artist or CMB check (against the peltast's CMD -4).

If the peltast's Intelligence modifier is reduced (or permanently increased), he loses (or gains) an appropriate number of combat maneuvers to the list of combat maneuvers he can attempt with a thrown weapon. If his Intelligence modifier is permanently increased, he gains an appropriate number of combat maneuvers or actions; these choices are definitive. This ability replaces armor training 1, 2, 3 and 4.

Find The Breach (Ex): At 4th level, the peltast learns to penetrate most defenses with a well-placed blow, including magically enhanced ones. The peltast ignores 1 point of any type of damage reduction per two fighter levels on any target he attacks with a thrown weapon.

The peltast may also attempt an appropriate Knowledge check against a target as a swift action (DC10+the creature's CR); if he succeeds at this check, he instead ignores 1 point of damage reduction per level. In addition, the peltast may ignore an amount of armor, natural armor or shield bonus to AC on this target equal to his Intelligence modifier, this choice is made at the same time than the knowledge check, once the peltast learns the enemy's defenses. This ability remains in effect until the target is dead or unconscious or until the combat ends. A peltast who fails this knowledge check cannot attempt another against this creature until 24 hours later. This ability replaces the bonus feat gained at 4th-level.

Create Openings (Ex): At 5th level, a number of times per round equal to his Intelligence modifier, the peltast may provide a +2 circumstance bonus as a free action to the next attack roll of a single ally made against a target that the peltast hits with a ranged attack or combat



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maneuver made with a thrown weapon. The ally benefiting from this circumstance bonus must be designated when the thrown weapon hits; the peltast can treat himself as his own ally if needed. This attack must occur before the end of the peltast's next turn. This bonus increases by 1 at level 9 and every four levels later (13, 17), up to +5 at 17th level; create openings is treated as the fighter's weapon training class feature for the purposes of magic items or meeting the prerequisites of feats or prestige classes. This ability replaces weapon training 1, 2, and 4.

Impaling Skirmish (Ex): At 12th level, a peltast can use a charge to make a thrown weapon attack. If he already has the Charging Hurler feat (Pathfinder® Roleplaying Game: Ultimate Combat<sup>TM</sup>), he does not suffer any penalty to AC when using a charge to make a thrown weapon attack; and if he possesses the Spring Attack feat, he may attack at any point during the charge and retreat back as part of the charge movement.

If throwing a piercing or slashing weapon as part of a charge, the peltast may impale the enemy with the weapon. An impaled enemy suffers an amount of bleed damage at the beginning of his round equal to the base damage dice of the weapon plus the weapon's enhancement bonus; plus the bonus damage dice dealt on a hit by any weapon property that can apply to ranged weapons (like *flaming*, holy...), if any. An enemy can remove an impaled weapon as a move action, suffering the normal damage as if he began his round impaled by the weapon.

If throwing a bludgeoning weapon as part of a charge, on a hit the peltast deals bleed damage equal to the base damage dice of the weapon, he may do a bull rush or trip attempt as a free action that does not provoke attacks of opportunity, and may make the weapon rebound over a surface - as if using the Ricochet Shot Deed feat. This ability replaces weapon training 3.

# Pious Sentinel (Cleric)

Blessed vessels of their god's will toward the most deserving, pious sentinels are able to change the tide of battle by praying for their allies, and inspiring them with bursts of divine strategical insight.

Weapon and Armor Proficiency: A pious sentinel is not proficient with medium armors, or with any shields. She is only proficient in simple weapons, plus the favored weapon of her deity (or the favored weapon of the deity closest to her belief).

Domain: A pious sentinel gains only a single domain. Shell of Faith (Su): A pious sentinel gains a deflection bonus to Armor Class equal to her Wisdom modifier, up to 1 point from her Wisdom modifier per pious sentinel level.

She does not gain this deflection bonus if she is wearing medium or heavy armor.

Stratagems (Su): Once per day, when meditating or praying for her spells, the pious sentinel may select a teamwork feat she meets the prerequisites of as a bonus feat. For the purposes of this ability, the pious sentinel uses her class level as her base attack bonus for the purposes of meeting the prerequisites for teamwork feats. She does not actually possess these feats, but she may use the knowledge of them with her strategic hegemony ability.

At 7th level, the pious sentinel can pray for two teamwork feats. In addition, she can ignore one feat that is a prerequisite for a teamwork feat she prays for.

At 14th level, the pious sentinel can pray for three teamwork feats. She can ignore one additional feat that is a prerequisite for a teamwork feat she prays for.

Strategic Hegemony (Su): The pious sentinel can enter a meditative state that allows her to subtly alter the favor of battle, opening new opportunities, and guiding the hands of her allies as she subtly directs ambient divine energies into the actions of her allies. Once per day per cleric level, the pious sentinel may activate an aura of strategic hegemony as a move action. Maintaining a strategic hegemony requires a move action each round, but her actions are otherwise unimpeded. The effect of strategic hegemony lingers for one round after the pious sentinel ceases to maintain it. All allies within 30 feet of the pious sentinel are affected by the strategic hegemony. In addition, the radius of strategic hegemony increases by 10 feet times your Wisdom modifier.

A creature under the effect of strategic hegemony gains a number of benefits. Affected allies gain the teamwork feats the pious sentinel prayed for with her stratagems ability. In addition, affected allies gain a +1 bonus to saving throws against fear effects and to their AC. At 5th level, and every 4 levels thereafter (9th, 13th, and 17th), these bonuses increase by 1 point, to a maximum of +5 at level 17.

The type of these bonuses is dependent on your alignment. A good cleric (or a neutral cleric who worships a good deity) grants sacred bonuses to saves against fear effects and AC against attacks of opportunities. An evil cleric (or a neutral cleric who worships an evil deity) grants a profane bonus to these. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether to grant a sacred or profane bonus from this ability. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells.

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Most paladins dedicate their lives to the task of bringing destruction or redemption upon evil, whatever the path chosen, or the oath sworn. But some embrace the virtue of mercy and charity, their talents in arms and insight lack in comparison to their peers, but they show a natural talent in healing the mind and soul; such paladins are called purifiers, militant healers who provide warmth, comfort, and health to the innocent. While purifiers lack the sheer destructive power of their fellows against evil forces, their ability to cure ailments, their compassion, and their ability to punish violence with a righteous fury makes them shining celebrities among the population.

**Weapon and Armor Proficiency:** A purifier is proficient with all types of armor (heavy, medium, and light), and with shields (including tower shields). She is only proficient in simple weapons, and with the longsword and warhammer.

Lay On Hands (Su): A purifier gains the lay on hands ability at first level. She may also use it on another creature as a move action, but such a use does not impart any mercy the purifier possesses onto the creature, and only heals hit points. A purifier may sacrifice 5 hit points as part of a use of the lay on hands ability to add this amount as a bonus to the healing provided. A purifier may sacrifice additional hit points, but they must be in 5 point increments. This ability modifies and replaces the lay on hands gained at 2nd level.

**Rightful Retribution (Su):** As a swift action, or a free action if the paladin is using lay on hands only on herself, the purifier may affect the next creature that benefits from her lay on hands ability with an aura of heavenly fire. For a number of rounds equal to the purifier's Charisma modifier, any opponent that successfully makes a melee attack against the creature the purifier used her lay on hands ability on suffers 1d6 fire damage, plus half the purifier's Charisma modifier as divine bonus damage. This divine bonus to damage results directly from divine power, and as such, it is not subject to energy resistance or damage reduction; it is doubled against evil-aligned creatures, and negated against good-aligned creatures. The divine bonus

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プンストウフェッマンム シンシャンシン シンズン マススマイマン

Purifiers offer succor to those who suffer and are well-thought of by the general populace for it.

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to damage increases by +1 at level 4 and every three levels later (7, 10, 13, 16, 19), up to a total damage of 1d6 fire + (half the purifier's Charisma modifier + 6) at level 19. This ability replaces smite evil.

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Merciful Hex (Su): At 2nd level, a purifier gains hexes, with an effective witch level for the purposes of these hexes equal to her paladin level -3 (minimum 1). She uses these hexes as a swift action, or a free action if the paladin is using lay on hands only on herself, and she may only apply one hex at a time for each use of her lay on hands ability, but they otherwise work as per the mercy class feature, adding the hex as an effect upon a successful use of her lay on hands ability. Any limitation on the hexes, like a creature being immune for 1 day once having benefited from a hex, applies as normal. She chooses one of the following hexes at level 2, and may select a new one at level 3 and every three levels later (6, 9, 12, 15, 18) instead of selecting a mercy: Charm, Fortune, Healing, Ward.

At level 12, the purifier may add the following major hexes to this list: Major Healing, Vision.

This ability modifies the mercy class feature; the mercy class feature otherwise works as normal.

Word of Healing (Su): At 3rd level, a purifier gains the Word of Healing feat (Pathfinder® Roleplaying *Game: Ultimate Magic*<sup>TM</sup>). In addition, she may use this feat to heal a creature up to 10 feet away as if the creature was adjacent to her. This ability replaces aura of courage.

Positive Energy Surge (Su): At 4th level, a purifier's lay on hands ability becomes usable a number of times per day equal to 3 + her Charisma modifier. This ability otherwise works, and is treated in any way, as the paladin's channel positive energy class feature, with the following exception: the purifier may also, as a full-round action, spend three daily uses of her lay on hands ability to channel energy and apply her mercy class feature (including one merciful hex) upon all creatures benefiting from her channeling, as if they were affected by the lay on hand ability. This ability replaces channel positive energy.

Aura of Purification (Su): At 11th level, a purifier emits an aura that empowers her restorative and healing powers. She gains a +3 bonus to her caster level (as long as this bonus does not increase her caster level higher than her current Hit Dice) for the purposes of spells from the healing subschool, plus break enchantment and remove *curse*; and the healing of Hit Points provided by her lay on hands and channel positive energy class features is empowered by 50%. This ability replaces aura of justice.

Absorb Evil (Sp): At 20th level, a purifier becomes the incarnation of altruism. As an immediate action, she can affect an ally with the *shield other* spell for one round, gaining DR 10/- against damage received from this spell. Twice per day as a standard action, or as part of an attack made during a charge, the purifier may expand a use of her lay on hands ability to strike an evil creature and deal additional damage equal to her lay on hands healing + her Charisma modifier; the purifier instantly heals an equivalent amount of hit points on a hit, up to the damage needed to kill the evil creature. If using the Radiant Charge feat in conjunction with this ability, the feat works as normal but also heals the purifier of an equal amount of Hit Points. In addition, a purifier may spend a full-round action to remove any affliction a character suffers from, as per the greater restoration spell, using her paladin level as her caster level. Finally, whenever she channels positive energy or uses lay on hands to heal a creature (and not for the purposes of damaging it), a purifier heals the maximum possible amount. This ability replaces holy champion.

# Savage Jactician (Barbarian)

While most tribal civilizations value deeds of strength; scars, and grievous combat injuries as proof of valor, only those cunning enough to survive know that they do not win every battle by charging in heedlessly. Savage tacticians have learned this lesson the hard way; they are pedagogue barbarians versed in the art of guerrilla warfare, able to change the tide of a battle or hunt with a single word. They usually serve as mentors to the younger warriors, their sheer presence is enough to infuriate, inspire and direct even non-combatants; as such, they are at the origin of numerous legends about tribes so tough, that even the elderly, the infants, and the pregnant women were able to defeat invaders ..

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Infuriating Spirit (Ex): At first level, a savage tactician learns an additional way to enrage herself. She adds her Charisma modifier to determine the number of rounds she can rage per day. In addition, whenever a savage tactician rages, she may tap into the primal strength of her allies to improve their combat abilities. As a move action, the savage tactician can shout a war cry, and incite her allies to follow the best course to bring their enemies down. Each willing ally, including the savage tactician, gains half the normal benefits and penalties of rage. The savage tactician can set a limit on the number of allies she desires to affect with Infuriating Spirit. Allies other than the savage tactician can keep raging while unconscious, even if the savage tactician may not. In addition, allies cannot be dropped below 1 hit point by the savage tactician ending infuriating spirit.

At 2nd level, she may provide all allies affected by Infuriating Spirit with a single rage power from the following list: Ferocious Mount, Guarded Life, Guarded Stance, Knockback, Knockdown, Powerful Blow, Quick



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Reflexes, Rolling Dodge, Roused Anger, Surprise Accuracy, and Swift Foot. She must possess this rage power to give it to her allies. This choice is made when the barbarian uses her infuriating spirit on her allies. Allies use their own ability modifiers for the purposes of these rage powers, but they use the savage tactician's level and base attack bonus for all effects related to them. Allies may only use these while they are raging due to their own rage ability or Infuriating Spirit.

As long as the savage tactician continues the rage as a free action, all allies affected by Infuriating Spirit continue to gain the benefits of the lesser rage, as well as any rage power they were given, unless the power has been spent. Using Infuriating Spirit causes the savage tactician to use one additional round of rage per round for every 2 additional allies affected by Infuriating Spirit. After the savage tactician ends the Infuriating Spirit, each ally that was affected is fatigued for a number of rounds equal to half the number of rounds spent raging, minimum 1. When using her infuriating spirit, the savage tactician and her raging allies can still use Intelligence-, Dexterity-, and Charisma-based skills. At level 11, using this ability becomes a swift action instead. This is a languagedependent ability. In all other ways, this acts as rage. The barbarian can still choose to rage without using Infuriating Spirit.

She can, as a free action, choose to end the Infuriating Spirit effect for her allies without ending her own rage. When she does this, her allies are fatigued as they normally would, but she gains the full bonuses and penalties of rage. This ability replaces Fast Movement and the rage powers gained at 6th and 18th level.

Feral Fighting (Ex): At 2nd level, the savage tactician gains both the Reckless Abandon and Inspire Ferocity rage powers. Whenever two allies affected by Inspire Ferocity are flanking a creature, they gain a +2 bonus to damage rolls against the creature they are flanking. This ability replaces the rage power gained at 2nd level and uncanny dodge.

Ferocious Leader (Ex): At 4th level, as a standard action, the savage tactician can share combat knowledge with her allies. She can provide all allies within 30 feet with one combat feat of her choice as a bonus feat for a number of rounds equal to 1 plus the savage tactician's Charisma modifier. The allies must meet the prerequisite(s) for this feat. The savage tactician can use the Ferocious Leader ability once per day at level 4, plus one additional time per day every 4 levels thereafter (8th, 12th, 16th, 20th). This ability replaces the rage powers gained at 10th and 14th levels.

Inspiring Presence (Ex): At 3rd level, the savage tactician's rage heartens her allies. When raging, all allies within 30 feet of the savage tactician gain a +1 morale bonus on saving throws against fear effects. At 6th level and every three levels thereafter (9th, 12th, 15th, and 18th), this bonus increases by +1. Unlike other morale bonuses, this bonus stacks with the morale bonus to Will saving throws that the savage tactician gains from her Rage ability. This exception only applies to the savage tactician, and not other barbarians or allies affected by Infuriating Spirit. This ability replaces Trap Sense.

Resiliency (Ex): At 5th level, all allies affected by the savage tactician's Inspire Ferocity rage power gain DR 2 / -. At 9th level, and every 4 levels thereafter (13th, 17th), the damage reduction rises by 1. This ability replaces improved uncanny dodge.

### New Rage Power

The savage tactician may select the following rage power:

Brutal Tactician (Ex): Allies affected by the savage tactician's Ferocious leader class feature may ignore one prerequisite of the feat the savage tactician is granting. This power can be chosen several times. Each time this is chosen, a savage tactician may use ferocious leader class feature one additional time per day. A barbarian must possess the ferocious leader class feature to take this rage power.

### Shogun (Samurai)

Able to inspire both hardiness and bold action into their allies, Shogun are formidable warriors.

Bountiful Resolve (Ex): This ability acts as a samurai's resolve ability in all ways, except that he can use it once per day plus his Constitution modifier at 1st level, plus one additional time per day for every two Shogun levels he possess beyond the first. He can also use this resolve in two new ways.

Ignore the Pain: The shogun can order his allies to fight on, despite debilitating effects. This allows the shogun to use the Determined and Resolute resolve abilities on an ally within 30 feet. Doing this uses up twice the number of resolve points as normal, and the ally must be able to hear the shogun. This is a language dependent ability. This ability replaces Mount.

Ordered Strike: At 1st level, as a full-round action, the shogun can grant one ally within 30 feet an attack action that must be taken immediately with a melee weapon. This does not use up any of the ally's actions, nor does it change the initiative order. The attack is resolved at the ally's full base attack bonus. The shogun must possess at



least one point of resolve to use this ability. If the attack is successful the shogun regains one point of resolve plus the one spent to activate this ability. At 11th level, this becomes a standard action.

**Diehard:** At 4th level, the Shogun receives the Diehard feat, even if he does not meet the requirements. This ability replaces mounted archer.

**Fierce Resolve (Ex):** At 6th level, the Shogun can spend a swift action to use a point of resolve to gain his Constitution modifier to melee damage until the start of his next turn. If the Shogun is using a two-handed weapon or a one-handed weapon with two hands, he instead adds 1-1/2 his Constitution modifier to melee damage. This ability replaces the bonus feat gained at level 6.

**Battlefield Strategist (Ex):** At 9th level, as a standard action, the shogun can grant one ally within 30 feet a single move action. By spending a point of resolve as a free action, the shogun can activate this ability with a move action. The shogun can use this ability a number of times per day equal to half the shogun's class levels. This ability replaces weapon expertise and the bonus feat gained at level 12.

# Spellchymist (Alchemist)

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Not content with merely creating magical elixirs to be imbibed, the spellchymist toils away to perfect the methods and reagents necessary to allow his extracts to take effect at range, emulating the spells of others. ロビ そ き ちゃドアドレルムエビルマスアムアンエントルエンビルス ちそ かし



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Spell Vials: The spellchymist gains the Alchemy class feature as the standard alchemist with the following exceptions. The spellchymist gains the Infusion discovery (but is not treated as having the Discovery class feature yet), and all extracts they create count as infusions. When the spellchymist prepares his infusions, he may choose to render some or all of his infusions inert and prepare other infusions to replace them.

Instead of imbibing the infusions, the spellchymist can cause the magic in the infusion to spring forth and affect a target of his choice. His infusions have a range of close (25 + 5 / 2 alchemist levels), and are touch attacks. The spellchymist adds his Intelligence modifier in addition to his Dexterity modifier to the ranged touch attack rolls used by these infusions.

The spellchymist uses his alchemist level as his caster level for the purpose of item creation feat prerequisites. This ability replaces the mutagen class feature. The spellchymist may never select the mutagen or cognatogen discoveries, or the improved versions of those discoveries.

Everlasting Infusions: The alchemist learns how to create a number of infusions that are not expended when used. Treat these as oth level spells, and use the magus's spells per day table (Pathfinder® Roleplaying Game: *Ultimate Magic*<sup>TM</sup>) to determine the number of everlasting infusions you may prepare, using your alchemist level as your effective magus level. You may prepare everlasting infusions from the following list: *detect magic*; *quidance*; mage hand; message; purify food and drink; resistance; stabilize; and virtue. This ability replaces the discoveries gained at 6th and 14th level, poison immunity, poison resistance, and poison use.

Eldritch Mimicry (Su): At 6th level, the spellchymist's extracts and infusions count as spells for the purposes of meeting magic item requirements when crafting magic items. This ability replaces swift poisoning.

Spellchymists may take the following discovery:

Burst Infusion (Su): Once per day, the spellchymist can cause all allies adjacent to the target to be affected by the infusion. Choosing to use this discovery is a free action as part of using an infusion. The spellchymist may use this one additional time per day at 16th and 20th level. The spellchymist must be at least level 12 to take this discovery.

# (Imbral Weaver (Bard)

The umbral weaver is a master at manipulating and listening to the forgotten secrets of shadows. Rather than the passive approach to combat that his brethren take, the umbral weaver livens combat up with a variety of tricks.

Bardic Performance: The umbral weaver does not gain the bardic performance ability or any of its performance types.

Wisps of Dusk (Sp): At first level, the umbral weaver learns how to create miniature globs of shadows that act like *dancing lights* in all ways except as follows. Rather than each light illuminating as a torch, each wisp reduces the light level by one step within a 20 foot radius. Several wisps of dusk do not stack to reduce the light level of an area more than once. At 7th level, activating this ability is a move action. At 13th level, activating this ability is a swift action.

Whispered Lore: The umbral weaver adds a number of spells to class list. These are not automatically added to the umbral weaver's spells known.

oth - dim\*, shadow snag\* 2nd - shadow ribbons\* 3rd - deeper darkness

6th - greater shadow conjuration

The umbral weaver also automatically adds a select few spells to his spells known when he first is able to cast spells of their level. These spells known do not count against their limit of spells known.

oth - trifling image\* 1st - silent image 4th - *minor image* 7th - major image 10th - hallucinatory terrain 13th - persistent image

16th - permanent image

Spells marked with an asterisk (\*) are detailed below.

Finally, an umbral weaver's spells may be affected by Silent Spell and do not have a verbal component unless the spell normally has one.

Shadow Weave (Su): The umbral weaver's mastery of shadows allows him to manipulate shadows in ways others can only dream of. At first level, the umbral weaver may create a shadowy weave and have it hinder his enemies as it subtly restricts the target's movement. The tendrils generally appear on the body of those affected by them. He may use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, he can use this ability an additional 2 rounds per day.

Activating the shadow weave requires a standard action, but it can be maintained each round as a free action. The shadow weave cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. An umbral weaver cannot have multiple shadow weaves at once. At 7th level, activating the shadow weave requires a move action.



Ending the shadow weave is a free action.

Each enemy within 60 feet of the umbral weaver takes a -1 penalty to hit and damage, as shadows slightly hinder their movements. This penalty increase by 1 at 5th level and every 6 levels thereafter (11th and 17th) to a maximum of -4 at 17th level. The umbral weaver must be aware of an enemy to have the enemy be affected by the shadow weave.

While potent in its own right, the true power of the shadow weave is the ways in which the umbral weaver can suddenly concentrate the entire weave to affect one or more enemies, as detailed below.

This ability counts as bardic performance for feats and traits that modify the number of bardic performance rounds available to a bard (i.e. Extra Bardic Performance), but not for anything else (i.e., Lingering Performance).

Darkvision (Ex): At 2nd level, an umbral weaver gains darkvision out to a range of 60 feet. At 6th level and every four levels thereafter (10th, 14th, and 18th), the umbral weaver's darkvision range increases by 30 feet, to a maximum of 180 feet at level 18. If the umbral weaver already has darkvision when he gains this ability at 2nd level, the range increases by 30 feet. At 12th level, your darkvision even works in magical darkness. This ability replaces versatile performance and well-versed.

Dwimmerlaik (Su): As the umbral weaver grows in his understanding of the shadows, he learns how to suddenly concentrate his shadow weave on one or more enemies. Activating a dwimmerlaik requires a swift action, unless specified otherwise in the dwimmerlaik's ability. The target of a dwimmerlaik must be affected by the shadow weave. If a dwimmerlaik requires a saving throw, the DC is equal to 10 + half the umbral weaver's level + their Charisma modifier. Using a dwimmerlaik ends the current shadow weave, and may also require additional rounds of the shadow weave to be spent.

Barbed Ward: The shadow weave wraps loosely around the designated enemy in a manner that does not restrict movement. If the enemy makes a successful Will saving throw, they are not affected. When the enemy deals successfully attacks an ally of the umbral weaver, tiny barbs protrude from the wrap, dealing 1d6 + your Charisma modifier points of damage. At 7th level and every 4 levels thereafter (11th, 15th, and 19th), these barbs deal an additional 1d6 points of damage. This dwimmerlaik uses one round of your shadow weave ability, and lasts for a number of rounds equal to your Charisma modifier.

Grasping Shadows: The shadow weave reforms beneath a designated enemy, and they must make a Reflex saving throw or else be entangled for a number of rounds equal to your Charisma modifier. At 11th level, instead of designating an enemy, this dwimmerlaik affects all enemies in a 10 foot burst. The center of this burst must be

within the shadow weave.

Phantasmal Tapestry: The shadow weaver briefly forms in front of a designated enemy in the form of their greatest fear. You may use this dwimmerlaik to make an Intimidate check to demoralize. This is a fear effect.

Umbral Shock: The shadow weave coalesces and launches itself at a designated enemy casting a spell or using a spell-like ability. As an immediate action, make a ranged touch attack against the target. On a successful hit, the target must make a Will saving throw or take 1d6 + your Charisma modifier points of damage. At 7th level and every 4 levels thereafter (11th, 15th, and 19th), this attack does an additional 1d6 points of damage. On a successful saving throw, the creature takes half damage. Due to taking damage while casting a spell, the creature must also make a concentration check. This dwimmerlaik uses four rounds of your shadow weave ability.

Subtle Illusions (Su): At 5th level, creatures using divination spells to detect magical auras, such as detect magic and arcane eye must make a Will save versus the original DC of the spell or else not detect the umbral weaver's illusions as magical.

Blinding Weave (Su): At 8th level, the umbral weaver gains an additional dwimmerlaik to choose from. This dwimmerlaik allows the umbral weaver to designate one target, blinding them unless they make a Will save.

Infused Illusions: At 8th level, the umbral weaver gains Infused Illusions (detailed below) as a bonus feat.

Illusory Weakness (Sp): The umbral weaver is able to create illusions that make it seem like an ally is opened to attacks and currently showing weaknesses, fooling onlookers into striking him and allowing the ally to retaliate with ease. At 14th level, the umbral weaver can use this ability on himself or an ally within 60 feet. While affected by this illusory effect, creatures attacking the ally with melee attacks provoke attacks of opportunity from the affected ally. While affected by this ability, the ally may make one additional attack of opportunity a round, but only for attacks of opportunities provoked by this ability. This effect lasts for a number of rounds equal to the umbral weaver's Charisma modifier. At 16th level, and every 2 levels thereafter, the umbral weaver may use this ability one additional time per day.

Shades (Sp): At 18th level, the umbral weaver may cast shades once per day. At 20th level, they may cast it one additional time per day. This is treated as a 9th level spell.

Living Shadow (Su): At 20th level, the umbral weaver becomes one with shadows. The umbral weaver

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gains immunity to cold damage, and whenever he is in an 2 area of dim or darker light, he gains DR 10/—. In addition, C the umbral weaver can become incorporeal for a number of minutes equal to her class level. These minutes do not R need to be consecutive, but must be used in 1 minute E increments. Becoming incorporeal is a move action, and C ceasing to be incorporeal is a free action. S

# New Feats

### Infused Illusions

With a mix of practice and innate talent, you are able to interlace your illusions with subtle weaves of shadowstuff that make them all the more real.

Prerequisite: Spell Focus (Illusion), caster level 10

**Benefit:** Your figment and glamer spells always require a saving throw, even if a creature would normally not be affected by such illusions, such as by *true seeing*. Such creatures receive a +4 bonus to their saving throw. In addition, even if a viewer disbelieves an illusion created by an illusionist using this variant and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saying throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +10 bonus on the saving throw.

### New Spells

#### Dim

School evocation [Darkness]; Level bard o, cleric o, druid o, sorcerer/wizard o Casting Time 1 standard action Components V, S Range touch

Target object touched

Duration 10 minutes (D)

# Saving Throw none; Spell Resistance no

*Dim* creates an aura that hampers normal, non-magical light sources. The spell must be cast upon an object, which then radiates the dimming aura. All light sources within a 100-ft. radius cast only half as much light as they normally would, reducing both the normal and shadowy light radius cast by the source by one half. This spell has no effect on magical light sources of any level. The effect is immobile, but it can be cast on a movable object. A spell with the light descriptor of any level counters and dispels this spell. Shadow Ribbons

School illusion (Shadow); Level bard 2, sorcerer/wizard

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**Casting Time** 1 standard action **Components** V, S **Range** close (25 ft. + 5 ft./2 levels) **Effect** one or more rays

**Duration** instantaneous

Saving Throw none; Spell Resistance yes

You blast your enemies with clinging ribbons of shadow. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and inflicts the entangled condition. Entangled creatures can attempt to break free as a move action, by making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously

#### Shadow Snag

**School** enchantment (Compulsion); **Level** bard o, sorcerer/wizard o

Casting Time 1 standard action

Components V, S, F (a black glove)

Range touch

Target one creature that casts a shadow

Duration 1 round/level

Saving Throw Will dispels; see text;

Spell Resistance yes

You make a touch attack against the target's shadow as part of the spellcasting action. If the attack succeeds, and the subject fails its save, it gains the entangled condition (though it can still move). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. (The touch AC of the target's shadow is the same touch AC as the target, subject to modification at GM adjudication.) F C LANDALLANCANTY CANTY CANALY AND SECONTRY AND S F

#### Trifling Image

School illusion (figment); Level bard o, sorcerer/wizard o

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft. / 2 levels)

Area one square foot

Duration 1 hour/level

Saving Throw Will disbelief (if interacted with);

### Spell Resistance no

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

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### ()icious ()pportunist (Ninja, Rogue)

With the knowledge of how, and when, to strike at his enemies at the most opportune time, the vicious opportunist is able to quickly and gleefully take down opponents.

