



THE BOOK OF MANY THINGS

Volume 1: Order and Chaos

KEVIN GLUSING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Book of Many Things

Volume 1: Order and Chaos

Kevin Glusing



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SAMURAI SHEEPDOG
6819 Guilford Bridge Dr
Apollo Beach, FL 33572
www.samuraisheepdog.com



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Introduction

Welcome to the Book of Many Things! Inside, you will find a host of options that haven't been made available for the Pathfinder Roleplaying Game until now. Many of these options have been created by request from players and GMs alike, and I will continue to add more such options as I continue to receive them.

As you can see to the right, I have dedicated this book to my father, James Glusing, who passed away on July 4, 2017 after battling for more than ten months against lymphoma. We spent a lot of time together during that time, and no matter how tired he was or how bad he felt, he always enjoyed hearing me tell him about what was happening in my life. In particular, he would always encourage me to talk about my work. How was it going? Did I still enjoy doing it? Was I still being creative and making new things?

I would tell him that I had a couple things I was tinkering with and was hopefully going to get one finished before too long. Truth is, I couldn't. From September through July, I struggled to find the creativity I needed to keep doing this work. My friends and partners at Samurai Sheepdog were, of course, very understanding that I needed that time to be with my dad, and when I wasn't with him in person, my thoughts were.

On the afternoon that we lost him, I couldn't focus on the real world. Everything was still far too painful. So, I escaped. I jumped over to Facebook, navigated to Fans of d20PFSRD and created a post, telling everybody there that I was trying to keep busy, so I wanted their requests to work on. And thus, I began the first real creative work I had done in almost a year. I had started the Book of Many Things.

Since that time, the book has grown considerably. We've had several requesters and contributors jump in to help make this as awesome as I know it can be; so much so that I've decided to clean it up to a more professional standard and publish it as a print book.

At almost 200 pages of content, it will be very fun to see so many people's ideas and the hard work we've all put into it come out in print.

So, if you're still reading, thank you for giving me a moment to share this memory of my dad with you. May this continue to be a book where you can find something you may have always wanted, or didn't know you wanted.

The Story

When the gods created the world and gave its races free will, they did all that was in their vast power to hide the fact that even they had their limits. Killing those who tread too closely to the truth in seemingly random events or tragedies, they were confident they had succeeded in remaining all that the mortals would worship.

They were wrong.

In quiet, sometimes perilous corners of the world, individuals grew mad with visions of something darker; something greater than the gods. In their seclusion, they were ignored by even the most astute of their divine creators. Left to their own devices, they found each other in the visions; communicated; shared research. This shared network became the first Cult of Those Beyond.

Ancient and dilapidated texts thought lost to time describe the first time the gods discovered the cult's existence. Though none would admit to it now, the very deities of the world attempted to destroy it, en masse, to prevent the cult from growing. But the visions foretold of this, and when the world was struck with the combined might of every known and unknown god, it trembled and cracked and quaked and shifted; but it did not break.

Every member of the cult had given themselves to protect the world that never knew them. In their death, they succeeded not only in proving the gods fallible, but in making those who remained aware of what lies beyond the grasp of their petty religions.

Since that time, the gods have taken a different tact. Rather than try to squash the resurgent cult outright, they teach of the dangers of the beings they call Chaos. Followers of the various deities of the world seek to destroy, often without question or knowledge, the creatures derived of eldritch power. The Darkest Truth, as it became known, was made into a powerful curse intended to drive mad those who learned it.

But the cult does indeed remain; and it grows stronger with each passing year. Acolytes, champions, and initiates of the cult travel alongside other adventurers, sometimes appearing as little more than clerics, paladins, or sorcerers with small quirks about their power. Only when one is sure of her companion's loyalty might she reveal more, but never all, of the truth.

To know of the greatest failure of the gods is reserved for only the most prepared, and even they often lose their minds to hear it.

Navigating This Book

Chapter 1 — Races: The Book of Many Things introduces 18 different races, each of which plays a role in the war against the Chaos. These races are presented with alternate racial traits and favored class bonuses. They also include expanded options such as archetypes, feats, and/or spells.

Chapter 2 — Classes: This chapter explores 12 new classes. Each class brings different and new features to the table, such as a battle augur's ability to steal enemy powers, the heir apparent using his family's wealth as a resource, and the invoker, whose multitude of combinations between otherworldly patron and pact boon gives the class vast replayability.

Chapter 3 — Archetypes and Class Options: 34 new archetypes fill out this chapter, including at least 1 for each new class. In addition, the chapter adds some new options for a couple of existing classes.

