

Rite Publishing Presents

# The Secrets of Tactical Archetypes



By Will McCardell



Rite Publishing Presents:

# The Secrets of Tactical Archetypes

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## Introduction

In the *Pathfinder Roleplaying Game*, 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.

This product consists of six archetypes: Celestial Commander (Summoner), Inspiring Commander (Cavalier), Mechanist (Gunslinger), Pack Hunter (Ranger), Shogun (Samurai), and War Warder (Magus). 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.

## Celestial Commander (Summoner Archetype)

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.

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.



### Celestial Commander

**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:

- 1) *rally point* (Pathfinder® Advanced Player's Guide™)
- 2) *spiritual weapon*, *tactical acumen* (Pathfinder® Roleplaying Game Ultimate Combat™)
- 3) 3 – *spiritual ally*
- 4) 4 – *hallow*, *lesser planar ally*
- 5) 5 – *bestow grace of the champion* (Pathfinder® Roleplaying Game Ultimate Magic™), *planar ally*
- 6) 6 – *greater planar ally*

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.

At 18<sup>th</sup> level, the celestial commander can cast *miracle* once per week as a spell-like ability. He must still pay any material costs. This ability replaces life link and eidolon.

**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, all his summoned creatures gain a +1 luck bonus (minimum one) on attack and weapon damage rolls. At third level and every 3 levels thereafter, this bonus increase by one, to a maximum of +7 at level 18.

-At 7<sup>th</sup> level, for purposes of smite evil, the summoned creatures use the celestial commander's Charisma modifier.

-At 13<sup>th</sup> level, all allies adjacent to one of the summoned creatures gain half of the summoned creature's luck bonus as a luck bonus.

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.

**Augment Summons (Ex)** At 2<sup>nd</sup> level, the celestial commander receives the Augment Summons feat for free, as if he meet the prerequisites. This ability replaces life link.

#### 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 3<sup>rd</sup> 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 3<sup>rd</sup> level, the celestial commander can pray to his deity to grant all creatures he summons 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 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 have these feats until the celestial commander prays for new ones.

At 7<sup>th</sup> 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 14<sup>th</sup> 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 6<sup>th</sup> 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 10<sup>th</sup> 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 10<sup>th</sup> 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 + ½ 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 14<sup>th</sup> 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 16<sup>th</sup> 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 20<sup>th</sup> 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.

## Inspiring Commander (Cavalier Archetype)

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 receives the following types of bardic performance:



*Inspiring Commander*

**Table: 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 1<sup>st</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> level, plus one additional time per day at 4<sup>th</sup> 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.

**Put Your Heart into It (Ex):** At 4<sup>th</sup> 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 two 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 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.

**Inspiring Voice (Ex):** At 5<sup>th</sup> 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 13<sup>th</sup> 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.

## Mechanist (Gunslinger Archetype)

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 1<sup>st</sup> 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 1<sup>st</sup> 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

### 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.

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 4<sup>th</sup> and 12<sup>th</sup> level.

**Can't Out-cast A Bullet (Ex):** At 3<sup>rd</sup> 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 spell-like ability, she gets a +1 bonus on the roll. At 5<sup>th</sup> 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 7<sup>th</sup> level mechanist can fire one shot of a loaded non-scatter 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 11<sup>th</sup> 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 15<sup>th</sup> 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 Archetype)

A pack unto itself, the pack hunter raises formidable companions who can tear their opponents to mincemeat given the chance.

#### 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™).

**Pack Wolf (Ex):** At 1<sup>st</sup> 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.

**Pack Bond (Ex):** At 4<sup>th</sup> 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:

- 1<sup>st</sup> spell level – *tactical acumen* (Pathfinder® Roleplaying Game Ultimate Combat™)
- 2<sup>nd</sup> spell level – *air walk*
- 3<sup>rd</sup> spell level – *communal air walk* (Pathfinder® Roleplaying Game Ultimate Combat™), *atavism* (Pathfinder® Roleplaying Game Ultimate Magic™)

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. 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 20<sup>th</sup> 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 +  $\frac{1}{2}$  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.

## Shogun

### (Samurai Archetype)

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 1<sup>st</sup> 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 use of resolve

is a language dependent ability. This ability replaces Mount.

**Ordered Strike:** At 1<sup>st</sup> 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. The shogun regains one point of resolve. At 11<sup>th</sup> level, this becomes a standard action.

**Diehard:** At 4<sup>th</sup> level, the Shogun receives the Diehard feat, even if he does not meet the requirements. This ability replaces mounted archer.

**Fierce Resolve (Ex):** At 6<sup>th</sup> 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 9<sup>th</sup> 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.

## War Warder

(Magus Archetype)

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.

**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.



Shogun

This replaces the normal magus weapon and armor proficiency feature.

**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 8<sup>th</sup> and 14<sup>th</sup> 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 5<sup>th</sup> level and the Heavy Armor ability normally gained at 13<sup>th</sup> level.

### Arcane Pool

At 1<sup>st</sup> 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 for each. At 5<sup>th</sup> 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 warden must take the following magus arcana at the listed level.

**Ranged Spell Shield (Su):** The war warden 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 warden'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 4<sup>th</sup> level, a war warden learns how to shape magic in a way that allows him to reposition his enemies. The war warden 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® Advanced Player's Guide™), 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 possess that modify bull rushes also modify this ability. This ability replaces Spell Recall.

**Heavy Armor (Ex):** At 7<sup>th</sup> level, a war warden gains proficiency with heavy armor. A war warden 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 11<sup>th</sup> level, if a foe's movement in the war warden's threatened area provokes an attack of opportunity and the war warden 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 + 1/2 the war warden's level + his Intelligence modifier. This ability replaces Improved Spell Recall.

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He awoke on a cold floor, the taste of cotton in the back of his mouth. His tongue felt heavy, thick; his arms refused to push him up. He floundered for a few minutes there, trying to get his bearings, trying to gain stability, control. He took a breath and was hit with something metallic mixed with the scent of sweat and fear. He opened his eyes, cautiously, and pushed himself up.

The room was small, bare concrete walls and hard stone floor. That was the first thing he saw; the second was the body. It lay in the center of the room, face-down, sprawled, a crimson pool congealed around it. The man was dressed in formal attire, though the clothes were shabby and worn. His hair was dark, mussed, matted with blood.

He pushed himself back, away from the corpse, and looked around the room wildly, alert for danger. That was when he saw the others. Four of them, two men and two women, all around the room. Three were unconscious, prone, as he had been, unceremoniously left on the floor to wake. The Fourth, one of the women, was huddled in the corner, her eyes shut tight, rocking gently and muttering to herself.

Who were these people? Was one of them the killer? Were they all potential victims? What was this place, and why was he here?

He searched his memory for the answers, but found nothing. *Nothing at all.* That struck him as slightly odd at first, but the more he searched the more terrified he became. He did not even know his name. The more he searched, though, the more he became aware that nothing was there. He could remember nothing of his life, nothing of the events that had led him here.

*Something was very wrong.*

*The Demolished Ones*

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