# Designer's Note:

This archetype is for both ninja and rogues. In the case of ninjas, Ninja Tricks are replaced. In the case of Rogues, Rogue Talents are replaced.

This archetype does less damage on average than sneak attacks (+2 damage per 2 levels vs an average of 3.5 damage per 2 levels!), but can come up more often. It also has the benefit of allowing for a ninja / rogue who focuses on ranged weapons to get some extra damage in more often!

Note that just replacing sneak attack with Opportunities Aplenty will work well. The abilities that replace Ninja Tricks / Rogue Talents are meant to further emphasize the teamwork aspect that this product strives for, and are not necessary if you simply desire something that has the flavor of sneak attack, but with a different execution.

**Opportunities Aplenty (Ex):** At first level, a vicious opportunist can take advantage of the suffering of others, whether from her own hands, or from the hands, or magic, of her allies. Whenever he is flanking a creature, attacking a creature with a detrimental condition (see below to determine what a detrimental condition is) affecting it, or a creature that is denied their Dexterity bonus to AC he gains a +2 circumstance bonus to damage rolls against that creature. At 3rd level and every 2 levels thereafter the bonus to damage rolls increases by +2. If the vicious opportunist is not flanking, the creature must have a detrimental condition before the attack for the vicious opportunist to gain this bonus.

For the purposes of this ability, a detrimental condition is any condition listed in the Condition section of the Pathfinder Core Rulebook, except for the following: Energy Drained, Incorporeal, and Invisible.

This ability replaces sneak attack. Abilities that trigger off of sneak attack instead activate off of this ability. For abilities that use the number of dice of a sneak attack to determine effects, the effective number of dice is equal to the bonus damage from this ability, divided by 2. For example, if a level 5 vicious opportunist has the Bleeding Attack rogue talent, whenever she attacks a creature with a detrimental condition, she gains a +6 circumstance to damage rolls. In addition, she does three points of bleed damage from the Bleeding Attack talent.

Direct Allies (Ex): At 4th level, the vicious opportunist learns how to accurately instruct his allies how to strike when their enemies are most vulnerable. As a standard action, the vicious opportunist may designate one enemy within 100 feet as her target. Until the beginning of her next turn, all allies attacking the target gain half the vicious opportunist's Opportunities Aplenty bonus on their next damage roll. The allies must be flanking the target, the target must be suffering from a detrimental condition, or the target must be denied their Dexterity bonus to AC. This bonus damage does not stack with other damage from the Opportunities Aplenty ability. This ability replaces the ninja trick or rogue talent gained at 4th level.

### New Rogue Talents/Ninja Tricks

Brute Malice (Ex): When wielding a two-handed weapon or a one-handed martial weapon in two hands, the bonus damage from opportunities aplenty increases to +3 per two levels, instead of +2 per two levels. The rogue must have Power Attack level and the Opportunities Aplenty class feature before she may take this rogue talent.

Coldhearted Precision (Ex): On attacks that would normally add opportunities aplenty damage on a successful hit, you add a competence bonus to hit equal to one fourth your level. The rogue must be at least 4th and possess the Opportunities Aplenty class feature before she may take this rogue talent.

Crippling Shot (Ex): A number of times per day equal to half your rogue class level; you may activate this ability as a free action when you deal damage using your opportunities aplenty ability. If you do so you your opponent must make a successful Fort Saving throw (DC 10 +1/2 your rogue class level + your Dexterity modifier) or suffer the Staggered condition for 1 round per rogue class level you possess. If an opponent successfully saves against this talent he is immune to your crippling shot for 24 hours. The rogue must be at least 4th level and possess the Opportunities Aplenty class feature before she may take this rogue talent.

Defenses Aplenty (Ex): You gain proficiency with shields, except for tower shields. In addition, when wearing a shield, you gain a competence bonus to your AC equal to one fourth of your opportunities aplenty bonus damage (minimum 1). If you lose your shield bonus to AC, you also lose this competence bonus to AC. The rogue must have the Opportunities Aplenty class feature before she may take this rogue talent.

Deadly Tricks (Ex): You gain Greater Dirty Trick (Pathfinder® Roleplaying Game: Advanced Player's Guide<sup>™</sup>) and Quick Dirty Trick (Pathfinder® Roleplaying Game: Ultimate Combat™) as bonus feats, even if you do not meet the prerequisites. You must be at least 6th level to take this rogue talent.

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Smarter and Harder (Ex): When wielding only one weapon which is a light or one handed weapon, and your other hand is empty, you may add your Intelligence modifier to all attack rolls that would normally add opportunities aplenty damage on a successful hit. The rogue must possess the Opportunities Aplenty class feature before she may take this rogue talent.

Tear the Wound (Ex): If you hit an opponent with both your primary hand and your off-hand weapon, you deal your opportunities aplenty damage an additional time. You can only deal this additional damage once each round. The rogue must have Two-Weapon Fighting and the Opportunities Aplenty class feature before she may take this rogue talent.

Tricky Combatant (Ex): Whenever you use the Dirty Trick combat maneuver, you use your rogue level as your base attack bonus, unless the base attack bonus is higher. In addition, the vicious opportunist receives the Improved Dirty Trick as a bonus feat, even if she does not meet the prerequisites. See the Pathfinder® Roleplaying Game: Advanced Player's Guide<sup>™</sup> for more information about Dirty Trick.

# Clarifications and Alternate Rules for Opportunities Aplenty

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There are some effects in the game that mimic the effects of conditions, such as an Archon's Aura of Menace or using chill touch against an undead creature, but aren't themselves conditions. In cases such as these, the GM decides whether or not the rogue will receive the extra damage from Opportunities Aplenty.

In some cases, it may not make sense for the rogue to get the extra damage from Opportunities Aplenty. In these cases, it is up to the GM to decide whether the rogue will deal extra damage. For example, if a rogue fires three arrows at a prone medium-sized creature 60 feet away, even if he hits, the GM may rule that he does not gain the extra damage, due to the target being far away and prone. While the rogue would normally gain the extra damage at this distance, the prone target presents too small a target to aim at.

If a condition ends before you are able to hit a target, such as breaking a creature's Fascination by drawing a weapon, you do not get the extra damage.

Opportunities Aplenty can be adapted to be used by any class or archetype that gains Sneak Attack. In these cases, increase the damage at the same levels where the class or archetype would increase the sneak attack damage dice. For example, a ninja (Pathfinder Roleplaying Game Ultimate Combat) or a Sandman bard (Pathfinder Roleplaying Game Advanced Player's Guide) could use this ability. Even a rogue could just use Opportunities Aplenty, without the other abilities presented in the vicious opportunist.

The rogue talents presented above are without a doubt more powerful than the average rogue talent. It is the authors' opinion that rogues are in need of a boost in their combat abilities, and we hope these rogue talents help in a way that does not marginalize other members of the party.

While the description of the ability hints at a meanstreak by the user of the ability, the player is encouraged to describe the ability however he likes.

Finally, when you first gain Opportunities Aplenty, instead of an extra 2 damage per every 2 levels, you can instead choose to roll 1d4 per two levels when the conditions of the ability are satisfied. Unlike the damage from the normal Opportunities Aplenty, this is precision based damage, and is not multiplied on a critical hit.

# War Scholar (Monk)

The war scholar is an artist, with the battlefield as his medium. Born-strategist, a war scholar's wisdom allows him to manage his troops with an efficiency that can reverse the most uneven odds. Following series of simple, yet wise principles about preparation, human management, enemy intelligence misdirection, spying and terrain preparation; a war scholar is a master in the art of war.

Weapon and Armor Proficiency: A war scholar is proficient with all simple and martial weapons. A war scholar is proficient with light armor, and retains his AC bonus and fast movement abilities when wearing light armor. He is not proficient with any shields. A war scholar who is in medium or heavy armor loses his AC bonus and fast movement abilities.

Skills: A war scholar has 6 + their Intelligence modifier skills per level. They add Knowledge (arcana), Knowledge (dungeoneering), Knowledge (local), Knowledge (nature), Knowledge (planes), and Linguistics as class skills.

Wisdom of War (Ex): At first level, the war scholar gains a +1 insight bonus to all attack and combat maneuver rolls. At 5th level and every 4 levels thereafter (9th, 13th, and 17th), this bonus increases by 1, to a maximum of +5at 17th level. In addition, they treat their level as their base attack bonus for meeting the prerequisites for feats. At 2nd level, the war scholar may add his Wisdom modifier in addition to his Dexterity modifier on initiative checks. This ability replaces flurry of blows.

Monster Lore (Ex): The war scholar adds her Wisdom modifier in addition to her Intelligence modifier to all Knowledge checks made to identify the abilities



A war scholar demonstrates mind matters more than weapons because the mind is a stronger weapon than man can ever manufacture.

and weaknesses of creatures, and can make such checks untrained. This replaces the stunning fist class ability.

**Battle Focus (Ex):** At first level, the war scholar may spend a move action to focus himself for war. By doing so, he may add his Wisdom modifier, up to his war scholar level, to all damage rolls for a number of rounds equal to his Wisdom modifier.

**Rapid Planning (Ex):** At second level, the war scholar learns how to rapidly plan come up with a battle plan. By spending 5 consecutive rounds studying an area to make a battle plan, he can grant his allies a bonus from the list below. Each round of studying an area requires a standard action. During the first round of studying an area, the war scholar designates a 60-foot radius burst centered on a grid intersection within line of sight as the advantageous battleground. This area is considered an advantageous battleground for 1 minute per monk level. At 8th level, it only requires 3 consecutive rounds for the war scholar to come up with a battle plan. At 15th level, it only requires a standard action to come up with a battle plan. By spending 10 uninterrupted minutes studying the area, the war scholar can make the area considered an advantageous battleground for 10 minutes per monk level.

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At second level, the war scholar may grant one of the benefits to all allies in the advantageous battleground. At 5th level and every 6 levels thereafter (11th and 17th), the war scholar may grant one additional tactic to allies in the advantageous battleground. If a tactic grants a "planning bonus", the bonus is a +1 insight bonus at level 1. At 5th level and every 6 levels thereafter (11th and 17th), the planning bonus increases by 1. Allies in the advantageous battleground must be able to hear and understand the war scholar to gain the benefits.

At 2nd level, the war scholar may choose from the following benefits:

Allies receive the planning bonus to AC against attacks of opportunities and to their CMD.

- Allies base speed increases by 10 feet when making a charge.
- Allies standing up from being prone do not provoke attacks of opportunities.
- Allies take half the normal penalty for dealing non-

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lethal damage with a lethal weapon.

Allies add the planning bonus on skill checks or attack rolls made when using the aid another action, and if successful, the assisted ally increases the aid another bonus by an amount equal to the planning bonus.

• Allies gain the planning bonus as a bonus to concentration checks

Allies gain the planning bonus to all weapon damage ٠ rolls.

At 9th level, the war scholar may also choose from these benefits:

- Allies may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain. This stacks with feats like Nimble Moves and Acrobatic Steps
- ٠ Allies gain the planning bonus on attack rolls.

٠ Allies may make one additional attack of opportunity a round (if able to), and gain the planning bonus to all attack of opportunities.

This ability replaces the unarmed strike ability and the increased unarmed damage.

Solo Tactics (Ex): At 3rd level, all of the war scholar's allies are treated as if they possessed the same teamwork feats as the war scholar for the purpose of determining whether the war scholar receives a bonus from her teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the war scholar to receive the listed bonus.

Teamwork Feat: At 3rd level, and every three levels thereafter, the war scholar gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The war scholar must meet the prerequisites of the selected bonus feat. This ability replaces the bonus feats class feature.

Ki Pool (Su): This is like the monk's normal ki pool in all ways except as detailed below. When the war scholar has at least 1 point in his ki pool, he does not treat his unarmed strikes as magical, lawful, or adamantine. Instead, as long as the war scholar has 1 point in his ki pool, one weapon he is using is treated as having the cunning (see Pathfinder® Roleplaying Game: Advanced Player's Guide<sup>™</sup>) magical weapon enhancement. The war scholar cannot spend a ki point to gain an extra attack while using flurry of blows. Instead, the war scholar can spend a ki point as a swift action to instantly come up with a battle plan. Treat this as if he used the Rapid Planning ability for the number of rounds required by his level. Instead of the normal duration, this lasts for a number of rounds equal to one

fourth the war scholar's class level. This modifies the ki pool class feature.

Abundant Step (Su): The war scholar gains the abundant step ability at 7th level instead of 12th level. The war scholar also gains Dimensional Agility (see the Pathfinder<sup>®</sup> Roleplaying Game: Ultimate Combat<sup>TM</sup>) as a bonus feat. This ability replaces the maneuver training and purity of body abilities.

# War Warder (Magus)

While most magi focus on the offensive capabilities of merging swordplay and sorcery, there are a select few that focus on the defensive abilities. These are the War Warders, warriors who use their arcane magic to better protect themselves and their allies.

Note: War Warder and The Secrets of the Magus Rite Publishing's The Secrets of the Magus has many arcana that work well with this archetype, especially ones that modify Spell Shield.

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

Aura of Protection (Su): At first level, the war warder learns how to harness his arcane pool to protect himself and his allies. As long as there is at least one point left in the war warder's arcane pool, he projects an aura of protection around him. Any ally, including the war warder, within 10 feet of the war warder gains a +1 dodge bonus to AC. At 8th and 14th level, this bonus increases by +1 and the range of the aura increases by +10 feet. If the war warder is killed, paralyzed, stunned, or knocked unconscious, this aura is disrupted. Whenever the condition that disrupted the aura is removed, the aura returns. A war warder can spend one point of their arcane pool to grant this bonus to the saves of all allies in the aura for a number of rounds equal to their Intelligence modifier. This ability replaces the bonus feat at 5th level and the Heavy Armor ability normally gained at 13th level.

Arcane Pool: At 1st level, a war warder can use his arcane pool to grant an enhancement bonus to his armor as well as to his shield, paying the arcane pool cost separately

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Three war warders neutralized an intruder in their homeland.

for each. At 5th level and above, he can also add any armor or shield special properties. The maximum bonus possible is equal to half his war warder class level. This functions as Arcane Pool in all other aspects.

Expanded Protective Knowledge (Ex): A war warder adds all abjuration spells below spell level 7 to his spell list. He must still learn these as usual. In the case of abjuration spells that are available at two different levels for different classes, use the level they are available to Clerics or Wizards, whichever is higher. This ability replaces spellstrike.

Arcana: A war warder must take the following magus arcana at the listed level.

Ranged Spell Shield (Su): The war warder can expend a point from his arcane pool as an immediate action to grant himself, or an ally within 30 feet, a shield bonus to AC equal to the war warder's Intelligence bonus until the end of the target's next turn. Any arcana that modifies Spell Shield affects Ranged Spell Shield as well. You must take this at third level, and it replaces the normal Spell Shield arcana.

Force Push (Sp): At 4th level, a war warder learns how to shape magic in a way that allows him to reposition his enemies. The war warder gains a spell-like ability that he can use three times per day plus his Intelligence modifier. This spell-like ability acts like hydraulic push (Pathfinder<sup>®</sup> Advanced Player's Guide<sup>™</sup>), except that instead of water, it is pure magical force. This is a force effect and it cannot extinguish any fires. The spell loses the water descriptor, and gains the force descriptor. The source of the blast can be from any point within range of the target. Activating this ability is a standard action that does not provoke attacks of opportunities. Any feats or abilities you posses that modify bull rushes also modify this ability. This ability replaces Spell Recall.

Heavy Armor (Ex): At 7th level, a war warder gains proficiency with heavy armor. A war warder can cast magus spells while wearing heavy armor without incurring the normal arcane spell failure chance. This ability replaces the medium armor feature.

Eldritch Chains (Ex): At 11th level, if a foe's movement in the war warder's threatened area provokes an attack of opportunity and the war warder successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action. Upon being halted, the target must make a reflex save or be entangled until the end of the target's next round by eldritch chains. The DC

is equal to  $10 + \frac{1}{2}$  the war warder's level + his Intelligence instead of letting them ignore damage reduction, the rogue modifier.

This ability replaces improved spell recall.

## Of Knives and Plagues: Bonus Archetypes for The Secrets of Tactical Archetypes

The peltast fighter archetype was one of the harder archetypes to design, due to the inherent problems with throwing weapons. If you want to play a character specializing in thrown weapons, you need to spend at least 8,000 gp per attack to get a +1 returning weapon, which is prohibitively expensive. Throughout the design process, we had many solutions to this issue. The first solution was supernatural abilities to enchant items that they threw. While this worked well, it was a bit odd and "video-gamey" at the same time. In addition, no other fighter ability from any archetype is a supernatural ability. In the end, we decided that this was the case for good reason, and explored different ways to solve this issue. Our second attempt was a magic item that enchanted any item being thrown. However, the drawbacks to this are pretty easy to see: making a class rely on an item to be half-way effective is not good design. After a few more attempts, we decided upon Find the Breach, which does not enchant the items to be thrown, but rather allows the peltast to ignore some amount of DR, circumventing one of the biggest issues that magic items solve.

The vicious opportunist's goal was quite simple: replace sneak attack with something that works better. At the core of the archetype is the Opportunities Aplenty ability. This ability allows the rogue, or any user of sneak attack, to get rid of sneak attack with an ability that grants additional damage when the target is suffering from a detrimental condition. This extra damage is almost 50% less than the average damage of sneak attack, however, it makes up for it with frequency of granting the bonus damage. The rogue no longer needs to rely on the buddy system of his friend the fighter moving into a flanking position. The rogue can create the opportunities for his extra damage all by himself. In addition, this ability works at range far more smoothly than the normal sneak attack does. Rather than having to be invisible or unnoticed, the ranged rogue still gets the same bonus to damage he would in melee. This by itself makes ranged rogues far easier to pull off. In addition, Opportunities Aplenty builds wonderfully off of the conditions that your teammates can inflict. While playtesting this ability, we found that it created more interesting combats, rather than the dull "I full attack" repeated ad nauseum.

This rogue archetype is a different stab at making the ranged weapons trope work, with a different, but still highly thematic, class. With Opportunities Aplenty,

or ninja can instead power through the damage reduction, even at range.

The plaguebringer, on the other hand, is a response to feedback we've received about the spellchymist archetype. It is meant to work with the spellchymist to provide an alchemist that can be a primary "caster."

Whereas the peltast was more difficult to design, the spellchymist archetype was fairly easy, but went through far more revisions. The basic concept was clear: an alchemist that could use his extracts at range. The first "iteration" of the archetype was a class that created its own little tool that shot eldritch energy out at allies. This tool would've doubled as a weapon or a shield. The energy it shot would be from the extracts that the alchemist used in the device, allowing for much the same effect that the spellchymist's spellvials have currently. In addition, there would've been simple buffs that the alchemist could have given to allies, things of the same level as cantrips. You can hear echoes of this original idea in the spellchymist's "cantrips." In the end, this idea was scrapped due to it being complicated, and very "sci-fi"-y. Later iterations of this concept included a "gunchemist," which was fairly close to the first design, but for a ranged weapon. There's something a bit silly about shooting people with bullets to cause them to double in size, however. In the end, we went for simplicity. It would appear, though, that we succeeded at that goal a little too well. And for that reason, we bring you the plaguebringer. While it is not very teamwork oriented, it does compliment the spellchymist very well and allows them some more offensive capabilities other than just bombs.

## Knife Thrower (Rogue/Ninja)

While most believe that a good tool can solve any situation, the knife thrower knows that many tools in rapid succession have a much higher chance of solving problems.

**Opportunities Aplenty (Ex):** As the vicious opportunist ability, except where modified by Opportunist's Stab (see below).

Hidden Blade: A knife thrower adds 1/2 her level on Sleight of Hand checks made to conceal a light blade. This ability replaces trapfinding.

**Opportunist's Stab (Ex):** A knife thrower is naturally attracted to the mastery of light blades through the path of knife masters, and to the brutal precision offered by vicious opportunism. A knife thrower deals +3 damage instead of +2 with daggers, kerambits, kukris, punching daggers, starknifes, or swordbreaker daggers whenever she gains a bonus to damage from her opportunities aplenty class



feature. Any other weapon deals +1 damage instead of +2. medium range is a ranged touch attack with a maximum This ability modifies opportunity aplenty, and is treated as the opportunity aplenty class feature.

Flying Blades (Ex): At 2nd level, a knife thrower gains the Quick Draw feat, and halves all range increment penalties when making ranged attacks with a dart, dagger, shuriken or starknife. This ability replaces the 2nd-level rogue talent or ninja trick.

## New Rogue Talents

Crippling Missile (Ex): The rogue gains the crippling missile class feature, as per the fighter's peltast archetype. The rogue must be at least 4th level and possess the Precise Shot feat before she may take this rogue talent.

Wasp's Sting (Ex): Whenever making an attack with a piercing weapon, the rogue may ignore an amount of any type of damage reduction equal to her Intelligence modifier. The rogue must be at least 6th level and possess the Coldhearted Precision talent before she may take this rogue talent.

## Plaguebringer (Alchemist)

Plaguebringers are alchemists studying the eldritch magic of curses, sicknesses and transmutation effects, in addition to the classical fields of alchemy. They manipulate extracts able to weaken, distort, impede, or inflict great pain upon the body or very mind of their victims. This horrific field of expertise tends to especially get the attention of evil humanoids that seek a lethal discretion over the volatile nature of explosive substances, though alchemists using them for personal profit or the greater good aren't unheard of.

Twisted Alchemy (Ex): A plaguebringer gains additional spells into his formulae list as he gains levels, adding the secrets to brew tremendous acids and powders which emulate wicked spells warping flesh and spirit alike. The plaguebringer gains one additional slot of each spell level that he can only use to prepare a corrupted extract. Corrupted extracts can be dumped, sprayed or blown onto creatures as a standard action; preparing the corrupted extract to be spread (usually by shaking, emptying the vial or opening the plug) is part of the standard action, and always provokes an attack of opportunity.

The range of the substance depends on the original range of the emulated spell. A spell with a range of touch is a melee touch attack that doesn't provoke attacks of opportunity, a spell with short range is a ranged touch attack with a maximum range of 10 feet, a spell with

range of 30 feet.

A plaguebringer spellchymist can use corrupted extracts as spell vials instead, using his own attack range and bonuses for these spell vials.

At 1st level, and every odd level later (3rd, 5th, 7th... up to 19th level), the plaguebringer adds one of the following spells that he is able to prepare during the day to his formulae list. A plaguebringer is the only one able to use these formulae as extracts. Corrupted extracts are cast with an effective spellcaster level equal to the alchemist's level, and use his Intelligence modifier as his spellcasting ability.

level extracts: daze, delusional pride, 1st frostbite, inflict light wounds, interrogation, ray of enfeeblement, ray of sickening, unprepared combatant

**2nd level extracts:** blindness/deafness, boiling blood, disfiguring touch, feast of ashes, inflict moderate wounds, fester, mad hallucination, pernicious poison, pox pustules, touch of idiocy

3rd level extracts: bestow curse, cup of dust, dispel magic, eruptive pustules, excruciating deformation, howling agony, pain strike, ray of exhaustion, sands of time

4th level extracts: contagion, debilitating portent, enervation, fleshworm infestation, inflict serious wounds, poison, touch of slime

5th level extracts: baleful polymorph, blight, greater contagion, feeblemind, inflict critical wounds, major curse, plaque carrier, suffocation

**6th level extracts:** epidemic, eyebite, flesh to stone, slay living, vengeful outrage, unwilling shield

This ability replaces the alchemist's bomb and throw anything class features.

New Discovery

## **Mixed Alchemy**

Prerequisites: Alchemist 4, Infusion, Twisted Alchemy or Spell Vials class feature

Benefits: The alchemist may associate the effects of a single potion with a base price no higher than 50 gp, poison, or alchemical item to any extract he brews, effectively creating a mixed alchemy extract. He may also add a component to a pure extract as a move action that provokes attacks of opportunity. Whenever a creature imbibes, or is hit by a mixed alchemy extract, it is affected by the effects of the extract and the component as if it was directly hit by the substance, saving separately against each effect if necessary.

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chairs) give a +2 circumstance bonus on Disarm combat maneuvers. As part of this swift action she can also make an additional melee additional +2 bonus. The foe loses his Dexterity bonus to Armor Class for this attack. She also inflicts upon the foe +1d6 points of damage, which is treated as sneak attack damage (thus creatures immune to such damage are immune to this as well). If she has the sneak attack ability, this bonus damage stacks with the sneak attack damage. She cannot use this benefit in a round in which she has gained additional multiple attacks (such as from the haste spell or speed weapon property). Do not multiply this bonus damage in the case of a critical hit. The buccaneer of the black powder must spend 1 grit point to perform this deed. This deed replaces the startling shot deed.

Civil Menace (Ex): At 10th level, the buccaneer of the black powder has learned how to make people see reason through "parley" with his fierce reputation helping to enforce his will. A buccaneer of the black powder receives a morale bonus on all Diplomacy and Intimidate equal to 1/2 her gunslinger class level. This is ability replaces Nimble +3.

Seize the Advantage (Ex): At 14th level, the buccaneer of the black powder enjoy a +2 competence bonus to attack and damage rolls against an opponent with a detrimental condition (dazed, stunned, blinded, deafened, knocked prone, sickened, nauseated, and so on). This is ability replaces Nimble +4.

Hoist the Colors High (Ex): At 16th level, the unique insignia of the buccaneer of black powder is so well known that when it is displayed on a flag or banner, every ally (including herself) within 50 feet of it gains a +4 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever comes first. Hoist the Colors High may be used three times per day, and the buccaneer must either hoist the flag personally or hand it to an ally who then hoists it. This is ability replaces Nimble +5.

## Fire Artists

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While some martial artists disdained the use of firearms, the fire artist embraced them. They believe in the art of war and the addition of firearms adds tactical and strategic advantages to that art. They have seen armies of peasant conscripts defeat classically trained and equipped armies. These types of victories convinced them that firearms must be included in the training of martial artists, regardless of what those who pontificate upon the martial philosophy think. They believe in a formalized, structured training discipline, they practice the art of Hojutsu, or "fire art."

Zen Shot (Ex): At 4th level, a fire artist uses her Wisdom modifier in place of her Dexterity modifier for ranged attack rolls with firearms she wields and gains the Weapon Focus feat with a firearm of her choice. This replaces the normal bonus feat at that level.

Perfect Shot (Ex): At 7th level, when a fire artist hits with a firearm, she can spend 1 grit point as a swift action in order to maximize her weapon damage. Don't roll for damage-the firearm deals the maximum possible damage instead. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If the fire artist confirms a critical hit with this attack, she can spend an additional point of grit to increase her firearm's critical multiplier by 1. This deed replaces her dead shot deed.

Hojutsu (Ex): At 8th level, a fire artist gains the Ranged Kata feat (See the Feat section of this product) and its benefits, even if she does not meet its prerequisites. This replaces the normal bonus feat at that level.

Critical Perfection (Ex): At 11th level, a fire artist adds her Wisdom Bonus (minimum 1) on critical hit confirmation rolls with firearms. This deed replaces the bleeding wound deed.

Hojutu Focus (Ex): At 12th level, a fire artist can spend 1 point of grit when she makes a successful melee attack with firearms. If she does she may, as a swift action, also shoot the target with the firearm without provoking an attack of opportunity. If she used the pistol-whip deed she does not need to spend the point of grit.