Chapter 4 — Feats: A handful of requested feats can be found here, as well as new multiclass feats that let you enjoy the option in a new way.

Chapter 5 — Magic: This chapter provides new spell lists for the spellcasting classes found here, as well as eldritch invocations and words of power. Closing out the chapter are new spells.

Chapter 6 — Items and Equipment: The final chapter adds a handful of new items and lists out those gained by the heir apparent and its archetypes.

To My Father, Gone

I miss you, and always will,

Because we can no longer exchange hellos or goodbyes,

But rather, I, without you, am left to say goodbye that final time.

I don't want to say goodbye, and so I refuse,

Because you will always remain in my heart, a part of me,

But I know that, without you, I must continue on.

I will continue to live my life in honor of you,

Because you helped make me who I am, and to do so is to remember you as you deserve to be remembered,

But know that I love you, and always will. That there will never be a day that I don't think of you, miss you, wish to exchange hellos and goodbyes one more time...

This book is dedicated to my dad.

In loving memory

James Glusing

April 19, 1949 - July 4, 2017





1

Races

Each of the races detailed in this chapter includes racial traits, alternate racial traits, and favored class options. When appropriate, a new race may also include an archetype or other options, equipment, feats, or spells.

The different races are divided into four separate factions: Divine, eldritch, faerie, and mortal. Each of these groups play a role in the war between order and the Chaos.

Divine Races

Before the Chaos broke through the Overrealm into the material plane, very few divine races found reason to visit the realm of mortals. Most would only go there when some demonic or devilish entity was wreaking havoc. Some, like aasimars, are born there, but always feel a sense of longing for their celestial home.

The fall of mortal kingdoms and the loss of an entire religion to chaotic beings has finally spurred the gods to get involved in the war they all knew was coming eventually. Gathering for the first time as a true pantheon in centuries, they were able to cobble together a truce that satisfied all parties so they could turn their attention to the real threat.

War was certain that the only way to defeat the Chaos was to bring the fight to it, but Life and Nature disagreed because they had already conspired to send their chosen into the Beyond Lands where they met a tragic fate. Knowledge and Secrets wished to learn more of the enemy before deciding how to deal with it. When Order finally called for a vote, the decision was to bring more of the faithful into the fold to help the mortals stem the tide and, in a few hundred of their generations, maybe close the rift again.

With the world changing, the time of mortals is coming to an end; a fact that has the gods on edge and eager to send their true children out to help mitigate the situation and hopefully turn it around.

Divine races include arbiters, dragari, god-blooded, nephilim, and seekers.

Eldritch Races

For every being created by the gods, an equivalent creature is created through entropy. This keeps the universe in balance. Until recently, many of these alternate beings never even knew of their doppelgängers' existence. When the doorways between dimensions began to open, however, it became a matter of exploration and curiosity to learn more about these children of the deities who stole from the Chaos to empower their own worlds.

Not all eldritch races are born to chaos, however. Some, like the swarmborn, are the result of common magic gone awry. The same arcane might that they wielded as spellcasters has given them greater vision into the chaotic realms beyond as it twists their physical forms into something more suitable to their new outlook. Others, like the troglodytes and skaldaks, devote themselves to chaos and eldritch study when the gods refuse to cater to them.

Eldritch races include dalets, farrealms, skaldaks, swarmborn, troglodytes, and the unnamed.

Faerie Races

The races of the Overrealm tend toward the awe-inspiring, uniquely beautiful, or primarily animalian. Each race serves a specific purpose in the lands of the fey that can be applied equally well when battling the followers of chaos on the material plane.

The fey creatures that hail from the Overrealm were created by the gods to act as their first line of defense against the Chaos, should it ever return from the distant realms to which it was banished. Over the millennia, this directive has lost meaning to the firstborn mortal races, and they grew complacent. With no immediate threat to deal with, the fey were happy to go about their lives, tending to their reflection of the material plane.

When the first signs of chaos appeared, the fey who encountered them were driven mad by what they saw. Those who found them didn't fare much better. By the time a proper defense was mounted against the incursion, only one member of that second group remained cognizant enough to provide insight. The creatures who entered the Overrealm were beaten back, but they had succeeded in sewing discord among the fey.

Believing their success to be a lasting one, the archfey returned to their divided regions to shore up borders and guard their realms jealously. They turned a blind eye to smaller, infrequent attacks, claiming the alien beasts were the remains of the main force. It was hard to argue against this point when the assaults were haphazard and disjointed with a clear lack of leadership.

Still, one faction worried that this was the intent. Unable to prove their findings to their lords, the Fae resolved to battle the Chaos on their own terms. Pooling their resources, they began recruiting mortal races and making them their champions in the war that was to come.