Hojutsu Mastery (Ex): At 16th level a fire artist can, as a full-attack action, spend a point of grit and rather than treating it as a ranged attack, the single attack shot by her chosen firearm penetrates with such force that it is treated as an area attack-a straight line 100 feet long and 5 feet wide along the path of the shot. Anyone in this area must make a Reflex saving throw (DC 10 +  $\frac{1}{2}$  her fire artist class level + her Wisdom modifier) or suffer the shot's damage. Success results in half damage.

## Hexslinger

A hexslinger has uncovered the secret of melding firearms and witch hexes. These gunslingers can hex friend and foe, and even curse those they shot with their firearms.

Hexslinging (Su): At 4th level a hexslinger gains access to a small number of witch's hexes. The hexslinger picks one hex from the witch's hex class feature. He gains the benefit, or uses of that hex as if he were a witch of a level



the hexslinger gains an additional hex. At 12th level, the hexslinger may select a hex or major hex. He cannot select any hex more than once. This feature replaces the gunslinger's bonus feats.

Cursed Shot (Su): A 7th level a hexslinger can, as part of a full-attack action, make a single cursed shot with a firearm she is proficient with. If the attack roll is successful, she inflicts damage as normal plus she can inflicts any spell with the curse descriptor (A spell with a permanent duration that cannot be dispelled). It mus a spell level equal to or less than half her hexslinger class level. She does not need to know the spell. The save DC for this curse spell is 10 + 1/2 her hexslinger class level + her Wisdom modifier. The spell's caster level is equal to her hexslinger class level. The hexslinger must spend 1 grit point to perform this deed. This deed replaces the dead shot deed.

## Wandslinger

In some fantasy worlds, guns do not exist. Cannons maybe, gunpowder possibly, rockets if you're lucky ... but no guns. In these settings, the gunslinger has developed along a different line reflecting the lack of firearms and a focus on higher magic and mystical talents.

Master of Wands (Ex): At 1st level, a wandslinger can use any wand as if the stored spell were on her spell list. Any wand in the hand of a wandslinger uses her class level or its caster levels, whichever is higher. If the wand's spell has a DC it is modified by the wielder's Wisdom Modifier (you can use ability focus feat to increase this DC).

The wandslinger also gains a bonded wand with 50 charges, she chooses a spell (from any spell list) with a level less than or equal to 1/2 her wandslinger's class level (round down); once chosen she cannot change this spell until she gains an additional wandslinger class level.

Normally one cannot create a wand of any 5th level or higher spell, however, the wandslinger's bonded wand can break this rule if the spell meets the following prerequisites: it must generate a ray effect and it must allow for spell resistance. Examples of spells that meet these requirements are disintegrate and polar ray; a wandslinger could also use metamagic feats to make the spell met these requirement's, making the effective level reach 5th level or higher.

Her bonded wand will only work for her. Even other wandslingers, or those with ranks in Use Magical Device, cannot use her wand. This bonded wand can only be sold for scrap (it is worth 4d10 gp when sold). If a wandslinger's bonded wand is destroyed, or relinquished, she may gain a new one by performing a ceremony requiring 24

equal to his gunslinger level. Every four levels thereafter, uninterrupted hours of communion with a new wand.

The wandslinger also gains Craft Wand as a bonus feat, Use Magic Device as a class skill and can create wands even if she does not have access to the prerequisite spells. The wandslinger must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the wand. Her caster level is equal to her wandslinger class level and she can only emulate spells with a level less than or equal to 1/2 her wandslinger class level. This replaces the gunslinger's proficiency with firearms and gunsmith class feature.

Deeds (Ex): Wandslingers spend grit points to accomplish deeds just as a gunslinger does, except replace all instances of firearms with wands. Deeds that reference ranged attack rolls only work with wands that shoot rays. If extra damage is dealt by a deed, this extra damage (including ability damage) is only dealt if the wand's spell effect deals damage. If a deed would negate the damage of a firearm attack, it negates the damage of the wand attack and negates its spell effect.

• *Infuse Bond (Ex):* At 1st level, as a standard action, the wandslinger can add one charge to her bonded wand to a maximum number equal to her Wisdom Modifier (minimum 1) each day. The wandslinger must have at least 1 grit point to perform this deed. Alternatively, if the wandslinger spends 1 grit point to perform this deed, she can add one charge to her bonded wand as a move-equivalent action instead of a standard action. This deed replaces the quick clear deed.

Wandwielder (Ex): At 1st level, the wandslinger gains a +1 bonus to all attack rolls made with her wand; this includes ranged touch attacks, touch attacks, and pistol whips made with the wand. This deed replaces the deadeye deed. The wandslinger must have at least 1 grit point to perform this deed.

• Focused Ray (Ex): At 7th level, as a full-round action, the wandslinger can take careful aim and pool all of her attack potential into a single, deadly shot if the wand spell effect generates a ray. When she does this, she shoots the wand's ray at a single target, but makes as many attack rolls as she could, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the wandslinger's single ray attack is considered to have hit. For each additional successful attack roll beyond the first, the wandslinger increases the damage of the wand by +2d6 (if it the spell effect deals damage) or increases the DC by +1 (if the spell effect has a DC). For instance, if a 7th level wandslinger firing a wand of exhaustion hits with both attacks, she increases the DC +1. If one or more rolls are critical threats, she



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bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The wandslinger only expends one charge from the wand when using focused ray. She cannot perform a critical hit with a ray effect that does not deal damage (such as a wand of exhaustion) with this deed. The wandslinger must spend 1 grit point to perform this deed. This deed replaces the dead shot deed.

• *Expert Infusion (Ex)*: At 11th level, once per day if the wandslinger uses up the last charge in wand, she can spend 1 grit point to maintain that charge instead of depleting the wand. This deed replaces the expert loading deed.

Wands Akimbo (Ex): At 11th level, as long as the • wandslinger has at least 1 grit point, she can activate a second wand in her off hand as a swift action. Activating the wand as a swift action does not provoke an attack of opportunity. The wandslinger can perform another action-including the use of the other wand in her primary hand (but not another swift action)in the same round that she uses wands akimbo. The wandslinger can only activate a wand with wands akimbo if it is generating a spell with a level less than or equal to 1/2 the wandslinger's class level (round down) -4. A wand that duplicates a spell with a casting time greater than 1 full round cannot be used with this ability. This deed replaces the lightning reload deed.

Wand Training (Ex): Starting at 5th level, a wandslinger gains a bonus metamagic feat, she can now apply metamagic feats she possesses to wands she wields. The wandslinger can only apply the metamagic feat and activate the wand if it is generating a spell with a level less than or equal to 1/2 the wandslinger's class level (round down) minus the increase to the spell's actual level the meta magic feat would impose (for example the Extend Spell feat would be a -1).

If a spell generated by the wand's normal casting time is 1 standard action, activating the wand while generating a metamagic version of the spell is a full-round action for the wandslinger (except for spells modified by the Quicken Spell feat, which take 1 swift action to activate). Note that this is not the same as a spell with a 1-round casting time. Spells that take a full-round action to cast take effect in the same round that she begins activating the wand. For spells with a longer casting time, it takes an extra full-round action to activate the metamagic modified spell.

For the purposes of prerequisites, she uses her wandslinger class level as her caster level, her use magic device ranks for skill ranks, and her Wisdom Score for Ability Scores.

Every four levels thereafter (9th, 13th, and 17th), the wandslinger gains another bonus metamagic feat she

confirms the critical once using her highest base attack can apply to wands she wields. This ability replaces gun training.

## New Feats

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## Altruistic Gunslinger (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, base attack bonus +3

Benefit: When you hand an ally a firearm, you can spend 2 grit points to grant that ally proficiency with the firearm you hand her and the Amateur Gunslinger feat along with one grit point. This ally loses these benefits after taking one shot with that firearm or if 24 hours pass.

### Blastback (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, targeting, base attack bonus +3

Benefit: As a full-round action, as you can make a single firearm attack against a target, on a hit, the target is damaged normally and you make a Combat Maneuver Check (you may use your Dexterity modifier in place of your Strength Modifier) with a +2 bonus a success results in a successful bull rush and trip attack being performed. This deed costs 1 grit point to perform. Creatures that are immune to sneak attacks, have 4 or more legs, or are immune to trip attacks are immune to this effect.

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Special: If you grant your opponent a +4 bonus to his CMD, you can cause your foe to stumble in any direction you choose as part of the bull rush rather than just away from you (possibly falling off a ledge, over a railing, or into a pit).

## **Bonded Firearm (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot class feature or Point Blank Shot feat, base attack bonus +7

Benefit: After performing an uninterrupted 24-hour ceremony, you create a special bond with a single masterwork firearm you possess, granting it a name, which you must always refer to it by, failure to do so results in the ritual failing and you losing all benefits of this feat until you perform the ritual again. Any time you use the bonded firearm your gain a +1 luck bonus to attack rolls with it.

In addition, by performing a different special ceremony, which takes 8 hours you can sacrifice the GP value equal to, or greater than standard costs for purchasing weapon enhancement bonuses or special weapon properties for your bonded firearm to grant it those benefits. The sacrificed objects are destroyed/ruined, if the object cannot be destroyed/ruined in this manner the ritual fails. The desired magical weapon enhancement or property should be preapproved by your GM before you attempt the ritual or the ritual will fail. If you attempt to impart a weapon ヘムびじょら デッルメンススジームスススピムスメッススレビッド・シャント

enhancement, bonus or weapon property with a minimum caster level higher than your base attack bonus the ritual fails. If successful, you can grant a bonded firearm new magical abilities. Your bonded firearm gains the full use of any abilities you choose to bestow upon it via this ritual. This deed costs 1 grit point to perform.

**Special:** If the bonded item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

## **Convenient Misfire (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: As an immediate action, you can cause a firearm to misfire as if the creature attacking with it had rolled a natural one. You cannot affect a creature with this ability if they currently possess more grit points that you do (you check with the GM, based on when you use the ability, before you spend a grit point to perform this deed.) This deed costs 1 grit point to perform.

**Special:** If you possess the Blastback feat you can cause the creature attacking with it to be subject to both a bull rush and a trip attack as part of the misfire, as if you had hit them with a Blastback though you deal no damage due to their poor stance.

## **Deflecting Shot (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, deadeye class feature or Weapon Focus (firearm), targeting class feature or Greater Weapon Focus (firearm), Dex 13, base attack bonus +7

Benefit: You can, as an immediate action, make a ranged combat maneuver check, against an opponent who has made a melee weapon attack, with a +2 bonus. If successful, you have hit the melee weapon with a glancing shot dealing no damage (or other effects) but have deflected it enough to cause it to miss its intended target. If you fail, you have discharged your firearm. If you roll a natural 1 on your check your weapon misfires, and/or if the attack was against you, your opponent gains a +5 circumstance bonus to the attack roll. This deed costs 1 grit point to perform.

## **Desperado's Grace (Grit)**

You are most deadly when things are most desperate.

Prerequisites: grit class feature or Amateur Gunslinger feat, base attack bonus +5

Benefit: When you spend your last grit point (leaving none in your pool of grit points) during a combat encounter you gain a +1 bonus to damage with firearms for every 5 points of base attack bonus you possess for the duration of that encounter.



Not everyone chooses to wield firearms; those who do carry a potent weapon.

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## **Designated Ammunition (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot class feature or Point Blank Shot feat, base attack bonus +7

Benefit: After performing a one hour ceremony you can prepare a number of pieces of ammunition, equal to your Wisdom modifier (minimum 1) against a specific creature type (See the ranger's favored enemy class ability). Against that creature type, this ammunition deals damage as if you possessed the ranger favored enemy class ability; your base attack bonus equals your gunslinger class level. You cannot gain the benefits of this feat again until all the ammunition has been fired. Once fired the ammunition loses the benefits of this feat. This deed costs 1 grit point to perform.

## **Fateful Shot (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: When you miss an attack roll against a creature, you may spend a point of grit to have the shot ricochet wildly. Ultimately, this wild ricochet hits something the intended target cared about, causing the intended target physiological distress of some kind. It could hit the intended target's wife, friend, lover, child, valuable ally, an innocent bystander (if the intended target was good), or an unattended object that the original target cares about.

Anything that *could* be hit, *can* be hit by this shot as long as it is within range of the firearm even if it means ignoring line of sight, line of effect, cover and concealment. Only impossible targets are impossible to hit (such as a creature inside a prismatic sphere).

## **Firearm Disarm (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, Pistol whip class feature or Unarmed Strike feat, Quick Draw, base attack bonus +3

Benefits: If you are unarmed you can, as a standard action, attempt a disarm combat maneuver against an opponent who is holding a firearm, within your reach, with a +2 bonus. You do not provoke an attack of opportunity when attempting this maneuver. If successful, you can, as a swift action, make a ranged attack with that firearm. If you fail your combat maneuver check your opponent can, as a free action, make an attack with that firearm (melee or ranged) against you. You must possess at least 1 grit point to perform this deed.

#### **Firearm Perception (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, Perception 3 ranks

Benefit: You instantly notice if someone is carrying a firearm, even a concealed one, unless it being hidden by use of the Disguise, Sleight of Hand or Stealth skill. If it is

being hidden by use of one of these skills you must make a successful opposed Perception check to notice they are carrying a firearm. You must possess at least 1 grit point to perform this deed.

## **Greater Leaping Shot Deed (Grit)**

You leap through the air, guns blazing.

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Dodge, Mobility, Leaping Shot Deed, base attack bonus +8.

Benefit: You gain an additional +2 bonus on Acrobatics checks made to jump, you also increase your speed by 30' feet when making a jump. At the end of your movement, you can make a second Acrobatics check (DC 20); you tumble to your feet so you avoid being prone at the end of your leap. This deed only costs the 1 grit point used to perform the Leaping Shot Deed.

## **Greater Opening Shot (Grit)**

You shoot your firearm so quickly you surprise friend and foe alike.

Prerequisites: Dex 13, Opening Shot, Quick Draw, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +5

Benefit: When you are the first creature to act in the first round of a combat encounter which would not normally have a surprise round, you create a special surprise round with your blinding speed. You gain the benefit of being able to act in this special surprise round but may only take a single attack action with a ranged weapon. In addition you can roll for initiative in a normal surprise round as if you were aware of your opponents (in effect you can never be surprised).

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For example at the start of encounter there is no surprise round and you roll initiative, you go first, at this point you inform the GM that the Greater Opening Shot creates a surprise round. You gain the benefit of being able to act in this special surprise round and shoot the villain (who is surprised!) with your firearm in that surprise round. The first standard round of the encounter begins, and you go first. This deed costs 1 grit point to perform.

## **Greater Ricochet Shot Deed (Grit)**

You can ricochet a firearm shot from one opponent to another.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight, Ricochet Shot, base attack bonus +5.

Benefit: You can fire a shot at an opponent and have it damage that opponent and then ricochet off, or pass through the opponent. When you do, use the first opponent's square to determine line of sight to your next target, and this square is considered the new origin square of the attack. Use that square to determine the effects of

cover, and your own square to determine the effects of concealment. You can make this shot as long as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment. You must choose to spend the grit point before you make the attack roll, and if you miss the first target you miss both targets.

## **Greater Secret Stash Deed (Grit)**

You are so skilled at stashing small firearms on your person that you sometimes surprise yourself when you find them. Prerequisites: Grit class feature or Amateur Gunslinger feat, Secret Stash Deed, Sleight of Hand 5 ranks

Benefit: Outside of combat encounter, you can spend 1 grit point to find and recover one very small loaded pistol from a hidden stash on your person that you had, until now, forgotten about. You must pay for the value of this weapon and its ammunition with gold pieces from your character's wealth when you take this feat. The grit cost of this deed cannot be decreased by the Signature Deed feat, the true grit class feature, or any other similar effect that reduces the number of grit points you spend to use a deed.

## **Gun To Your Head (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat

**Benefit:** If a creature is denied its Dexterity bonus to its AC, has fewer Hit Dice than half your base attack bonus, and is within your reach; you can perform a special readied action as an immediate action. If you do, you are pointing your firearm at a vital organ of that creature and are ready to pull the trigger on the firearm. If you hit the creature's AC the attack automatically threatens a critical. This feat is usually taken by unscrupulous or desperate gunslingers. You can only perform this feat if you have no grit points in your pool.

**Special:** You lose the benefits of this feat if you are afflicted with a detrimental condition after you have made use of the feat or you are distracted; final determination is left to the judgment of the GM.

## **Horrific Shot (Grit)**

## Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: When you score a critical hit you can add an additional effect or, if you land a killing blow with a firearm, you can choose to withhold that damage and add an additional effect. You leave a nigh unhealable wound: a vicious scar or blind one eye. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ 1/2 your base attack bonus + your Dexterity modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ your base attack bonus). Creatures

who are blinded in one eye suffer a -2 circumstance penalty to perception checks and double all range penalties. This deed costs 1 grit point to perform. If you would have gained a point of grit from the critical hit or killing blow, it does not cost a point of grit and you still gain a point of grit.

## **Infallible Grit (Grit)**

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Prerequisites: grit class feature or Amateur Gunslinger feat, base attack bonus +5

Benefit: You can spend a point of grit as an immediate action to add 1/2 your base attack bonus (rounded down) to any d20 roll that is not an attack or damage roll.

## Last Breath Bullet (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot or Point Blank Shot feat; base attack bonus +7

Benefit: You can spend 1 grit point to perform a dead shot attack as a free action when you die (or are destroyed).

#### **Mercy Shot (Grit)**

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +3

Benefit: You can perform a coup-de-grace upon a helpless creature with a firearm as a swift action. You must be within your first range increment in order to do this. This deed costs 1 grit point to perform.

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## **Mortal Shield (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: As a special move action, which does not provoke an attack of opportunity, you can move inside the arc an opponent's attacks and move as they move so that neither they nor their allies can get a direct bead on you; You make a combat maneuver check with a +2 bonus, if successful you then move into that opponent's square and you gain the benefit of cover against all attacks so long as they are at least your size category or larger. You can now choose to move with your opponent when they do, so long as you have movement remaining. However, all your other actions occur during the normal initiative order. You must make a successful combat maneuver check each round to maintain enemy cover. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action. If your combat maneuver check exceeds the CMD of the target by 10 or more, attacks that miss you have a 50% chance of striking the target of this maneuver for 1 round. If your combat maneuver check fails by 10 or more, you provoke an attack of opportunity and leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks point to perform this deed.

**Special:** If you spend at least 1 grit point, you gain an additional +2 bonus to your combat maneuver check when performing this combat maneuver against a foe. This bonus stacks with the bonus granted above. You also gain an addition 10' of movement when using this feat as you allow your opponents momentum to move you along.

## **One with the Gun (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, Quick Draw, base attack bonus +5

**Benefit:** If you are the only creature with a firearm in sight, you can spend a point of grit and perform a bewildering display of gun twirling as part of drawing or holstering your weapon. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

## **Opening Shot (Grit)**

When you first encounter an enemy, you pull your firearm with lightning speed and shoot.

**Prerequisites:** Dex 13, Quick Draw, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +3 Benefit: You treat your initiative roll as a 20 for a surprise round (then add your modifiers) or in the first round of combat, regardless of your initiative, you may only take a single attack action with a ranged weapon in that round. Your normal initiative roll is used in subsequent rounds. This deed costs 1 grit point to perform.

## **Opportunistic Pistol-Whip (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, pistol whip class feature or Combat Reflexes, base attack bonus +5

Benefit: If you are armed with a firearm you can spend a grit point and make one attack of opportunity in a round with the Gunslinger's pistol-whip class feature.

## **Ranged Kata (Grit)**

Prerequisites: grit class feature or Amateur Gunslinger feat, Dex 13, Combat Reflexes, base attack bonus +3,

**Benefit:** If an opponent within a distance equal to, or less than half you speed, attempts to make an attack with a ranged weapon you can, as an immediate action, move to the closest adjacent square (possibly provoking attacks of opportunity, due to your movement; the maximum distance you can move is 15 ft.) and make a combat maneuver check with a +2 bonus. If you are successful, your opponent misses the intended target as you throw off her aim. If your opponent has multiple attacks you can attempt to disrupt these if they are ranged weapon attacks as well. Each of these attempts to disrupt an attack with a ranged weapon counts against the number of attacks of

against you for 1 round. You must possess at least 1 grit opportunity you can make in a round (and hence is limited to 1 +your Dexterity modifier). Use of this feat requires you to sacrifice all your actions on your next turn (you will be unable to take any actions on this turn if you have not acted yet or you will be unable to take any actions next turn if you have already acted).

> Failure to make a Combat Maneuver check results in you provoking an attack of opportunity; a gunslinger could pistol whip you, a spear thrower could stab you, or a monk might kick you. You must possess at least 1 grit point to perform this deed.

## **Rapid Pistol-Whip (Grit)**

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Prerequisites: grit class feature or Amateur Gunslinger feat; pistol-whip class feature or Weapon Focus (firearm), Dex 13, base attack bonus +3

Benefit: Once per round, as part of a full attack action, in which you make a ranged attack with your firearm, you can use this weapon to make one additional attack, with the butt or handle of her firearm with a base attack bonus of one-half (rounded down) your highest normal base attack bonus. Even if you wield more than one weapon, however, no more than one Rapid Pistol-Whip is possible in a single round. Otherwise, this functions as the pistol-whip class ability except it is an attack action rather than a standard action and cannot knock an opponent prone. This deed costs 1 grit point to perform.

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## Sabotage Shot (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Utility Shot class feature or Point Blank Shot feat, base attack bonus +3

Benefits: When you shoot an unattended object with the intention of damaging it (such as taking out a wheel, or cutting a rope or a rudder chain) increase the damage of the shot by the base damage dice of the firearm. You must possess at least 1 grit point to perform this deed.

Special: If you spend 1 grit point to perform this deed you can automatically inflict the broken condition upon an unattended object that you would damage (you must overcome its hardness).

#### Shoot the Bullet (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadeve class feature or Weapon Focus (firearm), targeting class feature or Greater Weapon Focus (firearm), Dex 13, base attack bonus +7

Benefit: You can, as an immediate action, make a ranged combat maneuver check against an opponent who has made a ranged weapon attack. Your opponent gains a +10 circumstance bonus to her CMD. If successful you have shot the weapon or its ammunition in midflight causing it to miss and deal your damage to the object. If you fail you have discharged your firearm, if you roll a natural 1

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ashen color and their face has become a desiccated skull.

## **Creating a Gunslinger Wraith**

"Gunslinger Wraith" is an acquired template that can be added to any living creature that has the grit class feature or the Amateur Gunslinger Feat and a Charisma score of at least 6. A gunslinger wraith retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2. Alignment: any evil

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A gunslinger wraith gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Gunslinger wraiths use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A gunslinger wraith retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Gunslinger wraiths gain channel resistance +4, darkvision 60 ft., the incorporeal ability, and all of the immunities granted by its undead traits. Gunslinger wraiths also gain the rejuvenation ability.

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Rejuvenation (Su): After a gunslinger wraith is destroyed, its grave gun will reform the undead creature's incorporeal form from the gunsmoke produced by the next shot taken with its grave gun. The gunslinger wraith returns fully healed. The only way to permanently destroy a gunslinger wraith is to destroy its grave gun.

**Speed:** Gunslinger wraiths lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A gunslinger wraith loses all of the base creature's attacks except firearm attacks. It still can only wield firearms that are ghost touch weapons.

Special Attacks: A gunslinger wraith retains all the special attacks of the base creature, but any relying on physical contact other than firearms do not function. In addition, a gunslinger wraith gains the gunslinger wraith special attacks from the list below. Additional gunslinger wraith abilities beyond these can be designed at the GM's discretion.

• Create Spawn (Su): A creature with the grit class feature or the Amateur Gunslinger feat slain by a gunslinger wraith becomes a gunslinger wraith in 1d4 rounds. These spawn are free willed.

• Cursed Wound (Ex): The damage a gunslinger wraith leaves nigh unhealable wounds. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ 1/2 the gunslinger wraith's base attack bonus + its Dexterity modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ the gunslinger wraith's base attack bonus).

• Constitution Drain (Su): Creatures hit by a gunslinger wraith's firearm attack must succeed on a Fortitude save (DC 10+ 1/2 the gunslinger wraith's base attack bonus + its Dexterity modifier) or take 4 points of Constitution drain. On each successful drain, the gunslinger wraith gains 5 temporary hit points.

Grave Gun (Su): The gunslinger wraith always has • a special chosen ghost touch firearm (or a matched pair) with a potential enhancement bonus equal to half the base creature's hit dice. It can spend any number of enhancement bonuses beyond the 1st to choose a special weapon property or grant it standard enhancement bonuses to attack and damage (max +5, with a total enhancement bonus with special properties of +10). The gunslinger wraith always has unlimited ammunition and black powder which appears out of the incorporeal ether becoming corporeal once loaded into the grave gun. This grave gun can only be destroyed in a special manner determined by the GM (for example, immersion in holy water consecrated to the deity of artifice; or placing it in the grave of its original owner).

• The Quick and the Dead (Su): The gunslinger wraith can take a 20 on her initiative checks as a free action. It can also reload a *ghost touch* firearm as a swift action.

Abilities: Dex +4, Wis +4, Cha +4; as an incorporeal undead creature, a gunslinger wraith has no Strength or Constitution score.

Skills: Gunslinger wraiths have a +8 racial bonus on Perception and Stealth skill checks. A gunslinger wraith always treats Acrobatics, Bluff, Intimidate, Knowledge (engineering), Knowledge (local), and Perception as class skills. Otherwise, skills are the same as the base creature.

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evil. The first faction marks themselves with emblems of a stone grey heron and they act as no better than brigand or pirates when they raid and destroy a warehouse of ale, a vineyard, and your favorite tavern (etcetera). Yet many folk see them as saviors when they open up sanatoriums to help those who seek to break the cycle of their addiction. The second faction, my faction is marked by emblems of a fiery red heron. You call us vigilantes when we hang someone accused of committing domestic violence while under the heavy influence of drugs and/or alcohol. Yet later you praise us when we defend your personal property, or build orphanages and public schools. Public schools are one of my favorite projects and long-term strategies for we can get to the children we can create a sentiment supporting their cause leading to purification and total abstinence.

Our order's membership ranges from wild-eyed idealists, extremist true believers, and the occasional, yet quickly excommunicated out-right hypocrite. We can be found working as custom officials hutting smugglers, wildeved bounty hunters seeking out vindictive spellcasters who cast baneful curses, private investigators helping find lost and wayward souls consumed by their additions, compassionate healers who run sanitariums for the insane, or religious fanatics hell-bent on the prohibition of alcohol and other chemical intoxicants.

Heron of the Fountain (Ex): At 1st level, a heron of the fountain adds Disable Device and Knowledge (local) to her list of class skills yet removes Knowledge (arcana) and Knowledge (planes) from her list of class skills.

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Domain (Ex): At 1st level, a heron of the fountain must take the Temperance Inquisition Domain This ability replaces the inquisitor's normal domain ability.

Underworld Lore (Su): At 1st level, the heron of the fountain adds her Wisdom modifier on Knowledge (local) skill checks in addition to her Intelligence modifier, when making Knowledge (local)skill checks to identify legends, personalities, organizations, factions, houses of ill repute, inhabitants, laws, customs, traditions, and the abilities sand weakness of humanoids. This ability replaces monster lore.

Detect Affliction (Sp): At 2nd level, the heron of the fountain can determine whether a creature, object, or area has been subject to an affliction or can cause an affliction. You can determine the exact type of affliction with a DC 20 Wisdom check. In all other respects this functions as the spell detect poison with a caster level equal to the inquisitor's level.

Trapfinding (Ex): At 2nd level, a heron of the fountain adds 1/2 her inquisitor class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). She can use Disable Device to disarm magic traps. This ability replaces cunning initiative.

Bane (Su): At 5th level, a heron of the fountain can imbue one of her weapons with the bane weapon special ability as a swift action. She must select an organization instead of a creature type when she uses this ability (she can use her underworld lore to help identify the organization the creature belongs too). For example, she might select a particular thieves' guild, merchant house, or even the city guard. The bane bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype. Once selected, the organization can be changed as a swift action. This ability only functions while the heron of the fountain wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her before the duration expires. This ability lasts for a number of rounds per day equal to her inquisitor class level. These rounds do not need to be consecutive. This ability replaces the normal inquisitor's bane ability.