Faerie races include elflings, kurabi, mushroom leshys, otterlings, sokari, and xendauni.

Mortal Races

The mortal world, known by some as the material plane, is in danger. Entities from beyond the stars threaten the very existence of all of the gods' creations. Scant few have heard of this looming peril, but they have made it their mission to warn others. If only those others would listen; would give them a moment without hurrying off, trying to avoid eye contact.

Yet, they persist. Like the preachers of the many religions, calling out to the faithless, they walk up and down the streets, yelling, trying to make the others understand.

Soon, it will be too late, and the creatures of the Chaos will descend, and they will bring with them wanton destruction. Then, maybe, the others will pay heed.

Dwarves, gnomes, half-orcs, halflings, and humans. Many are the mortal races that live upon the world. Their interactions have built and ruined nations within a single member's lifetime. Yet, they survive. More so, they flourish.

There are other, less populous mortal races that live in remote regions, or hidden away in plain sight. With the world changing all the time, it's entirely possible some individuals from these races have left the safety of their homes to search for gold, glory, or a good story.

Mortal races include dwarrow, dworgs, half-dwarves, leonin, ursaren, and vulture-men.

Arbiters

The inevitables are a proud, honorable race of outsiders constructed on their homeplane and tasked with meting out justice across all planes. Of that lot, arbiters in particular have a fondness for visiting the material plane, where the atmosphere is almost euphoric. With the war between order and the Chaos finding its way to that realm, the arbiters happily flock to it in search of adventure and chaotic acts to prevent.

Physical Description: Arbiters are small, metallic balls with a singular eye at their center. Each arbiter has a pair of wings grafted to its body that help to keep it mobile. The ambient chaotic energy that suffuses the material plane makes it hard for most arbiters to fly more than a few feet off the ground. There is no clear difference between arbiter genders.

Base Height	Base Weight	Modifier	Weight Modifier
2 ft. 3 in.	116 lbs.	2d4	x3 lbs.



Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
1 year	175	263	350	+4d% years

Society: Arbiters seek others of their kind in order to found villages and cities built on order and law. Failing that, they will often take up residence in capital cities, near judicial buildings and jailhouses where their work can mean something.

Relations: Arbiters are so happy to be away from the lull of their homeworld and the constant lack of adventure that they go out of their way to make friends, even of creatures whose actions are not always as lawful as their own. They find these creatures fascinating and always try to steer them in what the arbiters believe is the right direction. Only when an arbiter believes a creature's actions would harm itself or others does the arbiter step in and deal with the problem directly.

Alignment and Religion: Arbiters strive to be lawful good, but their interpretation of that alignment is so rigid that many suffice to live as neutral good. It is against their fundamental programming to ever act truly chaotic. As for religion, an arbiter will often worship a collection of lawful deities, but will side with the closest to lawful good when required to do so.

Adventurers: As adventurers, arbiters try to be a party's voice of reason. While they can forgive the sleights that can occur as a normal part of heroism, they will outright refuse to perform what they believe is an evil act, and only in the gravest of circumstances will one act in a chaotic manner, since doing so would change its alignment and thus its very being.

Male Names: Fortiori, Habeas, Initio, Jure, Novo

Female Names: Delicti, Generis, Judicata, Scintilla

Arbiter Racial Traits (12 RP)

+2 Constitution, +2 Wisdom, -2 Charisma: Arbiters are tough and perceptive, but adhere to order and law.

Small: Arbiters are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Arbiters have a base speed of 20 ft.

Limited Flight: An arbiter can fly, but without magical aid or special training cannot lift itself more than 5 feet above solid ground. It can briefly push itself higher, which acts exactly as jumping. It takes no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, an arbiter can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. It cannot gain height with its wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Outsider (native): As outsiders, arbiters gain darkvision out to 60 ft.

Low-Light vision: Arbiters can see twice as far as humans in conditions of dim light.

Detect Chaos: Arbiters can *detect chaos* in the same way paladins can *detect evil*.

Lawful Creation: Lawful arbiters have DR 2/lawful that increases by +1 at character level 3rd, 5th, 8th, 10th, 13th, 15th, 18th, and 20th. An arbiter that ceases to be lawful loses both *detect chaos* and lawful creation until it atones.

Languages: Arbiters begin play speaking Common. Arbiters with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

The following racial traits can be selected in place of the typical arbiter racial traits.

Corrupted Programming (Sp): An arbiter with this trait can cast *expeditious retreat* once per day. Starting at 3rd level, it can cast *levitate* once per day, and at 5th level, it can cast *fly* once per day. The arbiter's effective sorcerer level when using this ability is equal to its character level. This racial trait replaces *detect chaos* and lawful creation.

Judicial Programming: Once per day, an arbiter with this trait can smite a chaotic creature. This functions as the paladin's smite evil ability, except that it only works on chaotic creatures. The arbiter's effective paladin level when using this ability is equal to its character level. An arbiter that ceases to be lawful loses both *detect chaos* and judicial programming until it atones. This replaces lawful creation.

Marshal Arbiter: There are some arbiters who make better diplomats, but are more willing to make calls that aren't always within lawful bounds. A marshal arbiter gains +2 Constitution, +2 Charisma and DR 2/magic that increases by +1 at character level 3rd, 5th, 8th, 10th, 13th, 15th, 18th, and 20th. This alters the arbiter's ability scores and replaces lawful creation.

Truespeech: Arbiters will sometimes retain their celestial language. They gain truespeech. This replaces *detect chaos* and alters languages.

Arbiter Favored Class Bonuses

The following options are available to all arbiter characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add one spell known to the bard spell list from the cleric's law domain or the inevitable subdomain.

Cavalier: Add +5 feet (up to +30 feet maximum) to the cavalier's speed when it uses the charge or withdraw action. After +30 feet, the cavalier can select this again to gain the Run

feat.

Cleric: Add +1/2 to the cleric's channeled energy total when healing lawful creatures.

Convoker: Add DR 1/chaotic to the convoker's avatar. Each additional time the convoker selects this benefit, the DR/chaotic increases by +1/2 (maximum DR 10/chaotic).

Monk: Add +1/2 to the damage of an unarmed strike made against a chaotic creature.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Rogue: Add +1 to the damage dealt by the rogue's sneak attack against chaotic creatures (maximum +5 damage).

Sorcerer: Add one spell known to the sorcerer's spell list from the cleric's law domain or the inevitable subdomain.



Arbiter Archetype and Class Option

This archetype is typically only taken by arbiters and order of inevitable law cavaliers, but members of other orders or races, with the GM's permission, can take it as well.

Inevitable Marshal (Cavalier Archetype)

There is little need for mounted soldiers on the arbiter's home plane, but as a race naturally bred for war, they understand the need for directed leadership and the bravery that comes with being cavaliers.

Marshal's Command: An inevitable marshal is trained to use Diplomacy and Intimidation to create magical effects on those around him, including himself if desired. This ability functions like the bard's bardic performance class feature, except the inevitable marshal uses Diplomacy or Intimidate in place of Perform. The marshal's effective bard level is equal to his cavalier level.

This ability replaces mount, cavalier's charge, expert trainer, mighty charge, and supreme charge.

Bonus Feats: An inevitable marshal adds arbiter feats to the list of bonus feats he can select beginning at 6th level.

This alters bonus feats.

Order of Inevitable Law (Cavalier Order)

Members of the Order of Inevitable Law qualify to become inevitable marshal cavaliers if they pick this order at 1st level.

Edicts: The cavalier must remain lawful and must always work to bring order to the world. He must stand up for what is just and guard his allies from the temptations of the Chaos.

Challenge: Whenever an order of inevitable law cavalier issues a challenge against a chaotic creature, he also gains a +1 circumstance bonus on melee attack rolls against the target of his challenge. This bonus increases by 1 for every 4 cavalier levels.

Skills: An order of inevitable law cavalier adds Knowledge (planes) and Knowledge (religion) to his list of class skills. When the cavalier makes a monster lore Knowledge check to identify a chaotic creature, he gains a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of inevitable law cavalier gains the following abilities as he increases in level.

Bravery (Ex): At 2nd level, the cavalier gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Combat Leader (Ex): At 8th level, an order of inevitable law cavalier and each of his allies within 50 feet of him gains a +2 bonus on initiative checks. This ability functions only while the cavalier is conscious, not if he is unconscious or dead.

Aura of Resolve (Su): At 15th level, an order of inevitable law cavalier is immune to charm spells and spell-like abilities. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the cavalier is conscious, not unconscious or dead.

Arbiter Feats

Arbiters have access to the following feats.

Inevitable Construction

Your physiology is closer to the arbiters who remain on their homeplane.

Prerequisite: Arbiter.

Benefit: You gain +1 hit point for every hit die you possess. Whenever you gain a hit die, you gain +1 hit point. You also gain a +2 bonus to saving throws you make against death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stun.

Special: This feat counts as Toughness. You can't have both this feat and Toughness.