## Thieftaker

"I want a drink, I want to love to grow old, I want a holiday in a country manor, I want a lot more gold. What I have is a cloak, a swordbreaker and a gun."- Than of the Mar, Thief-Taker General of Questhaven

Now understand that I am a thief-taker, I am a private individual hired to capture criminals, this means the people who do the hiring decide who the criminals are. Rare is the place here in our world where professional watchmen exist. Often times rising crime rates in these unpoliced urban regions, along with bards, criers, and printed news sheets bringing shocking crimes create enough public outcry that the churches have stepped in to help. Recruiting from the devoted who recover stolen reliquary items and rogue's seeking atonement, various allied churches helped bring about the rise of we, the thief-takers. We are closely related to bounty hunters, but rather than open bounties we are hired directly by those who believe they are the victims of crime. Though we will not squabble about collecting bounties if they present themselves, it is not our stock and trade. Often being former criminals ourselves, or having close relations with criminal crews, we act as go-betweens, negotiating the return of stolen goods for a fee. Trust me, some thief-takers are far less moral than myself, they run extortion schemes, allowing criminals to pay them off rather than taking them before a magistrate. It is also much easier to earn our privately funded rewards by taking a patsy rather than the real hardened criminal; I of course would never stoop to such scandalous activities. Regardless of what you have been told I do not run a gang

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of thieves, I have never arranged the return of property stolen by my own underlings, and I would never hand over members of my own gang to prove my legitimacy. Nor did the magistrates try to hang me. Trust me, I am your best friend when dealing with the underworld.

Thief-Taker: At 1st level, a thief-taker adds Knowledge (local) to her list of class skills and removes Survival from her list of class skills.

Empathetic Gaze (Ex): At 1st level, thief-takers are skilled at looking into the hearts of people earning their trust and sensing deception. An inquisitor receives a morale bonus on all Diplomacy and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1). This ability replaces stern gaze.

Urban Tracking (Ex): At 2nd level, thief taker can use Diplomacy to gather information to track down a missing person, suspect, or other individual within a community. To find the trail of an individual or to follow it for 1 hour requires a Diplomacy check. You must make another Diplomacy check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions: If you fail a Diplomacy check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so that the thief-taker does not know exactly how long the task will require. This ability replaces the track ability.

Urban Tracking Table 1:		
Community Size	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

Urban Tracking Table 2:	
Conditions	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/ sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic	+2
Tracked party does not match community's primary, or secondary racial demographic	-2

Thief-Taker's Tracer (Sp): At 2nd level a thief taker can at will, as a standard action, touch a creature or object and for one day per inquisitor class level she possess she remains aware of the distance to and direction of the target's location. She can only use one of these at any given time but she can dismiss it as a free action. Takers often let some suspects go using this ability to trace them to their true prize, or attach them to high-risk thief targets so they can track the object itself. The caster level of this ability is equal to the thief-taker's inquisitor class level. Unlike most effects the target creature is unaware that it has attempted to resist an effect. This ability replaces detect alignment.

Rogue Talents (Ex): At 3rd level a thief-taker can choose to replace her solo tactics, teamwork feats, bane and greater bane class features with rogue talents. Her effective rogue level is equal to her inquisitor class level.

## Monster Hunter

"I am not the lamb, here for you to slaughter; I not the shepherd, here to quide or protect you; I am the huntsmen, here to kill the wolf." - Erika of Our Golden Huntress

You called me, I came, and I hunted. It is my mission from our god. The church created us to slay those monsters it deems should not exist, so monsters believe it so, based their personal view of their scriptures. I know it to be so, for my god has granted me a personal revelation. Others join because they see the danger these abominations represent to the innocent, but understand they are slayers, not defenders. Some come only for revenge, having suffered horribly at the hands of supernatural beasts. Finally there are those who hunt only to serve their own egos, but they do our god's work so I do not complain. Regardless you accuse all of us of bigotry and intolerance toward what even you, our accusers, name monsters. We do not usually seek out bounties that these, our accusers offer, but we will accept them when offered, for it furthers our sacred work. Know however that eventually we die, the hunter having become the hunted, or we will fall victim to our own fanaticism and become monsters ourselves, put down by our fellow hunters. We care not.

Monster Slayer (Ex): At 1st level, a monster hunter can attempt a Knowledge check as a free action based on that creature's type to find a monster's weak point (DC 10 + the monster's CR). If she succeeds, she gains a +4insight bonus on rolls to confirm critical hits against that monster, a +1 bonus to the DC of your spells and effects against that monster, or a +2 insight bonus to overcome that monster's spell resistance until the end of the battle. This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are unaffected.

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Once an inquisitor fails against a specific creature it cannot try again for that creature until she gains a new inquisitor class level. This ability replaces Stern Gaze.

Monster's Measure (Su): At 2nd level, the monster hunter learns the relative power of a single monster within 60 ft. he is aware of. Learning the creature's type and subtypes along with its relative Challenge Rating in comparison to the monster hunter based on the chart below. If a creature is disguised and you fail to overcome the creature's Disguise check the target creature can provide whatever information the disguised creature wishes (example dragon (fire) CR 25). This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are usually unaffected (unless disguised).

This ability replaces detect alignment.

Table: Monster's Measure		
Aura	Challenge Rating of Target	
Underwhelming	8 CR (or more) below your character level.	
Faint	3-7 CR below your character level.	
Moderate	Equal to or 2 CR higher or lower than your character level.	
Strong	3-7 CR higher than your character level.	
Overwhelming	8 CR (or more) higher than your character level.	

Stalwart of the Supernatural (Ex): At 2nd level, you gain a morale bonus equal to your Wisdom bonus (minimum +1) on Saving Throws against supernatural abilities. This ability replaces Cunning Initiative.

Find Quarry (Sp): At 5th level, a monster hunter can *find quarry*, as per the spell (See Ultimate Combat), she can use this ability a number of times per day equal to her inquisitor level. This effect only works on creatures that possess racial hit dice, creatures defined by their class levels are unaffected. Activating this ability is an immediate action. Her caster level is equal to her inquisitor class level. This ability replaces discern lies.

## Questioner of Trail and Tide

"We shall find and purge the corruption from our pathways" - Ducard of The Great Church of the Pantheon

We bring justice and holy vengeance to the brigands, bandits, highwaymen, and pirates we find along our path, by any means necessary. We care not for local laws, for we serve a higher law. This often puts us at odds with watchmen and guards, but they often lend us subtle aid, though there are always those that pursue us vigorously. Some of us refuse to fight these misguided agents of the law; some of us will kill anyone who tries to stop us. There is no mercy for marauders, the only verdict is, guilty; the only sentence, death. We will however go to great effort to avoid harm to the innocent.

Domain (Ex): At 1st level, a questioner of trail and tide must take the Marauder's Inquisition Domain. This ability replaces the inquisitor's normal domain ability.

Raider's Ill Omen (Su): When you defeat a creature (whether by reducing it to o or fewer hit points, taking the creature captive, or accepting a truce) with sneak attack, rogue talents, or creatures a GM designates as a brigand, pirate or enemy privateer you gain an omen point. You can gain a maximum number of omen points in your pool equal to 3+ your Wisdom modifier. If you successfully hit a creature, you believe to be a brigand, pirate, or an enemy privateer you can expend an omen point once per round as a free action. If you do your opponent must make a successful Will Save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or be inflicted with the staggered condition for one round per inquisitor class level you possess. Creatures that make a successful saving throw are immune to the effects of your Raider's Ill Omen for 24 hours. This ability replaces cunning initiative.

Measure (Su): At 2nd level, the Maurader's questioner learns the relative power of a single humanoid within 60 ft she is aware of. Learning one class the creature possesses along with its relative level in comparison to the questioner based on the chart below. If a creature is disguised and you fail to overcome the creature's disguise check the target creature can provide whatever information the disguised creature wishes (example commoner level 1). This effect only works on creatures that possess class levels, creatures defined by their racial HD are usually unaffected (unless disguised).

This ability replaces detect alignment

Marauder's Measure Table:		
Aura	Character Level of Target	
Underwhelming	8 levels (or more) below your character level.	
Faint	3-7 levels below your character level.	
Moderate	Equal to or 2 levels higher or lower than your character level.	
Strong	3-7 levels higher than your character level.	
Overwhelming	8 levels (or more) higher than your character level.	

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Uncanny Dodge (Ex): Starting at 5the level, a questioner can react to danger before her senses would normally allow her to do so. She cannot be caught flatfooted, even if the attacker is invisible. She still loses his Dexterity bonus to AC if immobilized. A questioner with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a questioner already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead. This ability replaces discern lies.

Bane (Su): At 5th level, a questioner can imbue one of her weapons with the bane weapon special ability as a swift action. She must select an organization instead of a creature type when she uses this ability. For example, she might select a particular pirate faction, privateers of a particular country, or even the brigands of a particular bandit lord. The bane bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype. Once selected, the organization can be changed as a swift action. This ability only functions while the questioner wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her before the duration expires. This ability lasts for a number of rounds per day equal to her inquisitor class level. These rounds do not need to be consecutive. This ability replaces the normal inquisitor's bane ability.

Improved Uncanny Dodge (Ex): At 9th level, a questioner 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 she has inquisitor class 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. This ability replaces the 9th level teamwork feat.

## Truth Seeker

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"Fear or desire make one believe a lie, I know no fear and desire only truth"- Shin

I seek; I seek the answers to things, things of my own choosing, not that which is chosen by the gods. Some seek answers that help themselves I seek answers that help others. I quest on my own, to go where the truth leads me, to ask the questions I want answers too, to find the right answers to those questions, and do whatever those answers demand. Truth Seekers want to find the truth and act upon it. We seek to abolish ignorance and falsehoods. We are the ultimate and final word on truth. Our righteous anger against such things allows us to fight with great power. We name ourselves truth seekers as only we recognize the manifested qualities necessary. Out of reverence for our legendary services, powers, and rare love of truth, many honor us, follow us, assist us, or hunt us mercilessly.

Full Base Attack Bonus (Ex): At 1st level, a truth seeker gains a Base Attack Bonus equal to his class level in place of the standard Inquisitor Base Attack Bonus. This ability replaces the inquisitor's spells class feature and orisons class feature. Truth Seekers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Domain (Ex): At 1st level, a true seeker must take the Truth Inquisition Domain as modified below. This ability replaces the inquisitor's normal domain ability.

Truth Inquisition: To find truth, one has to wring honesty from others-whether in a friendly or hostile manner.

Justice's True Path (Sp): As a swift action, you can touch a creature, granting an insight bonus on one attack roll, skill check, ability check, or saving throw before your next turn; this bonus is equal to half your inquisitor level (minimum 1) and lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grasp of Honesty (Su): At 8th level, any creature you grapple or successfully strike with a melee weapon is affected by a permanent zone of truth as a curse unless they make a successful Will save (DC 10 +1/2 your inquisitor class level plus your Wisdom modifier). The curse's caster level is equal to your inquisitor class level +5, you can use this ability only once per day but it is only considered used if you successfully curse an opponent, if a creature makes its saving throw that creature is immune to your use of this ability for 24 hours.

The curse bestowed by this ability cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

**Discerning Insight (Ex):** The truth seeker doubles her Wisdom bonus (minimum +2) to Perception and Sense Motive skill checks. This ability replaces Monster Lore.

Ring of Truth (Ex): A truth seeker gains quick draw as a bonus feat, once per combat encounter when she draws her weapon using this feat her weapon creates a very distinctive, unique noise. Opponents within 30 ft. who hear this sound must make a successful Will save (DC 10 +1/2 her inquisitor class level + her Wisdom modifier) or become frightened for 1d4 rounds, if the save is successful the opponent is shaken for 1 round. A successful save make



that creature immune to that true seeker's ring of truth for 24 hours. This ability replaces stern gaze.

Righteous Rage: A truth seeker gains the rage class feature as a barbarian. Her effective barbarian class level is equal to her inquisitor class level. All rage powers, feats, and prerequisites for feats that are normally based on Constitution are instead based on Wisdom. This ability replaces solo tactics.

Rage Powers: At 3rd level, and every three levels thereafter, a truth seeker gains a rage power as a barbarian. Her effective barbarian class level is equal to her inquisitor class level. She gains an additional rage power.

As a standard action, the truth seeker can choose to learn a new rage power in place of the most recent rage power she has already learned. In effect, she loses the rage power in exchange for the new one. She can only change the most recent rage power gained. Whenever she gains a new rage power, the previous rage power becomes set and cannot be changed again. An inquisitor can change her most recent rage power a number of times per day equal to her Wisdom modifier. This ability replaces teamwork feats.

Light of Truth (Su): At 5th level, a truth seeker can imbue one of her melee or ranged weapons with the *light* of truth special ability as a swift action. This ability persists even when she is not holding the weapon. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive. At 12th level, the number of rounds per day doubles.

*Light of Truth:* This weapon has its significant portion transformed into light (ranged weapon's also transform their ammunition when shot) although this does not modify the item's weight. It always gives off light as a torch (20-foot radius, color of the wielder's choice). Resolve all attacks made with this weapon as touch attacks.

This ability replaces bane and greater bane.

Seeker's Legacy (Su): At 2nd level, a truth seeker can call upon the battle knowledge of all the truth seekers who have ever lived, as a swift action. From this, she gains a +2competence bonus to attack and damage rolls, as well as a +2 dodge bonus to Armor Class. The competence bonus and dodge bonus increase to +4 at 11th level, and +6 at 14th level. This ability lasts for a number of rounds per day equal to double her inquisitor class level. These rounds do not need to be consecutive. This ability replaces cunning initiative, track, stalwart, and exploit weakness.

Purifiers of the Burning Pentagram "Let them burn!"- Torquemada of Their Dark Lord of Fire.

Our Dark Lord of Fire who you, in your blasphemy name Asmodeus, he who the great injustice was committed against by the false and weak powers of heaven, He who is the greatest power in the universe. He is our master, for we are the Purifiers of the burning pentagram. All must serve our The All-Father of Contracts without question. If a command or contract states you shall do a deed in such a manner or you are given a command in the name of the Dark Lord of Fire, you do it without question. Failure will result in purification. If you are a servant, you must obey those mightier than you. Failure will result in purification. You shall only find true life through the attainment and exercise of great power. There is no room for questions with power; repeated failures to attain power will result in purification.

Domain (Ex): At 1st level, a purifier must take the Asmodeus Inquisition Domain. This ability replaces the inquisitor's normal domain ability.

Purity of Hellfire (Su): At 1st level a purifier gains resistance to fire, and alignment based damage equal to her inquisitor class level, at 10th level this becomes immunity to fire and alignment based damage.

Purifying Flame of Hell (Su): You cause pain and damage to one non-lawful evil living creature within 30 ft. Your opponent must make a successful Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or suffer wracking pains that inflict a penalty on attack rolls, skill checks, and ability checks equal to your Wisdom modifier and also suffer 1d6 points of hellfire damage each round for 1 round per inquisitor class level you posses . You can use this ability a number of times per day equal to 3 + your Wisdom bonus. This ability replaces cunning initiative.

Hellfire Weapon: At 5th level, a purifier of the Burning Pentagram can imbue one of her weapons with hellfire as a swift action. Against a non-lawful evil opponent, the weapon deals an extra 2d6 points of hellfire damage. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive. This ability replaces bane.

Hellfire Burst (Su): At 12th level, a purifier weapon explodes with hellfire upon striking a successful critical hit. The hellfire does not harm the wielder. A hellfire burst

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weapon deals an extra 1d10 points of hellfire damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of hellfire damage instead, and if the multiplier is ×4, add an extra 3d10 points of hellfire damage.

Even if the hellfire ability is not active, the weapon still deals its extra hellfire damage on a successful critical hit.

## Note: Purifier's Hellfire Damage

Half the damage is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

Any creature killed by a purifier's hellfire damage must make a Will saving throw (DC 10 +1/2 your inquisitor class level + your Wisdom modifier); failure means the creature's soul is damned to Hell as a burst of brimstone appears around its corpse. A non-lawful evil spellcaster attempting to bring the character back from the dead must make a caster level check (DC equal to 10 plus the slain creature's level) to succeed; failure means the spellcaster cannot try again for 1 day.

## **Channeling** Martinet

"I am a divine lash for the pantheon" - Kovah of The Great Church of the Panthen

My kind have a closer connection to our deity or ethos than other lesser inquisitors do, we favored souls can channel the negative or positive energies in a manner similar to our clerical brethren. A select group can even channel the power of our domains, marking us as the most beloved servants of our god.

Channel Energy (Su): Beginning at first level, a channeling martinet can channel energy as the cleric class feature of the same name with an effective level equal to her inquisitor class level. This ability replaces the Stern Gaze, all Teamwork Feats, Solo Tactics, Exploit Weakness, and Slayer.

Minor Channeling (Su): Unlike most archetype powers, this ability is optional; at 1st level a channeling martinet may if she chooses have access to any minor channeling effects (See Chapter 1: The Secrets of Divine Channeling) associated with her domain(s). If she chooses this ability, it replaces Monster Lore, once this is chosen it cannot be changed.

Combat Channeling (Su): If she has chosen the optional minor channeling martinet ability at 3rd level, the channeling martinet gains Combat Domain Channeling as a bonus feat (See The Secrets of Divine Channeling).

Major Channeling Effects (Su): If she has chosen the optional minor channeling martinet ability at 5th level, the channeling martinet gains Major Domain Channeling as a bonus feat (See Chapter 1: The Secrets of Divine *Channeling*). This ability replaces *discern lies*.

Energy Mastery (Su): At 20th level, the channeling martinet is immune to any channeling effects (standard or domain channeling) she wishes to be immune to, as a free action. Moreover, she may exclude any creatures or objects within the range of her channeling from the effects of her channeling, as a free action.

## Inquisitions

### Asmodeus' Inquisition

Weakness must be purified by the fires of hell. Obedience must be a compulsion so that we can purge those who fail to please Our Dark Lord of Fire.

*Hellfire Bolt (Sp):* As a standard action, you can unleash a scorching bolt of hellfire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit a non-lawful evil foe, the fire bolt deals 1d6 points of hellfire damage + 1 point for every two inquisitor levels you possess. You can use this ability a number of times per day equal to 3 + yourWisdom modifier.

Commanding Order (Sp): At 8th level, you can use greater command, except it only affects a single target. You can use this ability a number of times per day equal to 3 + your Wisdom bonus.

## Faction Inquisition

Nemesis Assault (Su): You can focus your wrath against one faction or organization chosen at the start of each day. Whenever you make an attack, you can designate that attack as a nemesis assault. If the attack is successful (hits your opponents AC or you opponent fails its saving throw), the attacks deals additional damage equal to member of the chosen faction or organization equal to 1/2 your inquisitor class level (minimum +1). You can use this ability a number of times per day equal to 3 + yourWisdom modifier.

Traitorous Follower (Su): At 8th level, you can attempt to assert your dominance over any visible creature that belongs to the faction or organization chosen at the beginning of the day via your nemesis assault ability within 30 feet by declaring the creature the target a traitorous member of that faction. The target can resist this effect with a Will save (DC 10 + 1/2 your inquisitor class level + your Wisdom modifier). If the target fails the save, it is affected as if by dominate monster for a number of rounds equal to 1/2 your inquisitor class level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. This is a language-based mind-affecting effect.

## Marauder's Inquisition

The inquisitor is able to make use of her zealous devotion and knowledge of unscrupulous tactics against brigands and pirates.

Devoted Strike (Ex): When the inquisitor takes an attack action to make a single attack as a standard action, he may focus all his zeal and ardor to make that attack a

devoted strike. This may be a melee or ranged attack. The inquisitor makes two attack rolls for a devoted strike, and uses the better of the two results. If the attack hits, it also gains a morale bonus to damage equal to the inquisitor's Wisdom modifier. Because she is expending that zeal, an inquisitor may only use this ability a number of times per day equal to 3 + her Wisdom modifier, to a maximum number of times per day equal to her class level. This ability does work in concert with feats like Vital Strike.

*Counter Ambush (Ex):* At 8th level, an inquisitor becomes fully practiced at countering ambushes. She can always act in a surprise round and when she acts in a surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

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Devoted Strike, a power of the Marauder's Inquisition, is an effective means of dealing with outlaws of all kinds.

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## Supernatural Inquisition

To defeat the supernatural abominations infesting our world we will need both armor and spear.

Supernatural Resistance (Ex): You take 2 hit points less damage from all supernatural effects (minimum o). Additionally, when you are the target of supernatural ability drain or ability damage, you take 1 point less drain or damage (minimum o).

Slayer of the Supernatural (Su): At 5th level When you or your allies defeat an enemy (whether by reducing it to o or fewer hit points, taking the enemy captive, or accepting a truce) with a supernatural ability, you gain supernatural inquisition point. When you hit a creature with racial hit dice and a supernatural ability, you can expend one supernatural inquisition point to inflict the staggered condition on that creature. The creature gets a Will save (DC 10 +1/2 your inquisitor class level + your against this effect on each of its turns (including the turn in which it gained the effect). A successful save ends the staggered condition. The maximum number of supernatural inquisition points you can have in your pool at any one time is equal to your class level.

## Temperance Inquisition

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The inquisitor is able to use her touch to purify afflictions and a person of various other detrimental effects.

The Path of Temperance (Sp): As an immediate action, you can grant any ally who is not under the effect of an affliction (you are your own ally) a morale bonus on one d20 roll; this bonus is equal to half your inquisitor class level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Purifying Touch (Su): At 8th level, you can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. You can use this ability once per day at 8th level, plus one additional time per day at 14th and 20th level.

## Solo Jactics Feats

The inquisitor is one of the few core class whose mechanics are based in themes of thoughtful insight (judgments), looking for a creatures weak points (monster lore, bane, exploit weakness), and finally strategy (solo tactics). Yet often times we see inquisitors as a wholly western archetype. These feats however are inspired by zealous religious warriors who seek to root out corruption from eastern history such as Gochiin no Tajima and Saito Musashibo Benkei, the Shinsengumi of the late Tokugawa period, and fictional eastern characters like Sun Wukong from Journey to the West, Jei-San from Usagi Yojimbo, Kaname Tosen from Bleach, along with many others. Finally, we come to the 36 Stratagems often attributed to Sun Tzu and/or Zhuge Liang, which inspired the themes and names of these feats (because only a 3PP would ever get to use names like this). This outlook that "all war is deception" and that war has no code of conduct, that you do whatever you have to do in order to win, fits well with the outlook of the inquisitor. Remember the inquisitor is not nice or honorable, that is the role for the paladin, the samurai, and the cavalier to fill. So understand that some of these feats will offend your allies as you make your own way.

## Beat the Grass to Startle the Snake (General)

Prerequisites: Solo tactics class feature, Bluff or Intimidate 11 ranks

Benefit: The target of this feat must have an Intelligence score of 3 or higher to be susceptible to this feat, must be within 30 feet of you, and must be able to hear and understand you. You can as move action do something to taunt or provoke a response from your enemy. Your opponent must make a successful Will saving throw (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or it immediately attacks you or one of your allies (your choice, if the creature is unaware of your ally, or there is an impassible barrier, it attacks you. After the subject attacks once, the effect ends (regardless of success).

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at you or your ally, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this effect. The effect ends immediately if the subject physically cannot reach you or your ally-including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach you or your is unaffected by the effect. This is a mind affecting compulsion language dependent effect.

If the subject makes a successful save against this effect, it is immune to this feat for 24 hours.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Befriend a Distant State while Attacking a **Neighbor (General)**

Prerequisites: Solo tactics class feature, Domain (nobility, protection, wards subdomain) class feature, or the ability to cast an abjuration spell

Benefit: If your ally is engaged in combat with the closest opponent, you can as a swift action treat the opponent at the farthest range you are aware of as an ally for the

purposes of Solo tactics and teamwork feats for 1 round per inquisitor class level you possess. If the distant opponent attempts to directly attack you, even with a targeted spell, he must attempt a Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier). If the save succeeds, the opponent can attack normally. If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it cannot attempt to directly attack you again for 1 round per inquisitor class level you possess. If it does not attempt to attack you it remains unaffected. This feat does not prevent you from being attacked or affected by area of effect spells. The subject cannot attack you but may use non-attack spells or otherwise act. If you attack that subject, you lose the benefits of this feat in reference to that opponent. **Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## **Besiege Wei to Rescue Zhao (General)**

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Prerequisites: Solo tactics class feature, Quick Draw **Benefit:** Once per day whenever you or an ally threatens an opponent that is denied its Dexterity bonus to its AC, whose CR is equal to your inquisitor class level -4, you can perform a special readied action as an immediate action. If you do, you draw and point your weapon (or threaten with you melee weapon if the opponent is within your reach) at a vital organ of that creature and are ready to attack without hesitation. If you hit the creature's AC the attack automatically threatens a critical.

Special: This feat is usually used by unscrupulous or desperate inquisitors to take a superior opponent's weaker ally hostage. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Borrow a Corpse to Resurrect the Soul (General) Prerequisites: Solo tactics class feature, heal 9 ranks

Benefit: You can substitute the required remains of your ally for another whole corpse of the same creature type and subtype. This even allows for a creature that has been turned into an undead creature or killed by a death effect to be raised as well as a creature that was disintegrated and had its dust scattered to the wind. It also cures magical diseases when you are raised but not curses. You can bring back a creature that has died of old age once for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## **Chain Stratagems (General)**

Prerequisites: Solo tactics, any two other teamwork feats

**Benefit:** Once per day if an ally successfully performs a

combat maneuver against an opponent, you can perform any one combat maneuver as an immediate action against that opponent and not provoke an attack of opportunity from that opponent. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

Clamor in the East, Attack in the West (General) Prerequisites: Solo tactics class feature, Combat Reflexes, Feint Partner, Improved Feint Partner, Bluff 5 ranks, base attack bonus +6

Benefit: Once per day, whenever you or an ally who also has this feat successfully feints an opponent, you can, as an immediate action attempt to feint each opponent you threaten. You also make one attack of opportunity against each opponent you successfully feint. This does stack with Improved Feint Partner so you could hit one opponent twice (Once for the successful feint your ally performs, the other for the one you perform).

Special: You can exceed your limit of attack of opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## **Create Something from Nothing (General)** Prerequisites: Solo tactics class feature

Benefit: Whenever you or an ally attacks a creature while you and your ally are invisible or in disguise and have not been identified as opponents you gain a you can gain a circumstance bonus to you weapon damage rolls equal to your Wis bonus (minimum +1) as a free action. You can gain this benefit a number of times per day equal to 3 + your Wisdom modifier.

Special: You can exceed your limit of attack of opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Deceive the Heavens and Cross the Ocean (General)

Prerequisites: Solo tactics class feature, Bluff 5 ranks Benefit: If an opponent fails to perceive you or fails to recognize you as an opponent (stealth, disguise, invisibility, etc.) and you have performed a move action or moved up to at least your speed immediately afterward you can perform an additional move action. For example you could not move, attack, and then move again, but you could attack, move and then move again.

Special: You can exceed your limit of attack of

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opportunities in a round with this feat. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Deck the Tree with False Blossoms (General)

Prerequisites: Solo tactics class feature, bluff 3 ranks, Domain (artifice, trickery) or the ability to cast an illusion (figment) spell.

**Benefit:** You add minor image, major image, persistent *image*, and *programmed image* to your inquisitor spell list (though you still must choose them as known spells, in order to cast them). Minor image becomes a 2nd level inquisitor spell, major image becomes a 3rd level inquisitor spell, persistent image becomes a 4th level inquisitor spell, and *programmed* image becomes a 5th level inquisitor spell.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## **Exchange the Roles of Host and Guest**

Prerequisites: Solo tactics class feature, Intimidate 9 ranks, Domain (community, law, or nobility) or the ability to cast an enchantment (compulsion) spell.

Benefit: You can cast dominate person on that opponent, as a spell-like ability with a caster level equal to your inquisitor class level the Save DC is modified by your Wisdom modifier rather than your Cha modifier. If you are at least a 17th level inquisitor this becomes dominate monster. You can use this ability only once per day but it is only considered used if the opponent successfully becomes dominated by the compulsion effect inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. You can only have one dominated creature controlled by this feat at any one time.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats but she *cannot* switch out the feat using solo tactics as if it were a teamwork feat.

## Feign Madness but Keep your Balance (General)

Prerequisites: Solo tactics class feature, Bluff or Disguise 7 ranks, Domain (charm, magic, or trickery) or the ability to cast an enchantment (charm) spell.