Inevitable Recovery

You are more like arbiters who remain on their homeplane.

Prerequisites: Inevitable Construction, arbiter

Benefit: You have fast healing 2, which cannot heal chaotic damage and ceases to function for 1 minute any time you take chaotic damage. You can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Upward Propulsion

You can beat your wings to gain lift off of other creatures.

Prerequisites: Fly 5 ranks, arbiter

Benefit: When adjacent to a Medium or larger creature, you can fly up to 5 feet above that creature's space without falling back to a solid surface. You can also fly over liquid surfaces without sinking, but you must end your movement over solid ground or a larger creature or you fall as normal.

Dalets

By Bonnie Martin

The dalet race is an offshoot, or cousin, to otyughs. Unlike their dastardly kin, dalets prefer to live quietly, surviving on the garbage and corpses they can scavenge. Long ago, the race sold itself out as street sweepers and cleaners of public areas. They are rarely seen and even less likely to be interacted with by most beyond those looking for some information related to the area or the people therein.

Physical Description: A dalet, or blorp as the race calls itself, resembles a cross between an otyugh and a toad. They are squat, with slimy, somewhat amorphous skin and four beady eyes placed over a round protrusion that acts as both a nose and a mouth. Because of their natural shape, dalets find it difficult to wear armor, even when magically sized for them.

Base Height	Base Weight	Modifier	Weight Modifier
2 ft. 10 in.	60 lbs.	2d6	x1 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
6 years	40	60	80	+2d10 years

Society: Dalet society is a matriarchy wherein the queen of the hive births the children until she dies and is consumed by her successor. The males and non-queen females act as drones who leave their home in search of refuse to consume and turn into energy for the rest of their kin upon return. Some races have recently taken to adapting the energy created by dalets into small power sources and spell components. A single dalet would take its entire lifespan to create enough energy on its own to sell or otherwise take advantage of.

Relations: Most races find dalets repulsive, but accept them for the tasks they perform. Those who get to know a dalet find a surprisingly intelligent being who is always willing to help a creature that would call it friend.

Alignment and Religion: Dalets worship their queen, or a deity the queen worships, almost by default. They rarely decide on their own to follow a particular religion. Most dalets are neutral, but can adopt the alignment of those with whom they interact most.



Adventurers: Dalets adventure when their food source runs out or

they are expelled from an area by creatures believing them to be otyughs. Because of how other creatures tend to ignore them, they make good rangers and rogues. The dalet's natural toughness may lead it to become a monk or kineticist.

Male Names: Fu, Gar, Glog, Plaps, Thorp

Female Names: Bage, Bloop, Dross, Junk, Trine

Dalet Racial Traits (8 RP)

+2 Constitution, +2 Intelligence, –2 Charisma: Dalets are tough and smarter than the average human, but disliked for their appearance and lifestyle.

Small: Dalets are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow and Steady: Dalets have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Aberrant: Dalets are aberrations for any effect related to race. They can see in the dark up to 60 feet.

Amorphous Skin: A dalet has a natural armor bonus equal to 2 + its Constitution modifier. Dalets have developed this natural defense because they are unable to wear manufactured armor of any kind. It is believed some dalets have learned to enchant their hides in the same way a wizard might enchant a breastplate.

Tentacles: A dalet has two tentacles which act exactly as one would expect arms to work. It gains no natural racial attacks with these tentacles. When enlarged, the tentacle's natural reach becomes 10 ft.

Expansive (Ex): As a standard action, a dalet can fill itself with air for a number of minutes each day equal to its Constitution modifier. Doing so increases the dalet's size to Medium. This change in size is identical to an *enlarge person* spell, except it does not modify the dalet's ability scores or weight. It also increases the natural reach of the dalet's tentacles to 10 ft. The effect's duration does not need to be consecutive, but is spent in 1 minute increments.

Consume (Ex): A dalet that begins its turn with a smaller opponent pinned can attempt a grapple combat maneuver check. If it succeeds, the dalet swallows its prey.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the dalet's total hit points), or it can just try to escape the grapple. The Armor Class of the dalet's interior is 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the wound closes behind it and the dalet can use consume again on its next turn. If the swallowed creature escapes the grapple, success puts it back in the dalet's grapple, where it may be swallowed again.

Languages: Dalets begin play speaking Common and Aklo. Dalets with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Alternate Racial Traits

The following racial traits can be selected in place of the typical dalet racial traits.

Inflexible (Ex): Some dalets lack the capacity to fill themselves with air, but have developed nodules on their tentacles to compensate. They gain 2 natural slam attacks made with their tentacles that each deal 1d4 points of bludgeoning damage on a hit. This ability replaces expansive.

Magic Eater (Su): A dalet that begins its turn under the effects of a spell or ability can use a full-round action to attempt another saving throw with a bonus equal to its Intelligence modifier. The dalet can do this even if it would normally be prevented from doing so. This racial trait replaces consume.

Semisolid (Ex): Dalets can sometimes dry out, losing their naturally slick coating. They receive a +1 natural armor bonus and can wear manufactured armor. This racial trait replaces amorphous skin.

Dalet Favored Class Bonuses

The following options are available to all dalet characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using the character's mutagen.

Bard: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Fighter: Add +1/3 (or +1/5 with semisolid) to the fighter's natural armor. At a total of +4 or higher, the character counts as wearing light armor for the purpose of armor training. At +7 or higher, he counts as wearing medium armor, and at +10 or higher, he counts as wearing heavy armor.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3.

Kineticist: Add +1/4 to the kineticist's natural armor bonus when the character has at least 1 point of burn.

Monk: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Ranger: Add a +1/2 on Stealth checks while motionless and on opposed Perception checks.

Rogue: Add a +1/2 on Stealth checks while motionless and on opposed Perception checks.

Swashbuckler: Add +1/6 to the swashbuckler's nimble bonus.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Dalet Archetype and Class Option

These options are typically only taken by dalets, but other races, with the GM's permission, can take them as well.

Trash Witch (Witch Archetype)

Generations of living amid the refuse and garbage left over by other races has taught the dalets to make the most of what they have available to them. One result of this is the trash witch, whose magic is more haphazard and less predictable than a traditional witch's.

Tumor Familiar: A trash witch creates a Diminutive or Tiny tumor on his body, usually on his back or stomach. As a standard action, the trash witch can have the tumor detach itself from his body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to the trash witch as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on the trash witch's caster level. The tumor acts as the trash witch's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to the trash witch, the tumor has fast healing 5. If a tumor familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per trash witch level. The ritual takes 8 hours to complete.

This alters witch's familiar.

Trash Patron: A trash witch draws power not from a patron, but the garbage and debris that comes from the activities of every day life. He doesn't select a patron at 1st level; instead, he gains the following bonus spells at the listed levels.

2nd—*ray of sickening*, 4th—*touch injection*, 6th—*contagion*, 8th—*blight*, 10th—*rusting grasp*, 12th—*harm*, 14th—*repulsion*, 16th—*horrid wilting*, 18th—*instant junk golem*.

This alters patron spells.

Recycled Materials: A trash witch gains Eschew Materials as a bonus feat at 1st level, but it only functions if the witch has eaten within the last 4 hours. Once per day, when the trash witch casts a 1st, 2nd, or 3rd-level spell that benefits from Eschew Materials, he does so without expending a spell slot.

This replaces the hexes gained at 1st level and 4th level.

Junk Repair: A trash witch has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by a junk golem's disincorporate ability.

This replaces the hex gained at 10th level.

Trash Domain (Cleric Domain)

Dalet clerics can choose trash as a domain, gaining access to leftover magic discarded by other spellcasters.

Granted Powers: You can recycle the magic that remains after others have used it to give yourself power.

Magical Resurgence (Sp): You gain the ability to copy the magical affects of other creatures for up to a number of rounds each day equal to 3 + your Wisdom modifier. When a creature you can see and hear within 30 feet of you casts a spell of a level you can cast with a duration greater than instantaneous, you can use a standard action on your next turn to replicate that effect, choosing new targets as appropriate. The duration of your effect lasts half as long as the original (minimum 1 round), to a maximum of your rounds of magical resurgence. You can end the replicated effect early as a free action.

Junk Golem Alternative Options

Junk golems cause a disease (tetanus) when they hit an enemy with slam (or their swarm attack when disincorporated). Since this disease doesn't have an immediate combat effect of much use to a character creating the golem, here are some alternatives to choose from.

Poison (Ex): Injury (slam, swarm); save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Con damage and sickened; cure 1 save. Each additional dose increases the duration by 3 rounds and the DC by +2.

Magical Implement (Sp): The golem gains a spell-like ability, useable at will as a standard action when not disincorporated. This ability acts as a 1st or 2nd-level spell wand of the creator's choosing. If the golem is destroyed, the wand can be recovered with 25 charges less 1 for every time the golem used the spell during combat.

Rancid Breath (Su): The golem gains a breath weapon that it can spew in a 20-ft. cone every 1d4 rounds. The breath weapon deals 2d6 acid damage (Reflex DC 12, half). It can't use its breath weapon while disincorporated.