Benefit: Once per day if an opponent attempts to inflict you with an affliction, condition, charm or compulsion effect and you successfully resist that effect, your opponent does not sense that the spell or effect has failed. If a spell or effect has a physical manifestation you manifest this as well. He and his allies believe you failed to resist the spell or effect. You can play along voluntarily if you wish to. If the charm or compulsion involves telepathic commands, you continue to receive them, although you are not obligated



Feign Madness but Keep Your Balance: "Cheers to you! Of course, I'm drunk. Didn't you want me addled as if confused by drink?"

to follow them.

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Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

#### Hide a Knife behind a Smile (General)

Prerequisites: Solo tactics class feature, Bluff, or Disguise 3 ranks

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Benefit: Once per day if you within 30 ft. of an opponent who believes you are its ally, you can make one melee or ranged attack as an immediate action against that opponent gaining the benefits of sneak attack as the rogue class feature of the same name with an effective class level equal to your inquisitor class level. If an ally observes you using this feat or is subject to it, they become permanently immune to your use of this feat after you use it. This feat is often taken by inquisitors with the infiltrator archetype.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## If All Else Fails, Retreat (General)

Prerequisites: Solo tactics, Spellcraft or knowledge (planer) 13 ranks, Domain (Travel) or the ability to cast an conjuration (teleportation) spell.

Benefit: Once per day as a swift action, you can cast bard's escape (See Pathfinder® Roleplaying Game: Advanced *Player's Guide*<sup>™</sup>) as a spell-like ability with a caster level equal to your inquisitor class level

Special: An inquisitor can take this feat as one of her teamwork bonus feats but she cannot switch out the feat using solo tactics as if it were a teamwork feat.

## Injure yourself to gain the Enemy's trust Lure them onto the Roof, then Take Away the (General)

Prerequisites: Solo tactics class feature, Broken Wing Gambit

**Benefit:** Whenever you allow one of your allies to injure you with hit point damage or inflict a debilitating condition on you in an effort to become an ally of an opponent, you gain the ability to reroll any failed Bluff, Diplomacy, or Disguise check as a free action. You must take the result of the second roll even if it is worse.

## Kill With a Borrowed Knife (General)

Prerequisites: Solo tactics class feature, Combat Reflexes, Bluff 5 ranks base attack bonus +6

Benefit: Whenever an ally inflicts the confused, cowering, dazed, dazzled, disabled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned condition, you may make a melee or ranged attack at your full base attack bonus as an immediate action (this counts against your attacks of opportunity for the round but it can be a ranged attack) and your opponent will believe it is not you who attacked him but any of his non-allies within your weapon's range. An ally of your opponent can convince him that this third party did not commit the attack once the condition or 1 round after the successful feint if he makes a successful sense motive check opposed by your bluff check.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

### Let the Enemy's Own Spy Sow Discord (General)

Prerequisites: Solo tactics class feature, Knowledge (arcana) or Spellcraft 11 ranks, Domain (chaos, evil, good, law, magic, protection, rune, and trickery) or the ability to cast an illusion (glamour) spell

Benefit: You and your allies are all under the constant protection of a *misdirection* spell with a caster level equal to your inquisitor class level.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Loot a Burning House (General)

Prerequisites: Solo tactics class feature, base attack bonus +3

Benefit: Whenever an ally with this feat inflicts an opponent with a detrimental condition (dazed, stunned, blinded, deafened, knocked prone, sickened, nauseated, and so on) and for as long as that creature possesses that condition you gain a +2 competence bonus to attack and damage rolls against that opponent. An inquisitor can take this feat as one of its teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

# Ladder (General)

Prerequisites: Solo tactics class feature, Bluff 7 ranks, Domain (desert, earth, trickery) or the ability to cast an illusion (glamour) spell.

Benefit: You add hallucinatory terrain and mirage arcana to your inquisitor spell list (though you still much choose them as known spells, in order to cast them). Hallucinatory terrain becomes a 3rd level inquisitor spell, and mirage arcana a 4th level inquisitor spell.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Lure the Tiger Down From the Mountain (General)

Prerequisites: Solo tactics class feature, Bluff or Intimidate 11 ranks

Benefit: If an ally loses its Dexterity modifier to AC or uses up all its attacks of opportunity for a round, you can as a move action cause an opponent to be lured into moving to a square adjacent to that ally. Your opponent must make a successful Will saving throw (DC 10 +1/2 your inquisitor class level + your Wisdom modifier) or it immediately moves to a square of its choice adjacent to that ally and remains within reach of your ally for 1 round per inquisitor class level you possess. If the creature is unaware of your ally, or there is an impassible barrier, it moves to you if you have lost your dexterity modifier or have used up all your attacks of opportunity otherwise nothing happens. If the subject makes a successful save against this effect, it is immune to this feat for 24 hours.

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at you or your ally, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this effect. The effect ends immediately if the subject physically cannot reach you or your ally-including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach you or your ally is unaffected by the spell. This is a mind affecting compulsion language dependent effect.

## Obtain Safe Passage to Conquer the State of **Guo (General)**

Prerequisites: Solo tactics class feature, Domain (magic) or the ability to cast an 4th level transmutation spell

Benefit: With a swift action, you can regain one spell slot by using up the spell slot of an equal level possessed by an ally. You can also regain the use of a class ability by using up a use per day of an equal number of uses per day possessed by an ally. An unwilling ally can choose to try



to resist the effects of this feat with a successful Will save (DC 10 +1/2 your inquisitor class level + your Wisdom Modifier), but it is not an attack. You can use this feat a number of times per day equal to your Wisdom bonus  $(\min + 1).$ 

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## **Openly Repair the Walkway, but Sneak through** the passage of Chencang (General)

## Prerequisites: Solo tactics class feature, Stealth

Benefit: Once per day if an ally is successfully hit by an attack of opportunity, and your opponent is unaware of you, make a special combat maneuver check with a +2 bonus against the opponent who made that attack of opportunity as an immediate action. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. If you combat maneuver is successful, you create an opening so that your next melee or ranged weapon attack automatically threatens a critical hit if it successful hits the opponent's AC.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Point at the Mulberry Tree, but Curse the Locust Prerequisites: Solo tactics class feature

Benefit: You may, as a free action, insult an opponent with exceeding wit, using analogy and innuendo to issue a brutal slight without naming names. The targeted opponent must make a successful Will save (DC 10 + 1/2your inquisitor class level + your Wisdom modifier) or suffer a morale penalty to armor class, attack and damage rolls, skill checks, and saving throws equal to one-third you inquisitor class level (-1 at 3rd, -2 at 6th, -3 at 9th, etc.) This penalty lasts one minute for every three inquisitor class levels you possess. If the subject attacks you or an ally in response to your insult this penalty is doubled for the 1st round of combat. You can use this ability only once per day but it is only considered used if the opponent successfully suffers from the morale penalty inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. This is a mind-affecting language dependent effect.

## **Replace the Beams with Rotten Timbers**

Prerequisites: Solo tactics class feature, Domain (travel or war) or the ability to cast as spell that can inflict a slow effect (such as chaos hammer)

Benefit: If your ally threatens an opponent, you can as an immediate action can inflict a supernatural slow effect to every creature your ally threatens. A successful Will save

(DC 10 +  $\frac{1}{2}$  your inquisitor class level + your Wisdom modifier) negates this effect for that opponent. You can use this ability only once per day but it is only considered used if at least one opponent is successfully Staggered, or had its *haste* effect countered, by this ability if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Sacrifice the Plum Tree to Preserve the Peach **Tree (General)**

Prerequisites: Solo tactics class feature, stalwart

Benefit: You transfer your bad luck to another ally with this feat (your chosen scapegoat). You nominate any ally within close range (25 ft. + 5 ft./2 inquisitor levels) each time you transfer a roll to be the scapegoat, or recipient. If you fail an attack roll, saving throw, or skill check, you may transfer that failed roll (and the type of roll it is) to a chosen scapegoat and roll again. You cannot transfer more than four rolls per day, and must accept the results of your second roll and cannot transfer more than one roll each round. If a chosen scapegoat has yet to take an action that would use the transferred rolls (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him and much choose another ally with this feat to be your new scapegoat. An unwilling ally can choose to try to resist the effects of this feat with a successful Will save (DC 10 +1/2 your inquisitor class level + your Wisdom Modifier), but this is not considered an attack.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Shut the Door to Catch the Thief (General)

Prerequisites: Solo tactics class feature, Domain (luck or trickery) class feature, or ability to cast an evocation [force] spell.

Benefit: If an ally is threatened by an opponent you can as an immediate action perform a special combat maneuver check with a melee or ranged weapon attached to you by a mystical line of force. You attempt to entangle your opponent's with this. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. Neither you nor your ally, provoke an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target is entangled (this entirely prevents movement from that square because it is tethered by your opposing force). Entangled creatures can attempt to break free as a move action, making a Combat Maneuver check or Escape Artist check. The DC for this check is equal

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to your CMD; You can use this ability only once per day but it is only considered used if an opponent is successfully Entangled by this ability, if you fail this special combat maneuver check the target creature is immune to your use of this feat for 24 hours.

If you are at least a 7th level inquisitor and you possess the domain (wards subdomain) class feature or possess the ability to cast dimensional anchor, a creature entangled by this ability is affected as if subject to a dimensional anchor.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Sit on the Mountain and Watch the Tigers Fight (General)

Prerequisites: Solo tactics class feature, stalwart

Benefit: If you delay your actions until the end of the following combat round and are not attacked you and any ally that has also delayed their action with you gain one of the following benefits (each chosen individually).

- Gain temporary hit points up to your character class level these temporary hit points last until the end of the combat encounter (you cannot gain these a second time during the same combat encounter).
- Gain a morale bonus to damage equal to +1 plus an additional +1 per four character levels you possess on the following round.
- Gain a morale bonus to one attack roll equal to +1 plus an additional +1 per four levels on the following round
- Gain a +1 morale bonus to one extraordinary, ٠ spell, spell-like ability, or supernatural save DC cast or used on the following round
- · Gain a second saving throw to shake off an unwanted affliction, condition, or spell inflicted during this combat encounter (you must take the results of the second save even if it is worse).

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Slough off the Cicada's Golden Shell (General)

Prerequisites: Solo tactics class feature, Bluff 11, Domain (luck or trickery) class feature or ability to cast a spell from the illusion school.

Benefit: Once per day as a free action if an ally would be slain by hit point damage you negate the damage to that ally and that ally gains the benefit of a mislead spell (caster level equal to your inquisitor class level), The *mislead* creates a realistic illusion of that ally's death. If the opponent that would have dealt the damage can normally detect invisible creatures (see invisibility, true seeing, blindsight, blindsense, scent, lifesense, tremorsense etc.) it fails to detect that ally for the duration of the mislead.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Steal the Firewood from under the Pot (General)

Prerequisites: Bane and solo tactics class feature, Domain (curse subdomain) class feature or ability to cast a spell with the curse descriptor (See Pathfinder® Roleplaying Game: Ultimate Magic<sup>TM</sup>).

**Benefit:** If your ally is threatened by an opponent you can as a swift action curse that opponent. This curse causes one of its named class abilities or named universal monster abilities (see Pathfinder® Roleplaying Game Bestiary<sup>TM</sup>), spoken at the time of activation, is rendered non-functional permanently (a rogue cannot sneak attack, a dragon cannot use its breath weapon etc.) unless the opponent makes a successful Will save (DC 10 + 1/2 your inquisitor class level + your Wisdom modifier). The curse's caster level is equal to your inquisitor class level, you can use this ability only once per day but it is only considered used if you successfully curse an opponent, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. If you are at least a 9th level inquisitor the DC to remove the curse is increased by +5. If you are at least 13th level inquisitor you render one named class ability or named universal monster ability (see Pathfinder<sup>®</sup> Roleplaying Game Bestiary<sup>™</sup>), that is spoken at the time of activation nonfunctional per 4 inquisitor class levels you possess.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Stir up the Waters to catch a Fish

Prerequisites: Solo tactics class feature

Benefit: If your ally threatens an opponent, you can as a move action perform a special combat maneuver check with a melee or ranged weapon by attempting to confuse your opponent with a shocking strike to its sensory system. You may choose to replace your base attack bonus with your class level and/or your Strength modifier with your Wisdom modifier if you wish. Neither you nor your threatening ally, provoke an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target must make a successful Will saving throw  $(10 + \frac{1}{2})$  your inquisitor class level + your Wisdom modifier) or be inflicted with the Confused condition for 1 round per inquisitor class level you possess. You can use this ability only once per day but it is only considered used if an opponent is successfully Confused by this ability, if a creature makes its saving throw that creature is immune to
your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Substitute Leisure for Labor (General) Prerequisites: Solo tactics class feature

Benefit: Whenever you or an ally is the subject of a charge attack you can as an immediate action make a special combat maneuver check with a +2 bonus that does not provoke an attack of opportunity. You may choose to replace your base attack bonus with your inquisitor class level and/or your Strength modifier with your Wisdom modifier if you wish. If successful, you inflict your opponent with the fatigued condition and negate all the benefits the charge attack (though the creature still suffers the penalties such as the normal -2 to AC).

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## Take the Opportunity to Pilfer a Goat (General)

Prerequisites: Solo tactics class feature, Perception 3 ranks, Sense Motive 3 ranks

Benefit: You can make an Perception check (DC 15 + item's caster level or the encounter level, which granted the treasure) as a swift action to locate the item most valuable to an ally (subject to GM adjudication). Items protected from divination magic are immune to this ability. Items on your person or those of your allies are not counted unless you want them to be.

**Special:** An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## The Beauty Trap

Prerequisites: Solo tactics class feature, Disguise 11 ranks, Domain (charm or trickery) class feature or the ability to cast a transmutation (polymorph) spell.

Benefit: Once per day, you can as a free action transform and gain the most comely appearance imaginable and



The Beauty Trap: "That's quite all right, gentlemen. Please, don't get up on my account."

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inquisitor class level.

• Nymph's Splendor (Su): You gain а +4enchantment bonus to your Charisma score.

• Blinding Beauty (Su): This ability affects all humanoids within 30 feet. Those who look directly at you must succeed on a Fortitude save (DC 10 + 1/2your inquisitor class level + your Cha modifier) or be blinded permanently. You can suppress or resume this ability as a free action.

• Stunning Glance (Su): As a standard action, you can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save (DC 10 + 1/2your inquisitor class level + your Cha modifier) or be stunned for 2d4 rounds.

٠ Unearthly Grace (Su): You add your Charisma modifier as a racial bonus on all your saving throws, and as a deflection bonus to your Armor Class.

Special: An inquisitor can take this feat as one of her teamwork bonus feats but she cannot switch out the feat using solo tactics as if it were a teamwork feat.

#### The Empty Fort Strategy (General)

Prerequisites: Solo tactics and stern gaze class feature, Intimidate 3 ranks,

Benefits: If an ally is rendered dead, helpless, or unconscious by an opponent you can make an immediate intimidate check as a free action to demoralize that opponent as a free action. If that creature is shaken that opponent must make a successful Will save (DC 10 + 1/2 your inquisitor class level + your Wisdom modifier) or instead gain the frightened condition (for the normal duration that he would be shaken). You are acting so calmly that your opponent believes the ally he just put down is faking, and this is all just a trap. You can use this ability only once per day but it is only considered used if the opponent successfully becomes frightened by the mind affecting fear effect inflicted by this ability, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours.

Special: An inquisitor can take this feat as one of her teamwork bonus feats and switch out the feat using solo tactics just as if it were a teamwork feat.

## To Capture the Bandits, Capture their Leader (General)

Prerequisites: Solo tactics class feature, Intimidate 3 ranks; Stern Gaze class feature or Domain (war) class feature or ability to cast an enchantment (compulsion) spell.

Benefit: When you or one of your allies capture or kill the opponent with the highest Challenge Rating amongst your opponent's allies, those allies suffer a -2 morale penalty on attack rolls, saves, and skill, until an allied opponent with

many of the abilities of a nymph for one minute per an equal or greater Challenge Rating appears. If you are at least a 11th level inquisitor the morale penalty increases to -4 This is a mind-affecting compulsion effect.

## To Catch Something, First Set it Free (General)

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Prerequisites: Solo tactics class feature, Diplomacy 7 ranks, Domain (charm) class feature or the ability to cast an enchantment (charm) spell.

Benefit: You can by combining the gifts of your silver tongue and mystical gifts, convince an opponent to surrender or flee the area permanently s a swift action. Opponent's receive a Will save (DC 10+ 1/2 your inquisitor level + your Wisdom modifier) to negate this effect. You can use this ability only once per day but it is only considered used if you successfully convince the opponent to surrender or flee via the use of this feat, if a creature makes its saving throw that creature is immune to your use of this feat for 24 hours. This is a mind-affecting language dependent compulsion effect.

Special: If you or any of your allies attack, kill, or destroy a creature that surrenders or is fleeing due to the use of this feat, you permanently lose all benefits of this feat.

#### Toss Out a Brick to Attract Jade (General)

**Prerequisites:** Solo tactics class feature, Bluff, Diplomacy and Intimidate 4 ranks

Benefit: If you or ally fails a Bluff, Diplomacy, or Intimidate skill check, you either recover for yourself or intercede on his behalf as a free action rerolling the check. You must take the result of the second roll, even if it is worse. You can use this feat a number of times per day equal to your Wisdom bonus (minimum of 1/day).

## Note: War Master and Solo Tactics Feats

If you are using the new base class the War Master, created by Owen K. C. Stevens for Super Genius Games you can substituted Individual Tactics for Solo Tactics for the purpose of prerequisites. You can also take Solo Tactics feats as Warmaster Talents so long as you meet the prerequisites of the feat.

## Judgments

## Accepting

The inquisitor compensates after the fact for the effects of any one ongoing detrimental affliction, condition or spell; gaining a bonus equal to one-half the value of that effect's penalty (round fractions up). For example, if the inquisitor is affected by a bane spell that makes her suffer a -1 morale penalty on attacks and saves against fear, then the judgment grants a +1 morale bonus to attacks and saves against fear. If a curse, causes a character to suffer a -6 penalty to Strength, this judgment grants a +3 bonus

to Strength. Accepting affects only one spell, afflictions and condition with a non-instantaneous duration. It does not heal wounds (or compensate for them), although it will grant bonuses to ability scores to compensate for very temporary effective losses, such as the effects of a ray of enfeeblement.

## Acumen

The inquisitor imbues his attack with divine insight. If the inquisitor makes a successful attack with weapon or spell (opponent fails its saving throw) you learn one of the special attacks you have not observed it using, for every 5 inquisitor class levels you possess you learn an additional special attack if it has any.

## Anchoring

The inquisitor calls down a divine binding. If melee or ranged weapon strikes a creature it is affected as if struck by a *dimensional anchor* with a caster level equal to the inquisitor's class level. The inquisitor must be at least a 7th level inquisitor to use this judgment.

## Crippling

The inquisitor's melee or ranged attack with one chosen weapon slows the first victim it hits in a round as the spell if the victim fails a Will save (DC 10 +1/2 your inquisitor class level + your Wisdom modifier). If a creature makes its save against this judgment, it is immune to the effects of your crippling judgment for the remainder of this combat encounter. The inquisitor must be at least a 7th level inquisitor to use this judgment.

## Dauntless

The inquisitor gains DR 10/lethal (only nonlethal damage is reduced).

## Maneuvering

The inquisitor is infused with divine force, granting her a +1 sacred bonus to her Combat Maneuver Bonus. This bonus increases by +1 for every four inquisitor levels she possesses.

## Seeking

The inquisitor's eye's glow with a soft blue light. The inquisitor increases her chance to hit any target that has the benefit of a miss chance by 20%, though she must still know what square to attack if the miss chance is granted by total concealment.

## Tidings

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The inquisitor gains temporary, divine insight into the immediate future that assists with her spell casting against a singular opponent who has resisted her spellcasting. She can only use this judgment after a singular opponent makes a successful save against one of her spells during this combat encounter. Her spells that targets that same opponent gains a +1 sacred bonus to the save DC. If the inquisitor is at least 10th level this bonus increases to +2.

## Typhoon Struggle

The inquisitor chooses a melee or ranged weapon to fill with a divine martial spirit. A duplicate weapon made of pure force is created for every 3 inquisitor levels she possesses (to a maximum of 5 weapons). For 1 round per inquisitor class level she possess, if the inquisitor's chosen melee or ranged weapon successfully strikes a target, the duplicates also inflict damage as they had also attacked the victim. The duplicate weapons deal only base damage; bonuses for Strength or other effects are not added. This judgment is dismissed if the inquisitor is no longer wielding the weapon (such as if she were disarmed or she gave the weapon to another person). The inquisitor must be at least a 7th level inquisitor to use this judgment.

## Warning Sign

The inquisitor designates a recipient of this warning sign: a specific individual, a member of specific race, class, or organization. If the individual or group is within 1 mile per inquisitor level she possesses, they know any debilitating affliction, conditions charms or compulsions to which the inquisitor is subjected to and the direction and range to the inquisitor.

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#### Wounding

The inquisitor also deals bleed damage equal to her Wisdom modifier with her next successful attack. The inquisitor must be at least a 4th level inquisitor to use this judgment.

# Chapter 7: The Secrets of the Magus

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This chapter includes a number of new options for the magus base class introduced in the book *Pathfinder Roleplaying Game: Ultimate Magic*<sup>TM</sup>

## New Magus Arcana

The following is a list of new magus arcana available to the new magus core class.

Animate Weapon (Su): The magus can expend 1 point from her arcane pool as a swift action to imbue a single weapon she touches with the ability to fight on its own for a number of rounds equal to her magus class level. The weapon deals its standard damage, including any bonuses and abilities it gains from magical enchantments. It strikes with a base attack bonus equal to her magus class level + her Intelligence modifier. If the base attack bonus is high enough, it can gain multiple attacks. The weapon never gains a flanking bonus, nor does it provide one for another attacker, and her feats do not aid its attacks. It acts on her initiative count. The weapon can fly at a speed of 30 feet with perfect maneuverability (using her class level + her intelligence modifier for any fly skill checks). It must remain within 100 feet of her. She can direct it to attack a foe as a free action when she first uses this ability to animate the weapon, but on subsequent rounds, she must use a move action to set it against a new foe. If its current foe is defeated, the weapon automatically moves to attack the closest enemy. The weapon never willingly attempts to move farther than 100 feet from the magus. The weapon's Armor Class, hit points, and hardness are as normal for its size. It does not gain attacks of opportunity, nor does it provoke them, unless an opponent tries to grapple it. In that case, it gains an attack of opportunity against any would-be grapplers. The weapon can only make one attack of opportunity each round. The weapons CMB and CMD are equal to its base attack bonus and size modified only by her Intelligence Modifier. It gains no Strength/Dexterity bonus or penalty.

The magus can attempt to animate an attended weapon as a swift action, she must make a successful disarm combat maneuver to affect the weapon, resolve the disarm attempt as normal. Athame Knowledge (Su): The magus forms a much closer relationship with her weapon. The power turns her weapon almost into an extension of her body. The magus can spend 1 point from her arcane pool as a swift action to reach out into the history of the weapon to learn its secrets, casting her mind back through time and space. For a moment, she literally embodies the weapon's history and use. Consequently, the magus gains the use of one feat of her choice that directly improves her use of the weapon, such as Weapon Focus or Improved Critical. She must meet all of the feat's prerequisites to gain it; a magus with the black blade class ability uses her magus class level in place of her base attack bonus for the purposes of this feat's prerequisites. The feat remains with her for one minute per magus class level.

Athame Surge (Su): A magus can transform her weapon into a glittering weapon of pure energy by channeling her spell slots directly into it. The magus can expend a single spell slot to increase her weapon's enhancement bonus on attacks and damage by an amount equal to half the slot's level ( to a maximum of +5). This bonus can improve the weapon's enhancement bonus on attack rolls and damage rolls, or it can be spent on weapon special abilities that are expressed as an enhancement bonus. This bonus lasts for 1 minute per magus class level, and the magus can use only one spell slot in this manner at a time. If a magus activates this ability while a previous use of it is still in effect, the new bonus replaces the old one—it does not stack. The magus must be at least 6th level before selecting this arcana F F FWYTYLLANZ ZARTANZ ZARALTALAN S SAMALTYLAN S 5

**Augment Physical Prowess (Su):** The magus can expend 1 point from her arcane pool as a swift action to draw upon her magical abilities to strengthen her limbs, sharpen her reflexes, or enhance her toughness for a number of rounds equal to her magus class level. She gains a +2 inherent bonus to Strength, Dexterity, or Constitution. She chooses which ability to increase when she expends the point from her arcane pool.

**Black Blade Riposte (Su):** Her black blade lashes out of its own accord, striking opponents who menace her even while she cannot defend herself. If she provokes an attack of opportunity for any reason and she or her black blade have at least 1 point in her arcane pool while

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she has her black blade in hand, anyone who attacks her immediately provokes an attack of opportunity in turn. Resolve her attack after her opponent resolves his own attack of opportunity. Her black blade strikes with her full base attack bonus. It receives any enhancement bonuses it normally provides her, but it does not gain any other bonuses to its attack or damage, such as from her Strength score, spells, or feats. The black blade uses one of her attacks of opportunity for the round as normal. The magus must possess the black blade class ability and be at least 9th level before selecting this arcana. Born to the Black Blade (Su): The magus's black

blade is always ready for a battle, and she can sense its keening thirst as combat draws near. In addition, her deep connection to the weapon also allows you to channel and control spells with greater ability than normal; she gains a +2 bonus on initiative and a +1 bonus on the Difficulty Class of all spells she cast when using her spell combat class ability. The magus must possess the black blade class ability before selecting this arcana.

Bounding Step (Su): The magus can expend 1 point from her arcane pool as a swift action to move through the air. In essence, she can fly for short distances merely by invoking the power of this ability for a number of rounds equal to her magus class level. When she moves, she is considered to be flying through the air. At the end of her movement, she lands. She can choose to take a double move when she uses this feat, and she can move directly up, or horizontally from the roof of one building to another, or across a castle's moat. The total distance she moves cannot exceed her total movement allowance, but she can go in any direction she wants. She can even jump safely down. If she is not over a solid surface when her movement ends, she falls as normal. She may use the run action in conjunction with this ability. The magus must be at least 6th level before selecting this arcana.

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Charge of the Magi (Su): The magus can spend 1 point from her arcane pool as a swift action when charging; turning her into a living projectile, that blasts her opponent with a jolt of arcane power. She makes a charge as normal. If her attack hits, she deals an extra 1d6 points of force damage plus an additional 1d6 for every 3 magus levels she possesses in addition to her attack's normal damage, and her foe must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) or be knocked prone. This extra damage is doubled on a critical hit; in addition, upon a critical hit a +2 circumstance bonus is added to the DC of the save. When making this charge, she is considered to be flying. She can move over pits and other hazards, but she lands in the space where her charge ends and suffers any drawbacks for standing there after resolving her attack. If she misses with this attack, the ability is expended. The magus must be at least 9th level before selecting this arcana.

Damage Shield (Su): The magus can spend 1 point from her arcane pool as an immediate action to resist damage from each attack she is subject to in a single round. She reduces all damage dealt to her for each individual attack by her magus class level for 1 full round.

Doublefire Wand (Su): The magus can activate two wands or activate two staff abilities at once in place of casting a spell when using spell combat. The magus must be at least 15th level and possess the magus arcana (wandwielder) before selecting this arcana.

Eldritch Athame (Su): The magus can spend 1 point from her arcane pool as a swift action to transforms her melee weapon into a weapon of pure magical energy for 1 minute per magus class level. She can cause it to adopt a new melee form suitable to the opponent at hand. The melee weapon retains any magical qualities it had in its normal form. The magus can choose to return it to its normal form before that time. The melee weapon can become any melee weapon that is the same size or one category larger or smaller than its base form. The magus gains proficiency with that specific melee weapon during that time.

Energy Burst (Su): The magus can spend 2 points from her arcane pool as a swift action to create a burst of energy that fills a 30-foot spread centered on her. This energy is of a type chosen at the time she selects this major arcana and once chosen it cannot be changed (acid, cold, electricity, fire, or sonic). This burst of energy deals 1d6 points of damage per magus class level (maximum of 20d6). Anyone in this area must make Reflex saves (DC 10 + half her + her Intelligence modifier) for half damage. The magus is immune to the effects and damage from her own energy burst. The magus must be at least 12th level before selecting this arcana.