Instantaneous Resurgence (Sp): At 8th level, you can use magical resurgence for 2 additional rounds per day. In addition, you can spend 1 round of your magical resurgence to copy the effect of an instantaneous spell cast since the end of your last turn by a creature that you can see and hear within 30 feet of you. The effect is only 50% functional, dealing half damage or gaining a 50% chance to fail (if non-damaging).

Domain Spells: 1st—*ray of sickening*, 2nd—*touch injection*, 3rd—*contagion*, 4th—*blight*, 5th—*rusting grasp*, 6th—*harm*, 7th—*repulsion*, 8th—*horrid wilting*, 9th—*instant junk golem*.

Dalet Spell

Dalets have access to the following spell.

Instant Junk Golem

School transmutation (creation); **Level** sorcerer/wizard 9; trash 9

Casting Time standard action

Components V, S, F (a broken item worth at least 2 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one or more junk golems

Duration 1 round/level (D)

This spell draws in up to 25 lbs. of debris per level within range and within your line of effect and uses it to construct 1 junk golem per 2 levels. The golems appear anywhere within range and act immediately, on your turn. Once created, the golems can leave the range of the spell, but can only be given commands while in range.

As a free action on your turn, you can direct up to 3 golems not to attack, to attack particular enemies, or to perform other actions. You can also direct up to 3 golems as a move action, or any number of golems as a full-round action. Once directed, the golems perform their task until you direct them again, they complete the task, or the spell's duration runs out.

Once the spell ends, the golems disintegrate, destroying the debris used to construct them. Any remaining debris falls to the ground in collected piles distributed evenly between the golems.



Dwarrow

Dwarrow are the children of dwarves and gnomes. With a good eye for gems, and a proud heritage, this race stands out from other half-breeds because of its integration into dwarven and gnomish societies. While it can be hard to spot the differences between the three races at a glance, standing them beside each other makes it quite apparent.

Physical Description: Dwarrow are stockier than gnomes and shorter than dwarves, with a blend of features from both. Characterized by large noses, ears, and bellies, they don't often grow full beards, but may sport long mustaches or goatees.

Base Height	Base Weight	Modifier	Weight Modifier
m 3 ft. 4 in.	92 lbs.	2d4	x4 lb.
f 3 ft. 1 in.	75 lbs.	2d4	x4 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
40 years	112	169	225	+2d% years

Society: Dwarrow share the whimsical nature of their gnomish parents, preferring adventure to settling down in large groups. When they do congregate, it is often to trade rare gems or tips for extracting precious minerals from difficult places.

Relations: Dwarrow enjoy projects. When given a task, be it finding a rare item or solving a complicated riddle, dwarrow are at their best. Their personalities are the best of both dwarves and gnomes, and they get along with most races by treating any troubles with them as a new challenge.

Alignment and Religion: A dwarrow's religious beliefs lie closely tied to their lineage. They often worship gods of earth and stone, in the same manner as dwarves. Most dwarrow are neutral good, like gnomes before them.

Adventurers: Adventuring dwarrow tend toward scouting and problem solving, which makes them great bards, rogues, and wizards. Dwarrow clerics teach the value of the earth and the wonders it can create.

Names: Dwarrow females prefer names that show off their love of gems, such as Diamond, Garnet, or Jade. Males prefer work-based names like Brick, Mason, Rock, or Smith.

Dwarrow Racial Traits (7 RP)

+2 Constitution, +2 Wisdom: Dwarrow inherit their dwarven traits, while their gnomish enthusiasm is curbed by insight.

Small: Dwarrow are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Type: Dwarrow are humanoids with both the dwarf and gnome subtypes.

Slow and Steady: Dwarrow have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Dwarrow can see in the dark up to 60 feet.

Irrepressible: Dwarrow gain a +2 racial bonus on saving throws against poison and illusion spells and effects.

Defensive Training: Dwarrow gain a +4 dodge bonus to AC against monsters of the giant subtype.

Stable: Dwarrow gain a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stone Speaker (Sp): Dwarrow with a Charisma of 11 or higher gain the following spell-like abilities: 1/day—*know direction*, *locate object* (gems only), *mending*, and *pet rock**. The caster level for these effect is equal to the dwarrow's level. *This spell is detailed in chapter 6.

Languages: Dwarrow begin play speaking Common, Dwarven and Gnome. Dwarrow with high Intelligence scores can choose Abyssal, Draconic, Giant, Gnoll, Goblin, and Orc.

Alternate Racial Traits

Dwarrow can select any dwarf or gnome alternate racial traits that replace darkvision or defensive training, and stonemage counts as gnome magic for the purpose of selecting alternate racial traits. In addition, dwarrow can select the following racial traits.