Energy Web (Su): The magus can spend 1 point from her arcane pool as a swift action to create a tangible web of searing energy that wraps and tangles around her weapon. When she attacks, this web clings to her opponent and continues to damage the foe for a number of rounds equal to half her magus class level. This energy is of a type chosen at the time she selects this major arcana and once chosen it cannot be changed (acid, cold, electricity, fire, or sonic). If she makes a successful melee attack before this ability's duration ends, she transfers the web of energy to her opponent. He takes 1d6 points of energy damage per two magus class levels she possesses in each round, at the

start of her turn, until this ability's duration ends. She also gains this extra damage on the attack that transfers the web to the target. Her opponent may make a Reflex save (DC 10 + half her magus class level + her Intelligence modifier) to avoid the web; If he succeeds, the magus deals the extra energy damage with her attack but he avoids becoming trapped in the web and does not take any further damage from it. A creature caught in an energy web can escape by taking a move action and making a successful Escape Artist check against a Difficulty Class equal to the Reflex save DC needed to avoid it. The magus must be at least 15th level

before selecting this arcana.

Flattening Strike (Su): The magus can spend 1 point from her arcane pool as a swift action to hammer her foe with a concussive strike that sends ripples of raw, arcane energy through him, forcing him to tumble to the ground. In addition to dealing normal damage with her next attack the target must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) or she knocks her opponent backward 5 feet for every two magus class levels she possesses (minimum 5') and the foe is knocked prone. If her strike misses, this use of the ability is wasted.

Force Adept (Sp): A spellblade magus can as a swift action cast a mage hand spell at will. If the spellblade magus is at least 9th level she can spend 1 point from her arcane pool as a swift action to create a telekinesis spell. This arcana can only be selected by a magus with the spellblade archetype.

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Free Step (Su): The magus can expend 1 point from her arcane pool as a swift action to strengthen her legs and improve her agility, granting a +10 foot enhancement bonus to her speed for a number of rounds equal to her magus class level. She can walk up vertical surfaces at her base land speed. She does not gain the ability to hang upside down, making it impossible for her to move along any surface that is more than a 90- degree slope with respect to the ground. She can also make a double move and run when moving in this manner. If she does not end her move on a horizontal surface, she falls as normal. She suffers attacks of opportunity and other effects for moving along a surface as normal.

Malice (Su): A hexcrafter magus's attacks are enhanced by the spiteful link between her and her opponent. Her melee attacks deal +2d6 damage to any opponent that is currently under the effects of one of her hexes. This arcana can only be selected by a magus with the hexcrafter archetype.

Maneuvering Strike (Su): The magus can spend 1 point from her arcane pool as a free action so that her next combat maneuver does not provoke an attack of opportunity. The magus must possess the magus arcana (maneuver mastery) before selecting this arcana.

Necromatic Strike (Su): The magus can spend 1 point from her arcane pool as a swift action to imbue his weapon with a shimmering halo of black, necromantic energy, allowing her to disrupt her opponent's life force. This energy is also baneful to undead creatures, allowing her to destroy them with a single, savage blow. She deals an extra 2d6 points of damage with her next attack as the necromantic energy weakens her living foe. In addition, her opponent must make a Fortitude save (DC 10 + half her magus class level + her Intelligence modifier). On a failed save, the opponent takes 1d6 points of Strength and Constitution damage. This is a negative energy effect.

An undead creature struck by Necromatic Strike does not suffer the effects described above. Instead, it must make a Will save (DC 10 + half her magus class level + her Intelligence modifier) or suffer 10 points of damage per magus level she possesses. A successful save deals 10d6 points of damage to the undead creature. The magus must be at least 15th level before selecting this arcana.

Nigh Irresistible Strike (Su): The magus can spend 1 point from her arcane pool as a swift action to channel arcane energy through her weapon, which allows the power to flow into her opponent and disrupt his magical defenses. As a free action before resolving an attack, she may declare that she is using this ability. If she hits, roll and apply damage as normal. In addition, if the target fails a Will Save (DC 10 + half her magus class level + her Intelligence Modifier) the target's spell resistance, energy resistance, or damage reduction is reduced by her magus class level for a number of rounds equal to her magus class level. A creature or object that saves against this ability is immune to the effects of her resistant strike for 24 hours.

Opportune Strike (Su): Whenever the magus scores a hit with a melee weapon when making an attack of opportunity, she may cast a spell with a range of touch as a swift action, and then make a touch attack with that spell against the target of the attack of opportunity as a free action. The magus can use this ability once per day. The magus must be at least 15th level and possess the magus arcana (critical strike) before selecting this arcana.

Overcome Circumstances (Su): The magus can expend 1 or more point from her arcane pool as a free action to shrug off detrimental effects. She can immediately attempt a second saving throw to shrug off one unwanted condition. Even if she fails this save she ignores one

debilitating conditions per point expended that she is currently under the effect of for 1 round per magus class level, that time counts as part of each condition's duration. Once this benefit lapses, the remaining conditions return for the remainder of their durations. She cannot delay or shrug off the dead condition.

Searing Shield (Su): When she activates her spell shield and an opponent attacks her and misses her newly improved Armor Class but would hit the Armor Class total she had before applying the shield's benefits, the foe suffers 2d6 points of fire damage. In this case, her foe strikes her shield's fiery, burning aura. The magus must possess the Magus Arcana (spell shield) class ability before selecting this arcana.

Serpent-Eyed Strike (Su): The magus can spend 1 point from her arcane pool as a swift action so that her attack creates a hypnotic pattern, weaving an arcane matrix that lulls her foe into quite a state of distraction. With his defenses down, she can strike him more easily. She chooses a single target that she can see. This foe must make a Will save (DC 10 + half her magus class level + her Intelligence modifier) or the foe lose his Dexterity bonus to Armor Class against her attacks (and only her attacks) for 1d6 rounds. This is a mind-affecting ability.

Shield Caster (Ex): The magus gains proficiency with bucklers and light shields without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a heavy shield incurs a chance of arcane spell failure if the spell in question has a somatic component unless he possess the heavy armor class feature. She can use the shield with spell combat and her magus arcana as if she had a free hand. The magus must possess the medium armor class ability before selecting these arcana.

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Slice Through Wardings (Su): The magus can spend 1 point from her arcane pool to make a single attack as a standard action that ignores all a foe's magic-based protections (Armor Class bonuses, stoneskin, and so on). The magus cannot use this ability to ignore spells or effects that take affect when a foe is attacked, like fire shield. The character must declare her use of this ability before making the attack. The magus must be at least 12th level and possess the magus arcana (dispelling strike) before selecting this arcana.

Song of Arcane Triumph (Su): The mighty song of arcane triumph allows a magus to channel the raw energy of her magical power into her elven music. The magus can spend 2 points from her arcane pool as a swift action to sing a litany of triumph on a single successful hit. The

opponent that her attack struck suffers 1d6 points of sonic per 2 magus class levels (maximum 10d6) in addition to normal damage. A Fortitude save (DC 10 + half her magus class level + her Intelligence modifier) halves the sonic damage this effect deals. On a critical hit, double this damage (unlike other bonus damage). This arcana can only be selected by elven and half-elven magi with the singer of blades archetype.

Song of Death's Herald (Su): The grim, terrible song of death's herald foretells the doom of the magus's foe. The magus can spend 1 point from her arcane pool as a swift action to select a single opponent within her line of sight that can hear her words. The target need not understand the bladesong's language. The intent and meaning behind the song transcends such barriers. Creatures with an Intelligence of 4 or less are immune to this ability. The target of this ability must make a Will save (DC 10 +half her magus class level + her Intelligence modifier). On a failed save, the magus's weapon forms a deadly link to the target. The magus sings of each of her attacks against the target before she completes it, but she exactly predicts the result of each stroke. Her target takes a -2 morale penalty to Armor Class on all attacks by the magus for 1 round per magus class level.. In addition, the magus increases her critical threat range by one (do this before doubling the range due to the keen quality and other effects) against her target, and she deals an additional 1d6 points of sonic damage against the foe for for 1 round per magus class level. This arcana can only be selected by elven and halfelven magi with the singer of blades archetype.

Song of the Blade Dance (Su): The magus can spend 1 point from her arcane pool as a swift action to sing a song that enhances the flow of magic through her weapon for one round per magus class level. Her weapon pulses with the music, allowing her to enter a fighting dance that bewilders her enemies and sharpens her combat talents. While in this dance, she gains a +2 dodge bonus to Armor Class, a +1 bonus on attacks, and a +2 bonus on initiative. This arcana can only be selected by elven and half-elven magi with the singer of blades archetype.

Song of Victory (Su): The elves have many songs that speak of their great victories. The magus can spend 1 point from her arcane pool as a swift action to inject the triumphant emotions behind such tunes with magical energy, causing them to lift her allies' hearts while crushing her enemies' hopes for 1 round per magus class level. All her allies within 60 feet receive a +2 morale bonus on attacks, checks, and saves. Enemies with an Intelligence score within this same area must make Will saves (DC 10 + half her magus class level + her Intelligence modifier) or take a -1 morale penalty on attacks. The magus does not

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gain the benefits of this ability-only her allies gain them. This arcana can only be selected by elven and half-elven magi with the singer of blades archetype.

Stalwart (Ex): A hexcrafter magus can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the hexcrafter magus is wearing light armor, medium armor, or no armor. A helpless hexcrafter magus does not gain the benefit of the stalwart ability. This arcana can only be selected by a magus with the hexcrafter archetype.

Ultimate Eldritch Athame (Su): As a free action, the magus can cause her weapon to manifest new powers as she literally sculpts its magical form with her arcana. Once per round as a free action, the magus can alter the weapon's magical properties. She can choose to spend its total enhancement bonus on weapon traits and powers, or she can devote them to an enhancement bonus on attack rolls and damage rolls (+5 maximum as normal). For example, an magus's weapon is a +5 weapon and has been given the frost (+1), keen (+1), and speed (+3) special abilities. The eldritch blade could alter the +5 bonus spent on abilities to gain a different set of powers, such as dancing (+4) and flaming (+1). This change is permanent until the magus changes them yet again. The magus must possess the magus arcana (eldritch athame) and must be at least 15th level before selecting this arcana.

Vampiric Thirst (Sp): The magus can spend 1 point from her arcane pool as a free action so that the damage dealt by her pool strike grants her temporary hit points equal to the damage she deals with her pool strike. She can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later. The magus must possess the black blade class ability or be able to cast vampiric touch; and possess the pool strike class ability before selecting this arcana.

Wave of Mutilation (Su): The magus can spend 1 point from her arcane pool as a swift action, transforming a single cut of her weapon into a scything wave of energy that tears through her enemies' ranks. She unleashes magical force in a single sweep of her weapon in a 30-foot cone. Roll damage for her attack as normal except the damage type is changed to force and apply it to all targets in the cone's area. Her opponents can make Reflex saves (DC 10 + half her magus class level + her Intelligence modifier) for half damage. The magus must be at least 6th level before selecting this arcana.

## Singer of Blades (Magus Archetype)

Elves always seek to blend art into nearly every aspect of life, this is no less true for the magus, and many elven cultures claim that they were the first true magi. The way of Sword, Song, and Spell is a most ancient and honored martial art in elven society. Their attitude in keeping this discipline a secret known only to the elven people is well documented, and a ruthless campaign of magical manipulations, destroying documents, altering people's memories and even executions for the crime of teaching non-elves, has been carried out to keep that secret. Elves often see the Singer of Blades as protectors and champions of elven culture and as such they have a prominent place in the society of the elves in the same way that an anointed knight has great status amongst human society. Singer of Blades are taught in a master-apprentice tutelage system, with a master taking on a limited number of apprentices to carry on the work of defending elven society and promoting their principals and way of life.

Song of Blades Style (Ex): Starting at 4th level when wielding a longsword or rapier in one hand (and nothing in the other), the singer of blades gains a dodge bonus to AC equal to half her class level. Perform (dance, singing) become class skills. This ability replaces Spell Recall.

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Bladedance (Ex): Starting at 7th level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can take 10 when making a Concentration check as if it were a Skill to cast defensively even when in immediate danger or distracted. This ability replaces Knowledge Pool.

Songstrike: Starting at 19th level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can once per day choose to channel great physical and arcane power into a single attack in melee combat (which can be a part of either a full attack or a single attack action). The attack, if successful, inflicts damage as if the weapon inflicted a critical hiteven if striking a foe normally immune to critical hits. If the songstrike attack inflicts an actual critical hit, increase the weapon's critical multiplier by +1; thus, a longsword inflicts a  $\times$  3 critical hit. If the attack misses, the ability is still considered used for that day. A songstrike does not trigger special effects that occur only when critical hits occur, such as the decapitating power of a vorpal weapon though it does work with the spellstrike class feature. This ability replaces Greater Spell Access

Furious Dance (Su): At 20th level when wielding a longsword or rapier in one hand (and nothing in the other), a singer of blades can, using a full attack action, spin around with her longsword or rapier and send replicas



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of the blade, composed of magical energy, toward all foes within 30 feet. The mage blade makes a separate melee attack roll against each foe, using her highest attack bonus. Each successful attack inflicts damage as if the singer of blades struck the foe with the weapon. The singer of blades can use this ability a number of times per day, equal to her Intelligence bonus (minimum 1/day). This ability replaces the true magus.

Magus Arcana: The following magus arcana complement the singer of blades archetype: critical strike, hasted assault, pool strike, spell shield, and the new magus arcana song of arcane triumph, song of the blade dance, song of death's herald, and song of victory.

## New Feats

## **Bladebound Defense (Combat)**

Your black blade is like a partner in battle. It guides your defenses and allows you to repel attackers from multiple sides, since its speed and focus meld with your own combat abilities.

Prerequisite: Black blade class ability

Benefit: While you hold your black blade, you cannot be flanked. Your black blade guides your defenses, which allows you to hold off opponents though they attack from both sides.

## **Clinging Touch (Combat)**

You have learned to maintain the arcane power of your touch afterwards.

**Prerequisite:** Magus arcana (pool strike) class ability

Benefit: For every three magus levels (to a maximum of 18th), the energy, unless somehow neutralized lasts for another round, dealing half the amount of damage the pool strike dealt in the previous round (minimum 1 point).

## **Crippling Touch (Combat)**

You have learned to use the arcane power of your touch to hinder your opponents.

Prerequisite: Magus arcana (pool strike) class ability, CL 10.

**Benefit:** An opponent damaged by your pool strike ability also takes 2 points of Strength damage for every 3 arcane pool points spent using that ability.

## **Dance of Ruin (Combat)**

You have learned a risky, almost forbidden secret elven technique of battle.

Prerequisite: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +4

Benefit: As a swift action, you may make a DC 20 Perform (dance) check when using Spring Attack to gain a +2

circumstance bonus to attack and damage rolls until the start of your next turn. For every 5 points by which you beat the DC, the circumstance bonus increases by 1.

## **Dance of Death (Combat)**

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You have learned a risky, almost forbidden secret elven technique of battle.

Prerequisite: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: As a swift action, you may make a DC 25 Perform (dance) check when using Whirlwind Attack. If you succeed, you gain a +2 circumstance bonus to attack and damage rolls and a +2 dodge bonus to Armor Class until the start of your next turn. For every 5 points by which you beat the DC, the dodge bonus increases by 1.

## **Deny the Afflicted (Combat)**

You have learned a unique blend of Hex and Melee Defense.

Prerequisite: Curse class ability, hex class ability, magus arcana (hex) class ability or ability to cast bestow curse.

Benefit: Any creatures under the effects of your curses or hexes that could make multiple attacks against you with the full-attack action are denied the ability to make their last attack (usually the attack with the lowest attack bonus). This never affects bonus attacks such as that granted by a *haste* effect.

## **Improved Reflection (Combat)**

You have focused your training on defeating an opponent's spells with your weapon. Not only can you turn them back with your magus arcana, but you also can redirect them. Prerequisite: Magus arcana (reflection) class ability Benefit: If you successfully reflect a spell, you can change its target to any person within its range and in your line of sight. Resolve the spell's effects as normal with the new target. You can use this ability a number of times per day equal to your Intelligence bonus (minimum +1).

## New Magic Items

Crystal of Arcane Assimilation Aura faint transmutation; CL 5th Slot -; Price 3,000 gp; Weight -Description

This beautiful gem changes color to compliment any weapon it is attached to and moves about the item until it finds an esthetically pleasing position and then fuses with the item. If a special ritual is preformed, (requiring 8 hours) the weapon the crystal has attached too can absorb half the total gold piece value of any magical weapon that is part of the ritual. If it has enough total value to enchant the item (per the magic item creation cost rules), it can



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A magus relies on more than fancy sword techniques and footwork; a crippling touch at the right moment will all but win the fight.

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add the magical properties of any weapon it has absorbed to the attached weapon. Once the crystal is attached the only way to unattach it is to destroy (ruin) the weapon it is currently affixed too.

For example if you attached this to a masterwork sword and came across two +1 magical swords you could absorb 1,000 gp from enchantment, and then use that 1,000 gp to enchant your sword with a +1 enchantment and store the remaining 1,000 for later use. Then when you later come across a +1 flaming longsword you could absorb 4,000 gp from it and use that to enchant your sword with the flaming special quality or to increase it's enhancement bonus to +2 and store the remaining 2,000 gp for later use. As you would still need 3,000 gp in value to make it a +2 flaming weapon.

#### Construction

Requirements Craft Magic Arms and Amor, Craft Wondrous Item, magic weapon; Cost 1,500 gp

## Gloves of Arcane Gathering

## Aura strong transmutation; CL 17th

Slot hands; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), Weight -

#### Description

These gloves are embroidered with a pattern of unusual arcane sigils. Once per day as a free action upon command, the gloves of arcane gathering are able to break down a touch spell currently "held" by wearer (discharging the spell harmlessly). The spell's level adds that many arcane spell points to the wearer's arcane pool though the pool still cannot exceed your maximum (Usually 1/2 your class level plus your relevant ability modifier) The spell must be of a particular level, depending on the gloves. Different gloves exist for breaking down one spell per day of each level from 1st through 6th.

#### Construction

**Requirements** Craft Wondrous Item, creator must be able to cast spells of the spell level to be broken down; Cost 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th)

#### Mournsky (minor artifact)

Aura strong transmutation; CL 20th Slot - (held); Weight 4 lbs.

## **Physical Description**

This beautiful sword has a black blade that twinkles like the night sky with a hilt made from bones of death knights. The hilt is designed to represent the horns tipped with violet gems branching out from a demonic face with a great open maw within which is a dark hallow. There are runes set into the pommel in golden script that repeat a

single word "Mourn"

#### Lore:

## Knowledge (arcana, local, or religion) DC 15:

The inquisitors known as the hawks of vengeance who serve Our Father of Star and Sky in the city of Questhaven refer to this sword as The Devourer's Blade, while the Wyrd of Questhaven (half-ogre magi/half-elves) name it "Death of Many Stars"; however, Mournsky is by far the betterknown epithet. The wyrd mystic theurgist Iron Star Illith, of Our Grand Wright of Heaven, who is the most celebrated weaponsmith in all of Questhaven and its Protectorate, spent 100 years creating this blade. The wyrd is so wealthy that he no longer forges blades for coin alone, requiring an interesting challenge or client to stir him to work. He has been known to send the uninteresting, wishful clients on perilous quests before he will forge their weapon to "... make my client's interesting enough for the glorious Iron Star Illith to forge a weapon for their use." Creating the blade in what he names Xaphan's Heart, Illith cloaks this forge in powerful illusions, further still it is protected by multiple nests of guardian naga. Xaphan's Heart is located somewhere on the southern slopes of the Spellborn Peaks, which is where Illith forged the blade at the request of the Dark Emperor Cynmark, the Dread Lich, who ruled the lands for a thousand years before his overthrow at the hands of the Questor's Society. Mournsky was not seen at during the final confrontation and no one knows the final fate of Mournsky.

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### **Abilities:**

When first encounter in its unawakened state this weapon functions only as a masterwork bastard sword. When a rightful wielder (determined by GM adjudication but always a magus) comes near or touches Mournsky the world darkens and no matter the time of day or intervening barriers for a moment you can see the night sky and you witness a shooting star falling down like a single tear drop. If an unworthy wielder touches, Mournsky he is nauseated for 1 round and in addition suffers a -2 penalty on all ability checks, attack rolls, combat maneuver checks, combat maneuver defense, saving throws, and skill checks so long as he is attending Mournsky. When a worthy wielder reaches or exceeds a certain level, he learns of a specific ritual, he can perform. He also learns what materials are required to perform this ritual. Each ritual requires 1 hour to perform and after it is completed that special quality is awakened with the item gaining that ability.

Jable: Mournsky Abilities					
Level	Special Ability	Component Cost			
3rd	+1 loyal	2,500 gp			
4th	Maiming	2,000 gp			
7th	Hexing	6,000 gp			
12th	+2 hexing burst	42,000 gp			
15th	+3 Mourn the Sky	150,000 gp			

+1 Loyal: At 3rd Level, the wielder learns the ritual that awakens this ability; the ritual requires consumable components worth 2,500 gp. Loyal: Mournsky is attuned to the wielder. Thereafter, the weapon cannot do damage to him or to anyone who is loyal to the her. If it is used to strike such a person, the wielder must make a Strength check (DC 20) each time or drop the weapon, as it tries to leap from his hand. Even if the wielder retains his grip on the weapon, it deals no enchantment or Strength damage due to the struggle.

Maiming: At 4th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 2,000 gp. When the weapon would deal damage that would kill an opponent the wielder can instead choose to withhold that damage and instead leave a vicious unhealable scar, permanently blind her (or only take one eye), or remove an appendage, which leaves your opponent at -1 hp. To repair this damage magically requires a successful caster level check (DC 15 + the wielder's magus class level); if a caster fails, an attempt cannot be made again until that caster gains an additional level.

Hexing: At 7th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 6,000 gp. This weapon inflicts a -2morale penalty on attack rolls, saving throws, ability checks, and skill checks to living creatures it successfully deals damages to if the target fails a Will save (DC 10+1/2 the wielder's character level + the wielder's Intelligence modifier ). The penalties caused by this ability do not stack and last for one round per magus class level of the wielder.

+2 Hexing burst: At 12th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 42,000 gp. This grants an additional curse upon striking a successful critical hit. Instead of the penalty from the hexing ability (see above), a Mournsky inflicts a -4 morale penalty bonus (these penalties do not stack) if the creature fails a Will save (DC 10+1/2 the wielder's character level + the wielder's Intelligence modifier). If the weapon's critical multiplier is increased to  $\times 3$ , add the morale penalty is -5, and if the multiplier is  $\times 4$ , it is a -6 morale bonus. Even if the hexing burst ability is not active, the weapon still inflicts the morale penalty on a successful critical hit. These penalties last for one round per magus class level of the wielder.

+3 Mourn the Sky: At 15th Level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 150,000 gp. Mournsky grants the rightful wielder a +1 insight bonus on her attack and damage rolls and the ability to see in normal and magical darkness as darkvision to a distance of 60 feet (if a wielder already has darkvision, the ranges in darkness are double). Upon a successful hit Mournsky deals an additional 2d6 points of extra fire and lightning damage. Destruction

Mournsky can be broken, but it cannot be ruined unless it is melted down by the heat created by a falling star (such as that created by *meteor swarm* spell).



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## Chapter 8: The Secrets of the Oracle

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search for others of our kind, but within mere weeks, I had come into contact with the first of many. The barbarian shaman Staja first crossed my path during my brief stay in the town of Barrenhold. At once it was apparent that she was a singular creature. At once beautiful and commanding, her countenance likewise showed a feral aspect I'd never encountered before in a human being. Though I had not broadcast my intent and mission, Staja knew why I had journeyed to the northern lands, and vowed to demonstrate to me the fullness of her spirit-given power. We embarked for the barbarian encampment at first light the next morning.

- Excerpt from The Anointed Ones, by Laucian Natarion

Oracles, wellsprings of the divine, draw their power not from their study of theology and the gods, but instead from a multitude of sources. Whether it be from a pantheon of forgotten gods, one's inner being, or fate itself, the powers brought forth by an oracle are forces to be reckoned with.

### Arcana

The oracle of arcana calls upon the world's forgotten knowledge to gain access to occult secrets and ancient magics.

Deities: Our Heavenly Archmage of Secrets, Our Mother of Many Ways

Class skills: An oracle with the arcana mystery adds Appraise, Knowledge (arcana), and Linguistics to her list of class skills.

**Bonus Spells:** *comprehend languages* (2nd), *arcane* lock (4th), explosive runes (6th), dimension door (8th), permanency (10th), guards and wards (12th), symbol of stunning (14th), discern location (16th), mage's disjunction (18th)

**Revelations:** An oracle with the arcana mystery can choose from any of the following revelations.

Arcane Bond (Su): You gain an arcane bond, as a wizard equal to your oracle level. Your oracle levels stack with any wizard levels you possess when determining the powers of your bonded object or familiar. This ability does

*My* hopes had not been high upon embarking on my not allow you to have both a bonded object and a familiar.

Arcane Talent (Sp): Choose a 1st-level spell from the sorcerer/wizard spell list. You may cast this spell as a spell-like ability a number of times per day equal to your oracle level. You may select this revelation multiple times, but you must select a new spell each time this revelation is taken.

Confer Knowledge (Ex): A number of times per day equal to half your oracle level (minimum 1), any creature within ten feet of you may re-try a failed Knowledge skill check once. This skill check uses your skill bonus in place of your ally's. You must have ranks in the Knowledge skill being re-tried in order to use this ability.

Eldritch Whispers (Su): Voices whisper forgotten knowledge in your ears, granting you a +4 insight bonus to Knowledge (arcana) and Knowledge (planes). At 7th and 14th level, this bonus increases by 2.

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Insightful Counterspell (Su): Your insights into the nature of spells grant you the ability to counter another spellcaster's magic as an immediate action. This ability functions as if you were using *greater dispel magic* to counter a spell. You may use this ability a number of times per day equal to half your oracle level. You must be at least 7th level to select this revelation.

Item Crafting (Ex): You gain Scribe Scroll as a bonus feat. At 5th level, you gain Craft Wondrous Item as a bonus feat. At 12th level, you gain Craft Rod as a bonus feat.

*Reveal the Forgotten (Ex):* For a number of minutes per day equal to your oracle level, you may spend a fullround action to call upon the spirits to reveal things lost to the eyes of mortals. This revelation works similar to the spell detect secret doors, but the effect applies not only to doors, passages, and compartments, but also to buildings, remains, objects, and places. This ability can penetrate barriers of any kind, and reveals forgotten and hidden things within a 30-foot radius. At 14th level, this increases to a 60-foot radius. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level to select this revelation.





Spell Rune (Sp): Once per day, you may store any harmful spell of 3rd level or lower that you know, and place it on an area or object, as per glyph of warding. All leveldependent features of the spell are based on your caster level at the time of placing the rune. You gain an additional daily use of this ability at 6th, 12th, and 18th level.

Spontaneous Symbology (Sp): As the lore mystery revelation. You must be at least 11th level to select this revelation.

Talisman (Su): When selecting this revelation, choose an item you possess. Whenever this item is in your possession, you gain a +4 insight bonus to Knowledge (arcana), Knowledge (religion), and Spellcraft checks. If any other person or creature possesses the item, they take a -2 penalty to Knowledge (arcana) and Knowledge (religion) checks, and cast spells at -1 caster level. At 7th level and 14th level, your Knowledge and Spellcraft bonuses increase by 2.

Final Revelation: Upon reaching 20th level, your knowledge of the world's eldritch secrets has reached its pinnacle. Spells you cast do not require material components, and are automatically Stilled and Silent. This does not increase the spell's casting time or effective level. In addition, you may add your Intelligence modifier to the DC of spells you cast in addition to your Charisma modifier.

## Darkness

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The oracle of darkness calls upon the powers of night and the lightless depths, granting her dominion over the realm of shadow.

Deities: Our Father of Star and Sky, Our Laughing Traveler of Passages and Messages, Their Cunning Brother of Tyranny

Class skills: An oracle with the darkness mystery adds Bluff, Disguise, Perception, and Stealth to her list of class skills.

Bonus Spells: vanish\* (2nd), darkness (4th), twilight knife\* (6th), shadow projection\* (8th), shadow evocation (10th), shadow walk (12th), sequester (14th), greater shadow evocation (16th), shades (18th)

**Revelations:** An oracle with the darkness mystery can choose from any of the following revelations.

Cloak of Night (Su): A number of times per day equal to your Charisma modifier, you may cause the shadows around you to grow larger and deeper as a standard action, granting you concealment. At 9th level, you may instead have the shadows grant you total concealment. This effect lasts for ten minutes per oracle level.

Dark Duplicate (Su): You gain the ability to create an illusory double that makes it more difficult for enemies to target you. When this ability is activated (a swift action), one illusory duplicate is created. This image remains in your space and moves with you, mimicking your sounds and actions. Whenever you are targeted by a spell or attack that requires an attack roll, roll percentiles. On a roll of 1-49, the spell or attack targets your duplicate instead of you, and if the spell or attack succeeds in hitting your duplicate, the duplicate is destroyed. An attacker must be able to see your duplicate to be fooled--if you are invisible or the attacker is blind, the ability has no effect. You may only use this ability while not in direct sunlight. This ability is usable a number of times per day equal to your Charisma modifier, and its effect lasts for a number of rounds equal to your oracle level + your Charisma modifier.

Ebon Soul (Ex): As a result of your personal connection to shadow and darkness, you gain SR 12 + your oracle level versus spells with the darkness and shadow descriptors. At 13th level, you gain SR 10 + your oracle level to all types of spells unless you are in direct sunlight. You must be at least 7th level to select this revelation.

Hide in Plain Sight (Su): You can use the Stealth skill even while being observed (as the shadowdancer ability). As long as you are within 10 feet of an area of shadow, you can hide yourself from view without hiding behind anything. You may not hide in your own shadow. You must be at least 7th level to select this revelation.

*Night Runner (Ex):* When not in direct sunlight, you gain a +10 ft. enhancement bonus to your base land speed. At 9th level, this enhancement bonus increases to +20 ft. when not in direct sunlight.

Night Vision (Su): You gain low-light vision. If you already have low-light vision, you gain darkvision. At 7th level, you gain darkvision. If you already have darkvision, increase the range of your darkvision by 30 ft. At 14th level, increase the range of your darkvision by an additional 30 ft.

Ray of Night (Su): Once per day, you may project a beam of solid darkness at your enemies as a standard action. If you succeed on a ranged touch attack, the beam strikes the target's eyes, or similar sensory organs, and the creature is blinded for a number of minutes equal to your oracle level. At 7th, 11th, and 15th levels, you may project





one additional beam. The beams may be sent towards different targets, but all must be aimed at targets within 30 feet of each other and sent simultaneously.

Shadow Conjuration (Sp): A number of times per day equal to your Charisma modifier, you may cast shadow conjuration as a spell-like ability. At 15th level, you may cast greater shadow conjuration as a spell-like ability a number of times per day equal to your Charisma modifier. You must be at least 11th level to select this revelation.

Shadow Jump (Su): You gain the ability to travel between shadows as if by means of a dimension door spell (as the shadowdancer ability). The magical transport must begin and end in an area with at least some dim light. You can jump up to a total of 40 feet each day in this way. You must be at least 7th level to select this revelation. At 12th level, you can jump up to a total of 80 feet per day, and at 17th level, you can jump up to a total of 160 feet per day.

Shadow Sight (Su): You gain a +4 competence bonus to Perception checks when not in direct sunlight. At 14th level, you can see perfectly in areas of magical darkness, including that created by deeper darkness. At 19th level, for a number of rounds per day equal to your oracle level, you may gain the effects of true seeing if you are not in direct sunlight.

Final Revelation: At 20th level, you have achieved mastery over shadows and darkness. The shadows collect around you, obscuring your true location and giving all attacks against you a 50% miss chance. You can never be flanked. In addition, all evocation spells you cast gain the darkness descriptor and spells you cast that have the darkness descriptor are cast at +4 caster level.

## Juck

The oracle of luck draws deep from the well of fate, bringing weal to her and her allies, and woe to her enemies.

Deities: Our Laughing Traveler of Passages and Messages, Our Mother of Many Ways, Their Cunning Brother of Tyranny

Class skills: An oracle with the luck mystery adds Bluff, Disable Device, Escape Artist, and Sleight of Hand to her list of class skills.

Bonus Spells: true strike (2nd), cat's grace (4th), displacement (6th), crushing despair (8th), death ward (10th), greater heroism (12th), limited wish (14th), moment of prescience (16th), foresight (18th)

Revelations: An oracle with the luck mystery can choose from any of the following revelations.

Cut the Thread (Su): Once per day as an immediate action, you may make a ranged touch attack against a helpless opponent. This attack deals damage equal to 1d4 + your oracle level. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die.

Divine Intervention (Su): For a number of times per day equal to half your oracle level (rounded down), you may call upon the powers of fate as an immediate action and re-roll any die roll, taking the higher result. You must be at least 11th level to select this revelation.

*Evil Eye (Su)*: You gain a gaze attack usable a number of times per day equal to your Charisma modifier. An opponent within 30 feet looking into your eyes is afflicted with the evil eye, taking a -2 penalty to attack rolls and all saving throws. This effect lasts for a number of rounds equal to your oracle level, and may be negated with a successful Will save (DC 10 + half your oracle level + your Charisma modifier).

Fatespinner (Su): Your command of the powers of fate affects your allies as well as yourself. A number of creatures within 30 feet equal to 3 + your Charisma modifier (or less) are granted an insight bonus to attack rolls, initiative, and all saves equal to half your oracle level. This ability may be used for a total number of rounds per day equal to your oracle level, and may be triggered as an immediate action. You must be at least 7th level to select this revelation.

Good Luck Charm (Su): When selecting this revelation, choose an item you possess. Whenever this item is on your person you gain a +1 luck bonus to Fortitude, Reflex, and Will saves. If any other person or creature possesses the item, they take a -1 penalty to Fortitude, Reflex, and Will saves. At 7th level, the bonus to saves increases to +2, and at 14th level, the bonus increases to +3.

Ill Will (Su): By making a touch attack, you may bestow a minor curse on an enemy. If the touch attack is successful, the target receives a permanent -2 decrease to an ability score or a permanent -1 penalty to all saves. This effect may be removed by remove curse or more powerful spells such as wish or miracle. You may use this ability twice per day, with one additional use granted at 7th and 14th levels.

Inviolability (Su): Your divine luck grants you immunity to all poisons. At 11th level, you are also immune to all diseases (including magical diseases such as mummy rot). At 15th level, you gain immunity to all magical curses,



The touch of fate revelation offers a luck oracle's allies a bit of a boost when it's needed most. including the effects of bestow curse. You must be at least

7th level to select this revelation.

Touch of Fate (Su): By touching a willing creature (a move action), you may bestow a temporary blessing in the form of either a +2 increase to an ability score or a +1 bonus to all saves. This effect lasts for a number of rounds equal to half your oracle level, and is usable a number of times per day equal to 3 +your Charisma modifier. At every third level beyond level 3, an ability score bonus conferred increases by +2, and a save bonus conferred increases by +1.

Uncanny Dodge (Ex): You gain Uncanny Dodge (as the rogue ability). You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to your AC if immobilized or the target of a successful feint action. At fifth level, you gain Evasion (as the rogue ability--successful Reflex saves resulting in half damage instead deal no damage). At 13th level, you gain Improved Uncanny Dodge (as the rogue ability--you can no longer be flanked).

Uncanny Reaction (Su): You gain a bonus to initiative checks equal to half your oracle level rounded down.

Final Revelation: Upon reaching 20th level, your understanding of the workings of fate has reached its apex. Once per day, you can cast wish as a spell-like ability. The wish cannot be used to replicate spells with expensive material components. Additionally, whenever you roll a natural 1, as a free action, you may re-roll and take the results of the second roll.

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## Primeval

The primeval oracle's power comes from within and without, granting her the power and strength of the creatures of the ancient world.

Deities: Our Grandfather of Water and Wave, Our Grandmother Earth, Our Mother of Madness, Their Savage Brother of Destruction

Class skills: An oracle with the primeval mystery adds Climb, Intimidate, Perception, and Survival to her list of class skills.

Bonus Spells: longstrider (2nd), natural rhythm\* (4th), haste (6th), stoneskin (8th), commune with nature (10th), transformation (12th), giant form I (14th),

summon monster VIII (16th) (cleric spell), dominate monster (18th)

Revelations: An oracle with the primeval mystery can choose from any of the following revelations.

Natural Armor (Ex): Your skin thickens, granting you a +4 natural armor bonus. At 15th level, this bonus increases to +6. You must be 7th level or higher to select this revelation.

Night Vision (Su): You gain low-light vision. If you already have low-light vision, you gain darkvision. At 7th level, you gain darkvision. If you already have darkvision, increase the range of your darkvision by 30 ft. At 14th level, increase the range of your darkvision by an additional 30 ft.

Quick (Ex): Your movements become faster and more efficient. You gain a +2 inherent bonus to Initiative and Reflex saves. At 7th level, this bonus increases to +4. At 14th level, this bonus increases to +6.

Primal Resistance (Ex): You gain a +5 bonus to saves versus cold (including exposure and extreme cold) and hot (including exposure and extreme heat) environmental conditions. At 7th level, you gain energy resistance (cold and fire) equal to your Charisma modifier. At 11th level, you gain energy resistance (acid and electricity) equal to your Charisma modifier.

Racial Memory (Su): Once per day, as an immediate action, you may gain a competence bonus equal to your oracle level to any Survival, Knowledge (nature), or Knowledge (history) check. At 10th level, you may use this ability twice per day.

Savage Bite (Ex): You gain a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage (if Medium; 1d3 points of damage if Small) plus your Strength modifier. At 5th level, the damage increases to 1d6 (1d4 if Small). At 10th level, the damage increases to 2d6 (2d4 if Small), and at 15th level, the damage increases to 3d6 (3d4 if Small).

Savage Claws (Ex): You grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d6 points of slashing damage each (1d4 if Small) plus your Strength modifier. At 14th level, these attacks deal 1d8 points of damage each (1d6 if Small) plus your Strength modifier. You must be at least 7th level to select this revelation.

Scent (Ex): You can detect creatures within 30 feet using your sense of smell (60 feet if the creature is upwind, 15 feet if the creature is downwind). You also gain the ability to follow tracks by smell, making a Survival check to find or follow the track. You must be 11th level or higher to select this revelation.

Uncanny Dodge (Ex): You gain Uncanny Dodge (as the rogue ability). You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to your AC if immobilized or the target of a successful feint action. At 10th level, you gain Improved Uncanny Dodge (as the rogue ability--you can no longer be flanked).

Final Revelation: Upon 20th level, you become a force of nature akin to your primeval ancestors. Your skin and muscles grow tougher, granting you DR 10/-. In addition, you gain a +30 ft. enhancement bonus to your base land speed and your speed is never reduced by encumbrance.

## Rot

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The oracle of rot is a paragon of decay and a bringer of pestilence, delivering death wherever she may wander.

Deities: Our Mother of Madness, Our Reaper of Life and Death, Their Savage Brother of Destruction

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Class skills: An oracle with the rot mystery adds Intimidate, Knowledge (nature), and Perception to her list of class skills.

Bonus Spells: break\* (2nd), fester\* (4th), contagion (6th), enervation (8th), blight (10th), mass fester\* (12th), waves of exhaustion (14th), horrid wilting (16th), power word kill (18th)

**Revelations:** An oracle with the rot mystery can choose from any of the following revelations.

Blighted Soul (Su): You cast spells from the necromancy school at +1 caster level. You gain a +2 bonus to saves versus spells from the necromancy school. At 7th level, this bonus increases to +4. At 14th level, this bonus increases to +6.

Corrosive Touch (Su): A number of times per day equal to your Charisma modifier, you may make a touch attack at your full attack bonus. If successful, this attack deals 1d6 + half your oracle level points of acid damage. This damage increases by an additional 1d6 every five levels.



Deadened Nerves (Ex): The nerves close to your skin begin to die away, granting you an unusual resistance to pain. Add your oracle level to your effective hit point total when determining the negative effects of nonlethal damage. At 7th level, you gain the benefits of the Diehard feat (you do not need to meet the feat's prerequisites). At 12th level, you cease to feel pain, granting you immunity to all pain effects (such as those caused by symbol of pain).

Decaying Form (Ex): Your internal organs begin to shift and rot away, granting you a constant Moderate Fortification effect (as the magic armor property). At 14th level, you are considered to be affected by Heavy Fortification. You must be at least 7th level to select this revelation.

Leprous Armor (Ex): You gain a +3 natural armor bonus to AC, and take a -3 penalty to all Diplomacy and Disguise checks. At 10th level, this bonus increases to +5, and the penalty to Diplomacy and Disguise becomes -5.

*Resist Life (Su):* (As the bones mystery revelation.) You are treated as an undead creature when you are targeted by positive or negative energy. You are not subject to Turn Undead or Command Undead (or any other effect that specifically targets undead), unless you are actually an undead creature. At 7th level, you receive channel resistance +2. This bonus increases by +2 at 11th and 15th level.

Sickening Touch (Su): You can cause a creature to become sickened as a melee touch attack. This ability lasts for a number of rounds equal to half your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, the creature touched becomes exhausted in addition to being sickened.

Sow Blight (Su): As a standard action, you can cause living things to wither and rot. Each round, any living creature within a 30-foot cone takes 1d6 points of damage and are sickened for as long as they remain in the area of the effect. Plants within this area wither and die in a number of rounds equal to your Charisma score. At 14th level, living creatures within the area of the effect take 2d6 damage, and are exposed to leprosy (DC 12 Fortitude save negates) in addition to being sickened. You must be at least 7th level to select this revelation.

*Touch of Death (Su):* Once per day, you may make a touch attack against any creature. If successful, this attack deals 1d6 points of Constitution damage. At 17th level, this ability may be used twice per day. You must be at least 11th level to select this revelation.

Unnatural Kinship (Su): You can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly. You may also use this ability to influence an aberration with an Intelligence score of 1 or 2, but you take a -4 penalty on the check. At 7th level, you gain blindsense out to 20 feet for a number of rounds equal to your oracle level. This ability only allows you to detect creatures with the vermin or aberration types. At 11th level, you gain a +5 competence bonus to Bluff, Diplomacy, and Sense Motive checks made against aberrations.

Final Revelation: You become a living embodiment of corrosion and decay. You are immune to all diseases, even magical and supernatural diseases, as well as critical hits. In addition, you gain the ability to make a diseased touch attack. This attack functions as a supernatural ability (usable at will). Any living creature you hit with your touch attack takes 2d10 + Cha acid damage and must make a Fortitude save (DC 10 + your oracle level + your Charisma modifier) or contract demon fever.

## Sound

The oracle of sound draws power from the natural vibrations within all things, gaining the ability to create silence or deafen her enemies.

Deities: Our Fairest Lady of Love and Song, Our War Marshal In Heaven

Class skills: An oracle with the sound mystery adds Linguistics, Perception, Perform, and Stealth to her list of class skills.

Bonus Spells: comprehend languages (2nd), silence (4th), sculpt sound (6th), discordant blast (8th), song of discord (10th), sympathetic vibration (12th), power word blind (14th), greater shout (16th), power word kill (18th)

Revelations: An oracle with the sound mystery can choose from any of the following revelations.

Aura of Silence (Su): Once per day, you may dampen the level of sound around you as a standard action. You and all creatures within a 20-foot radius of you gain a +10 competence bonus to Stealth checks. The Perception DC to notice sounds made by other sources within the 20foot radius increases by 10. At 14th level, you may use this ability twice per day. This effect lasts for a number of minutes equal to your oracle level. You must be at least 7th level to select this revelation.

Concussive Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of sonic



use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any attacks you make with a melee weapon deal an extra 1d6 sonic damage for every two oracle levels you possess.

Deafening Burst (Su): As a standard action, you can create a massive blast of sound. The blast has a range of 60 feet, as well as a 30-foot radius that increases by 5 feet for every 4 oracle levels after 7th. Creatures in the area take 1d6 points of sonic damage per oracle level, and are deafened for 1 hour. A successful Fortitude save (DC equal to 10 + half your oracle level + your Charisma modifier) results in half damage, and creatures are instead shaken for 1d6 rounds. You must be at least 7th level to select this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Enthralling Song (Su): As a full-round action, you can cause one or more creatures to become fascinated, as with the bard's Fascinate ability\*. Each creature fascinated must be within 60 feet, able to see and hear you, and capable of paying attention. You must also be able to see the creatures affected. Any major distraction prevents this ability from working. You can cause one additional creature to be fascinated at 7th level and every four levels thereafter.

Golden Voice (Ex): You gain a +2 competence bonus to Bluff, Diplomacy, Intimidate, and Perform checks. This bonus increases to +4 at 7th level, and +6 at 14th level.

Keen Hearing (Ex): You gain a bonus to Perception checks made to notice sounds equal to half your oracle level.

Silent Spellcaster (Ex): You gain Silent Spell as a bonus feat. All spells you cast may gain the benefit of Silent Spell without increasing the spell's effective level or casting time.

Sonic Adept (Ex): You cast spells with the sonic descriptor at +1 caster level. At 4th, 9th, 13th, and 17th level, you gain one additional spell known. This spell must have the sonic descriptor.

*Sonic Boom (Su):* Once per day, as a swift action you may gain a +50 ft. enhancement bonus to your base land speed for a number of rounds equal to your Charisma modifier. In addition, this sudden movement creates a burst of sound centered on your starting position. Every creature within 5 feet of your position at the beginning of your move action must make a Fortitude save (DC equal

damage for every two oracle levels you possess. You can to 10 + half your oracle level + your Charisma modifier), with a failed save resulting in 1d6 sonic damage for every three levels of oracle you possess (successful saves result in no damage). You may only use this ability when taking a move action. At 10th level, you may use this ability twice per day.

> Speed of Sound (Ex): You gain a +10 ft. enhancement bonus to your base land speed. At 5th level, you gain Run as a bonus feat. At 10th level, you gain Lunge as a bonus feat.

> Final Revelation: Upon reaching 20th level, you become a master of sound. All spells you cast with the sonic descriptor are automatically Empowered and Maximized. This does not increase the spell's casting time or effective level. In addition, you become attuned to your body's natural vibration, granting you SR 12 + your oracle class level.

## Oracle's Curses

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Bad Luck: Bad things always seem to happen to you. Any time you roll a natural 20, roll again and take the lower of the two rolls. A number of times per day equal to 2 + your Charisma modifier, you may add half your oracle level (rounded up) to any one skill check. At 5th level, a number of times per day equal to 2 + your Charisma modifier, you may add half your oracle level (rounded up) to any one attack roll. At 10th level, whenever you roll for initiative, roll twice and take the higher of the two rolls. At 15th level, whenever you roll a natural 1, roll again and take the higher of the two rolls.

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Emotionless: You have a difficult time feeling emotions and understanding the emotions and motives of others. You take a -5 penalty to Bluff, Diplomacy, Intimidate, and Sense Motive, and these skills are never class skills for you. You gain a +4 competence bonus on saves made against mind-affecting effects. At 5th level, you can no longer become Shaken. At 10th level, you are immune to the effects of spells from the enchantment (charm) school. At 15th level, you gain a competence bonus equal to half your oracle level on Will saves versus fear.

Hated: Something about you deeply unsettles people. NPCs are always treated as unfriendly towards you, and the Diplomacy DC to change the starting attitude of NPCs increases by 5. At 5th level, you gain a bonus to Intimidate equal to half your oracle level. At 10th level, choose a favored enemy from the ranger's list of favored enemies. You gain a +2 competence bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against to attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures. At 15th level you may choose an additional favored enemy and your bonuses against any one favored enemy increase by +2.

Simpleminded: You are particularly slow-witted for a member of your race. You must have an Intelligence score of 8 or lower to select this curse. Your Intelligence score cannot be raised above 10, even by magical means. You may use your Wisdom modifier instead of your Intelligence modifier when determining your bonus to Spellcraft checks. Starting at 5th level, you may add your Wisdom modifier to the number of skill points you receive when you gain a level. At 10th level, you may add your Wisdom modifier to the save DC of all of your spells in addition to your Charisma modifier. At 15th level, you are immune to the effects of the enchantment (compulsion) school.

Technical Ineptitude: You have a singular inability to use anything more complicated than simple tools, much less complex magic devices. You gain a permanent -6 penalty to all Craft skills, and Disable Device and Use Magic Device are never class skills for you. You gain a +3 bonus to Spellcraft checks and concentration checks. At 5th level, you gain a +3 bonus to Will saves versus magical traps. At 10th level, the bonus to Spellcraft and concentration checks increases to +6. At 15th level, the bonus to Will saves versus magical traps increases to +6.

Voices: Words in strange and obscure tongues whisper constantly in the back of your mind. This constant susurrus causes you to take a -4 penalty to Perception checks and spellcasting concentration checks. You gain a +3 competence bonus to Will saves versus mind-affecting effects. At 5th level, this bonus increases to +6. At 10th level, the voices grow clearer, granting a +4 bonus to any one Knowledge skill. At 15th level, all Knowledge skills are class skills for you.

## Oracle Archetypes

## Ascetic

The ascetic seeks to perfect her inner self through meditation and self-denial. In living a life of the mind, free from earthly distractions, the ascetic gains purity of body and clarity of thought.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: magic aura (2nd), detect thoughts (4th), seek thoughts\* (6th), mage's

creatures of the selected type, and you get a +2 bonus private sanctum (10th), true seeing (12th), vision (14th), protection from spells (16th), astral projection (18th)

> Revelations: An ascetic must take the following revelation at 1st level.

*Mental Acuity (Ex):* As the lore mystery revelation.

Final Revelation: At 20th level, you have mastered your inner self and achieved perfection of mind and body. You gain spell resistance equal to your oracle level + 10, as well as immunity to all diseases (including supernatural and magical afflictions). This replaces the final revelation of the oracle's mystery.

Recommended mysteries: arcana, heavens, lore, nature

## Crone

The crone traffics with dark forces in order to gain personal power... for a price.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: ill omen\* (2nd), pox pustules\* (4th), blood biography\* (6th), bestow curse (8th), magic jar (10th), unwilling shield\* (12th), greater polymorph (14th), trap the soul (16th), dominate monster (18th)

Special: In keeping with their haglike nature, only females may take this archetype.

**Revelations:** A crone must take the following revelation at 1st level.

Ill Will (Su): As the luck mystery revelation.

Final Revelation: Upon reaching 20th level, your dealings with fell powers have effectively transformed you into a hag. Your creature type changes to monstrous humanoid (this change does not alter your Hit Dice, hit points, saving throws, class skills, or proficiencies). You are constantly under the effects of pass without trace and tongues as spell-like abilities. In addition, you are able to cast alter self and invisibility at will as spell-like abilities. The caster level for your spell-like abilities is equal to your oracle level.

Recommended mysteries: bones, darkness, luck, rot





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divine through the use of hallucinogenic plants.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: keen senses\* (2nd), displacement (6th), dragon's breath\* (8th), elemental body II (10th), true seeing (12th), ethereal jaunt (14th), euphoric tranquility\* (16th), foresight (18th).

**Revelations:** An entheogenecist must take the following revelations at the listed levels.

Lotus Eater (Ex): Once per day as a standard action, you may ingest an admixture of psychoactive plants to gain one of the following benefits:

- A temporary bonus to one ability score equal to your Charisma modifier.
- · A temporary bonus to all saves equal to your Charisma modifier.
- A temporary bonus to a single skill check equal to 5 + half your oracle level (minimum 1)
- A temporary bonus to a single attack or damage roll equal to your Charisma modifier.

These bonuses are sacred bonuses that last for a number of minutes equal to your oracle level. Using this ability consumes 10 gp worth of material components. You gain one additional daily use of this ability at 3rd, 6th, 9th, 12th, 15th, and 18th levels. You must select this revelation at 1st level.

Transcendental Bond (Su): As the nature mystery revelation. You must take this revelation at 3rd level.

**Recommended mysteries:** arcana, bones, nature, revelations at the listed levels. primeval

## Mad Prophet

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The mad prophet sacrifices her sanity to gain insight into the mysteries of existence and seeks to spread the influence of her insane enlightenment.

**Bonus Spells:** These bonus spells replace the oracle's mystery bonus spells at these levels: touch of idiocy (4th), arcane sight (6th), moonstruck\* (8th), false vision (10th), legend lore (12th), expend\* (14th), mind blank (16th), *mage's disjunction* (18th)

**Revelations:** A mad prophet must take the following revelations at the listed levels.

Eldritch Whispers (Su): As the arcana mystery revelation. You must take this revelation at 1st level.

Gift of Madness (Su): Once per day, you may make a The entheogenecist seeks deeper communion with the melee touch attack against any creature. If the touch attack hits, the creature takes 1d6 Wisdom damage, and you gain a bonus to your Wisdom equal to the amount of damage dealt. This bonus lasts for a number of minutes equal to your oracle level. At 12th level, you may use this ability twice per day, and the bonus lasts for a number of minutes equal to twice your oracle level. At 17th level, you may use this ability three times per day, and the bonus lasts for a number of hours equal to half your oracle level rounded down. You must take this revelation at 7th level.

Recommended mysteries: battle, rot, sound, wind

## Tribal Shaman

Hailing from areas far from the reach of civilization, tribal shamans use their otherworldly abilities to control the elements, protect their tribe, and bring ruin to their enemies.

**Class Skills:** A tribal shaman adds Knowledge (nature) and Survival to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: alter winds\* (2nd), whispering wind (4th) campfire wall\* (6th), stoneskin (8th), life bubble\* (10th), move earth (12th), control weather (14th), moment of prescience (16th), shapechange (18th)

**Revelations:** A tribal shaman must take the following

*Talisman (Su):* As the arcana mystery revelation. You must take this revelation at 3rd level.

Walkabout (Su): Once per day, you may tap into the knowledge of the spirits to discern the most direct route to a specified destination. This action requires thirty minutes of concentration and preparation before the most direct route is found. The location in question need not be prominent or well-known, but you must know the location's name in order to discern its location. This ability enables you to sense the correct direction that will eventually lead you to your destination, indicating at appropriate times the exact path to follow or physical actions to take (as per the spell find the path). You must take this revelation at 11th level.

Recommended mysteries: bones, heavens, nature, primeval

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## Wanderer

Whether due to a troubled past or a lust for adventure, a must take this revelation at 1st level. wanderer devotes her life to the road and the journey.

**Class Skills:** These bonus spells replace the oracle's mystery bonus spells at these levels: A wanderer adds Knowledge (geography), Knowledge (local), and Survival to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: ant haul\* (2nd), bear's endurance (4th), shifting sand\* (6th), overland flight (10th), getaway\* (12th), phase door (14th), gate (18th)

**Revelations:** A wanderer must take the following Guide<sup>TM</sup> revelations at the listed levels.

Resiliency (Ex): As the battle mystery revelation. You

Traveler's Endurance (Ex): For a number of hours per day equal to half your oracle level, you may ignore the effects of the fatigued condition. At 7th level, you only need to spend a number of hours equal to 8 - half your oracle level to remove the fatigued condition. At 11th level, you are immune to the exhausted condition. You must take this revelation at 3rd level.

Recommended mysteries: luck, nature, waves, wind

\*Pathfinder® Roleplaying Game: Advanced Player's



The purpose of life for a wandering oracle is the journey and the sights along the way, not the destination.

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## Corps & Corps

You lock weapons with your foe in an attempt to try and gain a position for an attack by jockeying around so that the 'strong' side (the half closer to the hilt) of your weapon is pressing against the opponent's 'weak' (the other half), you can do this in place of a melee attack or a parry attack. If your combat maneuver check is successful, you gain a +2 circumstance bonus to your next attack roll or combat maneuver check made against the target and you do not provoke an attack of opportunity when performing that combat maneuver. If your combat maneuver check exceeds the CMD of the target by 10 or more, the circumstance bonus increases to +4. If your combat maneuver check fails by 5 or more, your maneuver is countered and your opponent gains a +2 circumstance to her next attack roll or combat maneuver check made against you and she does not provoke an attack of opportunity when performing that combat maneuver.

## Create Opening

Combat Maneuvers

You can attempt to create an opening in place of a melee attack. If you do not have the Improved Create Opening feat, or a similar ability, attempting to create an opening provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target suffers a -5 circumstance penalty to AC against your next melee attack. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target suffers the penalty to AC for 1 round. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Enemy Cover

You move inside the arc of an opponent's attacks and move as they move so that neither they nor their allies can get a direct bead on you; this is a special move action used as part of Combat Expertise, Fighting Defensively, or Total Defense. If your combat maneuver check is successful move into that creature's square and you gain the benefit of cover against all attacks so long as they are at least your size category or larger. You can now choose to move with your opponent when they do, so long as you have movement remaining though all your other actions occur during the normal initiative order. You must make a successful combat maneuver check each round to maintain enemy cover. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action. If your combat maneuver check exceeds the CMD of the target by 10 or more, attacks that miss you have a 50% chance of striking the target of this maneuver for 1 round. If your combat maneuver check fails by 10 or more, you provoke an attack of opportunity and leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Garrote Opponent

You can attempt to strangle an opponent as a standard action with some cord-like weapon (you grab a woman's scarf, a rope, an actually strangling cord, or a professional assassin's razor wire) or a choke hold as part of a grapple. If

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you do not have Improved Garrote Opponent, or a similar ability, attempting to Garrote Opponent provokes an attack of opportunity from the target of your maneuver and your opponent is also able to hold her breath (which is why most garrote attacks are preformed against unaware and flat-footed opponents). Opponents add +4 to their CMD if wearing Full Plate or a Leather Collar -or-+10 if wearing a Gorget. If your combat maneuver check is successful, you move into the target's square and begin doing Garrote damage (1d8 for a Medium-sized creature, plus your Strength Modifier). In addition, a target that was not able to hold their breath must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies.

Moving into the target's square generates Attacks of Opportunities from other foes, but not the target. You both receive all the standard penalties of the Grappled condition. If your combat maneuver check exceeds the CMD of the target by 10 or more, add a +2 circumstance bonus to the DC of the Constitution Check. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver TO THE PARTYLAND STATES AND STALLET AND STATES AND STATES



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Stepping in close to one's opponent grants extra cover to you. Fight smarter, not harder.

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granting the target a +5 circumstance bonus to its attacks against you for 1 round.

If You Are Garroted: If you are garroted, you can attempt to break free as a standard action by making a combat maneuver check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). In addition, you could attempt to sunder the strangling cord. If you succeed, you break free and can act normally.

## Hinder Natural Attack

You can attempt to disable one of your opponent's natural attacks in place of a melee attack. If you do not have Improved Hinder Natural Attack, Improved Sunder, or a similar ability, attempting to Hinder Natural Attack provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage and cannot use the chosen natural attack for 1 round or until that damage is healed whichever happens first. If your combat maneuver check exceeds the CMD of the target by 10 or more, the chosen natural attack cannot be used for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you provoke an additional attack of opportunity from the target of your maneuver, even if the target has no attacks of opportunity available.

## Hinder Special Ability

You can attempt to disable one of your opponent's special abilities in place of a melee attack. If you do not have Improved Hinder Special Ability, or a similar ability, attempting to Hinder Special Ability provokes an attack of opportunity from the target of your maneuver. You can make a combat maneuver against the part of your opponent's anatomy (CMD +4) that is obviously the source of, or provides the power behind, a supernatural or extraordinary ability, such as a creature's mouth (for a breath weapon) or its eyes (for a gaze attack). You cannot target a spell-like ability unless the GM judges that the creature generates it using a specific organ or body part. If your combat maneuver check is successful, your target suffers half damage from your melee attack and cannot use the chosen special ability for 1 round, or until that damage is healed, whichever happens first. If your combat maneuver check exceeds the CMD of the target by 10 or more, the chosen special ability cannot be used for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you are automatically subject to an attack by that special ability, this does not require an action on the part of your target opponent.

## Joint Strike

You can attempt to damage one of your opponent's joints in place of a melee attack (for example you attempt hit an opponent's knee with a warhammer). If you do not have Improved Joint Strike, or a similar ability, attempting to Joint Strike provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Reflex save (DC 10+1/2 your character level + your Strength or Dexterity modifier) or the target suffers 1 point of Dexterity or Strength Damage (your choice). If your combat maneuver check exceeds the CMD of the target by 10 or more, the ability damage increase to 2 points of damage or a 1 point to both Strength and Dexterity. If your combat maneuver check fails by 10 or more, you overextend and leave yourself open to a reversal from the target and you suffer a point of dexterity or strength damage upon a failed save (same DC).

## Paralyze Opponent

Once per round you can attempt to paralyze an opponent in place of a melee attack (for example by striking or pinching the correct pressure point). If you do not have Improved Paralyze Opponent, or a similar ability, attempting to Paralyze Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fortitude saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Paralyzed condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Paralyzed condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

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#### Parry Attack

You can attempt to block a single attack with your weapon or shield; this is a special melee attack action used as part of Combat Expertise, Fighting Defensively, or Total Defense. If you are not using a shield, Combat Expertise, Improved Parry, or a similar ability, attempting to Parry Attack provokes an attack of opportunity from the target of your maneuver. Due to the amount of concentration required to block an assault, parry attack counts against the number of Attacks of Opportunity you are allowed in a given round and the number of melee attacks you can make in a given round. If your combat maneuver check

is successful, the next melee attack made by your chosen target fails to hit, unless that opponent successfully performed a Feint combat maneuver against you before they attack. If the combat maneuver check exceeds the CMD of the target by 10 or more, you can riposte as a free attack of opportunity, attempt a Corps A Corps, or Disarm combat maneuver after your Parry Attack takes effect. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Rope-A-Dope

You can attempt to tire out an opponent as part of Total Defense. If you do not have the Improved Rope-A-Dope, or a similar ability, attempting to Rope-A-Dope provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target must make a successful Fortitude Save (DC 10 + 1/2 your character level + your Strength or Dexterity Modifier) or gain the fatigued condition. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the exhausted condition upon a failed save. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are fatigued instead upon a failed Fortitude Save (you tire out from the extra effort put forth).

### Sacrificial Critical

You attempt to accept a critical hit in an effort to make one of your own in place of a standard action.

If you do not have the Improved Sacrificial Critical, or a similar ability, attempting a Sacrificial Critical provokes an additional and separate attack of opportunity from the target of your maneuver that automatically hits and automatically confirms a critical hit. If your combat maneuver check is successful, you leave yourself wide open and helpless, provoking an attack of opportunity that automatically hits and automatically confirms a critical hit. If your opponent takes advantage of this opening, you may make a single attack that automatically threatens a critical hit if successful. You opponent can choose not to take this attack of opportunity. If your combat maneuver check exceeds the CMD of the target by 10 or more, the critical hit against you is not automatically confirmed and instead is only threatens a critical.

## Sap

Once per round you can attempt to knock an opponent unconscious in place of a melee attack that deals bludgeoning damage. If you do not have Improved Sap,

or a similar ability, attempting to Sap provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fort saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Unconscious condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Unconscious condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Scar Opponent

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You can attempt to create a vicious scar on your opponent's body as part of your next attack in place of a melee attack. If you do not have the Improved Scar Opponent, or a similar ability, attempting to Scar Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes one point of damage and is left with a scar that can only be healed by magical healing, fast healing or regeneration. If your combat maneuver check exceeds the CMD of the target by 10 or more, you can if you choose to make the wound so vicious it deals 2d6 points of bleed damage each round.

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## Dirty Tricks!

The Pathfinder® Roleplaying Game: Advanced Player's Guide<sup>™</sup> introduced a new combat maneuver Drity Trick but left a great up to the arbitration of the GM what we present here are guidelines to make it quicker and easier for you to make greater use of this combat maneuver. Blind Opponent

You can attempt to temporarily blind an opponent (poke him in the eyes, throw sand in his face, etcetera) in place of a melee attack as a standard action. If you do not have the Improved Dirty Trick, or a similar ability, attempting to Blind Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target gains the blinded condition for one round and is inflicted with the dazzled condition for an additional round after that. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the blinded condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are blinded for 1 round instead (you accidentally poke your own eyes, the sand is blown back in your face, etcetera).

## Confuse Opponent

Once per round you can attempt to confuse your opponent with a shocking strike to its sensory system in place of a melee attack as a standard action.. If you do not have Improved Dirty Trick, or a similar ability, attempting to Confusing Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage from the attack and must make a successful Will saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Confused condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Confused Condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver is countered and you are inflicted with the confused condition for 1 round instead (your attack is blocked and rebounds shocking your sensory system instead).

## Cut Clothing

You attempt to embarrass your opponent by swiftly cutting their clothing to pieces without cutting their skin in place of a melee attack as a standard action. If you do not have the Improved Dirty Trick, or a similar ability, attempting to Cut Clothing provokes an attack of opportunity from the target of your maneuver (this is why it is often done to disarmed or helpless opponents). If your combat maneuver check is successful, you can deal full damage to any of your targets clothing or objects, even living a design if you so wish so long as the damage exceeds the objects hardness, you cannot deal damage to armor though you can mark it.

## Disorient Opponent

You attempt to bewilder and unbalance your opponent in place of a melee attack (for example you spin your target around, damage their senses, or overloads them with stimuli) as a standard action. If you do not have Improved Dirty Trick, or a similar ability, attempting to Disorient Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Will save (DC 10+1/2 your character level + your Strength or Dexterity modifier), or the creature suffers a -2 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks for 1d3+1 rounds. If your combat maneuver check exceeds the CMD of the target by 10 or more, the circumstance penalty increases by two with a duration of 1 hour. Also whenever the creature moves, it must roll 1d8 to randomly determine (as a grenade-like weapon) the actual direction traveled. If

your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Entangle Opponent

You can attempt to entangle your opponent's with ropelike object or by using your environment (cutting down small saplings, collapsing scaffolding, spilling a table, or cabinet in your opponent's path) in place of a melee attack as a standard action. If you do not have the Improved Dirty Trick feat, or a similar ability, attempting to Entangle Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target gains the entangled condition for one round. If your combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the entangled condition 1d3+1 rounds and is knocked prone. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are entangled for 1 round instead (you opponent manipulates the rope to her advantage, or uses one of the fallen chairs to entangle your legs, etcetera).

## Impede Movement

You attempt to hinder your opponent's wings, feet, knees, or some other body part inhibiting your foe's ability to move. If you do not have Improved Dirty Trick or a similar ability, attempting to Impede Movement provokes an attack of opportunity from the target of your maneuver. You must pick a movement mode used by your target (climbing, flying, swimming, or walking). With a successful combat maneuver you perform as a standard action, you reduce your target's current speed by half (to a minimum of 5 feet). A flying creature drops one maneuverability category for every 10 feet of speed it loses (to a minimum of clumsy). If it drops below its minimum forward speed while in the air (or to less than half speed, if its maneuverability is average or worse), it immediately falls and takes damage as normal. Note that this effect reduces a target's base speed as well as its speed after accounting for armor and encumbrance.

The effects of this maneuver do not stack with other effects that reduce speed. They last until the creature makes a successful Combat Maneuver check against your CMD as a move action.

You cannot negate an opponent's movement if it moves without the aid of obvious anatomical means, such as wings or legs. Thus, you could not negate the aerial movement of a wizard who is using a fly spell.

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## Jow Rlow

You can attempt to daze your opponent with a wicked strike to their loins in place of a melee attack as a standard action. If you do not have Improved Dirty Trick or a similar ability, attempting a Low Blow provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage from the attack and must make a successful Will saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Dazed condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with is dazed for 1d3+1 rounds and knocked Prone if it fails its save. If your combat maneuver check fails by 10 or more, you maneuver is countered and you are inflicted with the dazed condition for 1 round instead (your opponent predicted your maneuver and forces it to rebound upon your loins).

#### Nauseate Opponent

Once per round you can attempt to disrupt an opponent's vestibular system with a well-placed strike in place of a melee attack (for example, you strike an opponent near his inner ear or strike a creature's special nerve cluster) as a standard action. If you do not have Improved Dirty Trick, or a similar ability, attempting to Nauseate Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fort saving throw (10 + half your character level + yourStrength or Dexterity modifier) or be inflicted with the Nauseated condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, you inflict the subject with the Nauseated condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Jaunt Opponent

You attempt to insult and humiliate your opponent, so that they will attack you, in place of a melee attack (for example you slap your opponent with your gauntlet and throw it down in front of them) as a standard action. If you do not have Improved Dirty Trick, or a similar ability, attempting to Taunt Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Will save (DC 10+1/2 your character level + your Strength or Dexterity modifier), or attack you

for 1 round. This effect is not strictly compulsory, and the target does not attack heedless of all danger but takes all reasonable efforts to direct attacks at you. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target attacks you for 1d3+1 rounds and suffers a -2 penalty to AC due to its unguarded wrath. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

## Torment Opponent

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Once per round you can attempt not to kill your opponent but, instead, choose to deal the most amount of pain possible in place of a melee attack (for example by rather than stabbing a man in the heart you take your sword, and cut all the skin from his chest) as a standard action. If you do not have Dirty Trickc, or a similar ability, attempting to Torment Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fortitude saving throw (10 + half your character level + your Strength or Dexterity modifier) or suffer a -4 circumstance penalty on attack rolls, skill checks, and ability checks for 1 minute. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with penalties for 1 hour. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

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## Unbalance Opponent

You can attempt to hamper your opponent's reflexes in place of a melee attack as a standard action. If you do not have the Improved Unbalance Opponent feat, or a similar ability, attempting to Unbalance Opponent provokes an attack of opportunity from the target of your maneuver. You can, with a successful combat maneuver, deny an opponent his Dexterity bonus to his Reflex save or inflict a -2 circumstance penalty to his Reflex save (whichever inflicts the greatest penalty) for one round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target's penalty to reflex saves is increased by 2. If your combat maneuver check fails by 10 or more, you if your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.



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## Grapple!

## Armlock

Rather than attempting to pin an opponent that you are grappling you can attempt a single or double joint lock that hyperextends, hyperflexes or hyperrotates the elbow joint and/or shoulder joint of your opponent. A successful grapple check allows you to continue grappling the foe, and applies to damage the joint as part of the standard action spent to maintain the grapple. You deal your normal damage from grappling and inflict the Sickened condition on the target who can take no actions that requires two hands to perform until the damage dealt by this attack is healed. If your combat maneuver check exceeds the CMD of the target by 10, or more, your opponent must succeed at a Fortitude save (DC 10 + 1/2 your character level plus your Strength modifier) or also suffer from the Nauseated condition for one round. If your combat maneuver check fails by 10 or more, your opponent escapes your grapple and you fall prone in your current square.

#### Throw Opponent

You can throw your opponent across the room once you are grappling them; a successful grapple check allows you to continue grappling the foe, and allows you to throw your opponent as part of the standard action spent to maintain the grapple. If your grapple check is successful, your target is thrown 5 feet. For every 5 by which your check exceeds your opponent's CMD you can throw the target an additional 5 feet. You inflict damage to your target equal to a club of your size (1d6 for medium) plus strength modifier and they are knocked prone, but are no longer grappled. You can however chose to maintain your grapple by falling prone on your opponent though you throw him into square you currently occupy and deal an additional amount of damage equal to a club appropriate to your size (1d6 for medium). This damage can be either lethal or nonlethal. You can also attempt to throw your opponent into a secondary target requiring a ranged attack roll. If you do not have the Improved Grapple, Improvised Weapon, Grab, or a similar ability, you suffer a -4 non proficiency penalty and provoke an attack of opportunity from both the targets of your maneuver (you still provoke attacks of opportunity from all other foes for using a ranged weapon both targets suffer damage equal to a club appropriate for your size (1d6 for medium) plus your Strength modifier. If your grapple check exceeds the CMD of the target by 10 or more, your opponent must succeed at a Fortitude save (DC  $10 + \frac{1}{2}$  your character level plus your Strength modifier) or suffer from Stunned condition for one round. If your grapple check fails by 10 or more, your opponent escapes, your grapple and you fall prone in your current square.

## Seize Massive Attack

As part of a readied action, you attempt to latch on tight when larger creatures use attacks. If you do not have the Improved Grapple, or a similar ability, attempting to Seize Massive Attack provokes an attack of opportunity from the target of your maneuver. When your target opponent (who must be a larger size category) successfully hits you with a melee attack, you may grab hold of the attacking appendage or weapon and latch on tight with a successful combat maneuver. While you are latched on, you gain a +4bonus to hit and damage and lose your dexterity, dodge, and shield bonuses to your armor class. You may also make attacks with only a single hand. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action.

## Feats

Improved [Insert Combat Maneuver] (Combat) You are skilled at performing a specific combat maneuver. Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a [Insert Combat Maneuver] combat maneuver. In addition, you receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to perform this combat maneuver against you.

Normal: You provoke an attack of opportunity when performing a [Insert Combat maneuver] combat maneuver.

**Designer's** Note: Rather than list 14 new feats that are all essentially the same I have opted to do one feat that covers all but a few of the preceding combat maneuvers, so when a combat maneuver says for example: If you do not have the Improved Bypass Armor, or a similar ability, attempting to Bypass Armor provokes an attack of opportunity from the target of your maneuver; It is referring to the feat shown above.

#### **Greater Bypass Armor (Combat)**

You are skilled at slipping past your opponent's armor. Prerequisites: Combat Expertise, Improved Bypass Armor, base attack bonus, +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Bypass Armor. You can bypass armor as a move action, whenever you use Bypass Armor to cause an opponent to lose his Armor and/or Natural Armor bonus; he loses that bonus until the beginning of your next turn,

in addition to losing that bonus against your next attack. Normal: You normally Bypass armor as a standard action. A creature you Bypass Armor loses its Armor and/ or Natural Armor bonus against your next attack. **Greater Create Opening** You are skilled at confusing your opponents. Prerequisites: Combat Expertise, Improved Create Opening, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Create Opening. Once per round you can perform a create opening combat maneuver as a swift action.

#### **Greater Enemy Cover**

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You are skilled at using your opponents for cover.

Prerequisites: Combat Expertise, Improved Enemy Cover, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Enemy Cover. You gain an addition 10' of movement when using this feet as you allow your opponents momentum to move your forward.

#### **Greater Garrote Opponent (Combat)**

You are skilled at strangling and choking your opponents. Prerequisites: Combat Expertise, Improved Garrote Opponent, base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Garrote Opponent. In addition, you add a +2 to the DC of the Constitution Check against the effects of this maneuver.

#### **Greater Hinder Natural Attacks (Combat)**

You are skilled at hindering your opponent's natural attacks.

Prerequisites: Combat Expertise, Improved Hinder Natural Attacks or Improved Sunder; base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Hinder Natural Attacks. In addition, you deal full damage to the creature rather than half damage.

## **Greater Hinder Special Abilities (Combat)**

You are skilled at hindering your opponent's special abilities.

Prerequisites: Combat Expertise, Improved Hinder Special abilities; base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Hinder Special Abilities. In addition, you deal full damage to the creature rather than half damage.

## **Greater Impede Movement (Combat)**

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You are skilled at hindering your opponent's movement. Prerequisites: Combat Expertise, Improved Impede Movement; base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Impede Movement. In addition, you deal full damage to the creature rather than half damage.

#### Greater Paralyze Opponent (Combat)

You are skilled at paralyzing your opponents.

Prerequisites: Combat Expertise, Improved Paralyze Opponent, base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Paralyze Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

#### **Greater Parry Attack (Combat)**

You are skilled at paralyzing your opponents.

Prerequisites: Combat Expertise, Improved Parry Attack, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Parry Attack. If you riposte, you also gain a +1 bonus to your attack roll.

#### Greater Rope-A-Dope (Combat)

You are skilled at tiring out your opponents.

Prerequisites: Combat Expertise, Improved Rope-A-Dope, base attack bonus +9, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Rope-A-Dope. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

## **Greater Sacrificial Critical (Combat, Critical)**

You are skilled at accepting an attack that leaves your opponent vulnerable.

Prerequisites: Combat Expertise, Critical Focus, Improved Sacrificial Critical, base attack bonus +17, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a

foe. This bonus stacks with the bonus granted by Improved Sacrificial Critical. Once per day when you perform this maneuver if you confirm the critical you opponent must make a successful Fortitude Saving throw (DC 10 + 1/2 your character level + your strength or dexterity modifier [your choice]) or suffer 10 points of damage point of base attack bonus you possess (to a maximum of 200 points) a successful save negates this extra damage. This extra damage is not multiplied by the critical hit.

## **Greater Sap (Combat)**

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#### You are skilled at knocking out your opponents.

Prerequisites: Combat Expertise, Improved Sap, base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Sap. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

#### Greater Scar Opponent (Combat)

#### You are skilled at knocking out your opponents.

Prerequisites: Combat Expertise, Improved Scar Opponent, base attack bonus +12, Int 13, possesses any supernatural ability.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Scar Opponent. Once per round you can perform a Scar Opponent combat maneuver as a swift action.

Special: Once per day by combining this with some of your supernatural power you can make this scar unhealable by magical healing, fast healing, or regeneration. (Though the damage can be healed it leaves a scar)

### **Greater Strike Joint (Combat)**

You are skilled at damaging your opponent's joints.

Prerequisites: Combat Expertise, Improved Strike Joint, base attack bonus +9, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Strike Joint. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

## The Masters of the Art

The practitioners of the Art predate the orders of holy soldiers and crusaders of Our War Marshal of the Heavens dating back long before the rise of the Cynmark Dynasty, before there was even a fishing village named Questhaven. Their gifts, which they call "the Art" according to their mythology, were first taught to mortals and immortals alike by Our War Marshal of the Heavens when the deities and powers first began to teach the races during the Epoch of Trinity. When the first Holy Citadels of Our War Marshal in Heaven were founded, the Masters of the Art were his first followers.



was nearby beforehand.

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In the current Epoch of Heroes they are teachers of martial skills, they learn to use every weapon in every possible way, discovering old and new tricks and maneuvers, many of which remain secrets known only to the Masters of the Art. However, they will teach their ways to any who wish to learn, are prepared to pay the price (which sometimes is not simply gold), and can pass their tests as worthy students. The majority of their earnings go to the Holy Citadels though they also support themselves with these earnings; they tend to live rather modestly. The Art is, in essence, the study of every known form of armed and unarmed combat.

Like all followers of *Our War Marshal in Heaven* they follow a doctrine of status through merit, celibacy, exercise, tithing, and honesty. They do not cut their hair or adorn themselves with tattoos, knowingly imbue intoxicants, or eat unnatural foods (such as the body of an aberration or outsider). They always carry the five symbols of their faith: bracer, holy symbol [the shield and sword or the bundle of sticks], a lock of hair, a weapon, and unshorn hair (usually braided).

The majority of the Masters of the Art are either exmonks who have discarded introspection and spiritualism for the arts of combat or they are martial combatants who find artistry and beauty in violence rather than embracing the brutality of blood and battle. The order, however, welcomes anyone who worships their god and is interested in mastering their arts. There are a number of titles with the order of the Masters of the Arts, listed here in ascending order of importance: Master of the Arts, Master at Arms of the Arts, Master Instructor of the Arts, Master Virtuoso of the Arts, and Grandmaster of the Arts. These titles are never politically motivated and are always awarded based on merit, being awarded by a master of a higher importance.

Masters of the Art who have not joined the Questor's Society serve strictly as instructors at the Holy Citadel of Unshorn Locks. They are deadly serious about their obligations to their students and specifically the training of militia and mercenary forces. They are extremely unlikely to travel except to train a special student or assist a member of the Questor's Society on an "adventure." There are Masters of the Way who are members of the Questor's Society who seek perfection of the Art through real battles against deadly foes.

## Master of the Art Prestige Class

Hit Die: d10

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#### Requirements

To qualify to become a Master of the Art, a character must fulfill all of the following criteria.

Alignment: Any non-chaotic

Ability Score: Int 13

**Base Attack Bonus** +5

**Skills:** Acrobatics 2 ranks, Profession (Teacher) 2 ranks **Feats:** Combat Expertise, Quick Draw, Weapon Focus, any 2 Combat Maneuver Feats and Unarmed Strike (or a natural weapon) ○ こ よんガアメムシンビンハアデア レビス ムムス ムムムム レイシス ムマ シーム

**Special:** Masters of the Art are a holy order within the church of the deity of battle, physicality, physical struggle, valor, unity, and/or war. The Masters cannot pass on the deep arts to unbelievers. While they will teach anyone of any race or even other religions, the deeper arts of a Master of the Arts can only be taught to a dedicated worshiper of their deity. A prospective Master of the Arts must also pass ordeals of training as set down by their deity, these trials include tests of piety and loyalty to their temples, and often a donation of 1,000 gp per character level is customary (though not required).

#### **Class Skills**

The Master of the Art's class skills (and the key ability for

Jable: Master of the Art							
Level	Base Attack Bonus	Fort Save	<b>Ref Save</b>	Will Save	Special		
1st	+1	+1	+0	+0	Training Expertise		
2nd	+2	+1	+1	+1	Bonus Feat		
3rd	+3	+2	+1	+1	Assess Battle		
4th	+4	+2	+1	+1	Bonus Feat		
5th	+5	+3	+2	+2	Combat Virtuoso		
6th	+6	+3	+2	+2	Bonus Feat		
7th	+7	+4	+2	+2	Trained Reactions		
8th	+8	+4	+3	+3	Bonus Feat		
9th	+9	+5	+3	+3	Deflect Arrows		
10th	+10	+5	+3	+3	Bonus Feat, Secrets of the Arts		

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Knowledge (Religion) (Wis) Perception (Wis), Perform (Cha), Profession (teacher) (Wis) and Sense Motive (Wis). Skill Ranks at Each Level: 4 + Int modifier.

## **Class Abilities**

Weapon and Armor Proficiency: A master of arts is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Training Expertise (Ex): At 1st level, a master of the arts can deal nonlethal damage with any weapon at no penalty and can choose the amount of damage he deals when dealing nonleathal damage from a minimum of 1 point to the maximum amount of damage possible.

Bonus Feats (Ex): Starting at 2nd level, at every even level, a master of the arts gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Upon reaching 4th level, and at 8th level, a master of the arts can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the master of the arts loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A master of the arts can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Assess Battle (Ex): At 3rd level, a master of the arts gains an insight bonus to his Initiative check equal to his Intelligence modifier.

Combat Virtuoso (Ex): At 5th level, you gain a +2 insight bonus to your combat maneuver bonus and your combat maneuver defense

Trained Reactions (Ex): At 7th level, if a master of the art delays his action he can respond to an allies or opponent's action as if he had readied an action to respond to it, though he must have been aware of the ally and/or opponent in order to be able to respond to that creature's actions.

Deflect Arrows (Ex): At 9th level, a master of the arts gains the benefit of the Deflect Arrows feat when armed or unarmed. The master of the arts does not need a free hand to use this feat.

Secrets of the Art (Ex): At 10th level, a master of the art never provokes an attack of opportunity when performing any combat maneuver, subject to GM

each skill) are Acrobatics (Dex), Climb (Str) Bluff (Cha), adjudication the character can develop a new combat maneuver.

## Glossary

Cynmark Dynasty: A 2000 year empire mared ruled in its entirety by the dread lich Korvak Cynmark the Immortal Emperor; If you are not using the Questhaven campaign setting you can replace this with any fallen empire marked by an evil rulership.

Our Deities of Questhaven: The people of Questhaven believe referring to gods by their names is blasphemous, instead they refer to deities by titles. The most common titles start with "Our" as a deity regarded favorably by the speaker and "Their" as one regarded unfavorably.

Our War Marshal in the Heavens: God of battle, the body, hawks, horses, physical struggle, soldiers, valor, war, warriors, and unity. Also known as Our Queen's Consort, Master of Might, Unshorn Sovereign of Valor, Hawk of War, Dauntless Stablemaster of the Struggle, and First Guardian of the Fasces If you are not using the Questhaven campaign setting you can replace him with any deity of valor or war.

Questhaven: A major metropolis on the coast of a mystical sea. Freed from the rule of Korvak Cynmark the Immortal Emperor two hundred years ago, it is currently ruled by the cities liberators an oligarchy of adventurers known as the Questor's Society, it is also known as The Evocative City and The City of Adventure, it is referred to in a derogatory fashion as The City of Bastards due to the lack of a hereditary nobility and for the high population of half-breeds and unusual races that reside in the city. If you are not using the Questhaven Campaign setting you can replace it with any major urban metropolis.

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