Greed: Some dwarrow receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones. This racial trait replaces defensive training.

Recessive Obsessive: Dwarrow who inherit their gnomish eyesight and penchant for work gain low-light vision and a +2 racial bonus on a Craft or Profession skill of their choice. This racial trait replaces darkvision.

Dwarrow Favored Class Bonuses

The following options are available to all dwarrow characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a dwarrow can pick any dwarf or gnome favored class bonus.

Bard: Add a +1/2 bonus to Appraise and Use Magic Device checks. The bard is considered trained in those skills.

Cleric: Add a +1/2 bonus on checks to craft magic items.

Dúlra: The dúlra gains energy resistance 1 against acid, cold, electricity, or fire. Each time she selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Heir Apparent: Add a +1/2 bonus on Diplomacy checks made to influence dwarves and gnomes. At +5, the heir can take 10 when using influential in a dwarf or gnome community.

Investigator: Add a +1/4 bonus on all inspiration rolls.

Occultist: Add +1/3 point of mental focus.

Rogue: Add a +1/2 bonus to Appraise and Use Magic Device checks. The rogue is considered trained in those skills.

Skald: Add one spell from the skald's spell list to the skald's known spells. This spell must be at least 1 spell level below the highest level the skald can cast.

Swashbuckler: Add +1/6 to the swashbuckler's nimble bonus.

Wizard: Add +1/4 to the wizard's caster level when casting spells of the illusion school.

Dwarrow Archetype

This archetype is typically only taken by dwarrow, but members of other races, with the GM's permission, can take it as well.

Gem Seeker (Wizard Archetype)

Gem seekers believe that all creatures that exist in the material plane are bound to it. Even those who visit from other realms must adapt to the gem seeker's reality before interacting with it. When this binding occurs, it can be attributed to a gemstone. Some human cultures hold lesser, similar beliefs, such as the concept of birth stones. Stones of this nature are what a gem seeker uses to cast spells on enemies that may otherwise go untouched by magic.

Gemcasting (Su): Each gem seeker begins play with a bag of 20 unpolished, uncut gems that are all but worthless to anybody else. The gem seeker uses these stones as a focus for his magic in place of material components worth no more than 1 gp. Drawing a specific gem from his bag requires a move action, but the Quick Draw feat allows him to draw it as a swift action instead.

When the gem seeker casts a spell against a creature with spell resistance and overcomes it, the gem through which he focused the spell transforms into a cut, polished gem, etched with the creature's semblance. From that point forward, when facing another of the same creature, the gem seeker need not overcome its spell resistance if he is using that creature's gem as a focus.

The gem seeker can have up to 20 gems total at any time. Should he discard a gem to gather another, it shatters into useless pieces of glass as the magic destroys it.

More expensive gems allow for better focusing. The gem seeker gains a +1 bonus to overcome a creature's spell resistance for every 100 gp of a gem's value. In addition, he ignores up to 5 points of 1 type of energy resistance for every 50 gp of a gem's value. These bonuses don't stack within a single gem, so the gem seeker must decide if he wishes to ignore spell resistance or energy resistance when using a gem as a focus to do so.

At 4th level, and every 4 levels thereafter, a gem seeker can focus his spells through an additional gem, allowing him to ignore spell resistance with a combination of cheaper gems, or to ignore a combination of spell and energy resistance with one spell. When casting spells in this way, the gem seeker can choose a single gem to magically etch from those he holds.

For example, a 12th-level gem seeker can hold one of his uncut gems, a pearl worth 200 gp, and an onyx worth 150 gp in his hand, granting him a +2 to ignore his target's spell resistance and allowing him to ignore up to 15 points of fire resistance. After casting his spell, he chooses to etch his uncut gem, which means he ignores the target's spell resistance from then on and can choose to ignore up to 20 points of fire resistance and 15 points of electricity resistance while still holding those three gems.

At 5th level, the gem seeker recognizes his gems by touch alone. He adds Quick Draw to his list of wizard bonus feats. He can also draw any number of specific gems from his bag as a move action.

Starting at 11th level, a gem seeker can etch a special stone that turns energy immunity into resistance. When using gemcasting on a creature with immunity to at least one type of energy, the gem seeker can focus his spell through a gem worth at least 1,000 gp. After successfully casting his spell, the gem is magically etched with a symbol representing the energy type and can be used to count that type of immunity as resistance 25 instead going forward. For every additional 200 gp of the gem's value, the gem seeker treats the granted resistance as 5 less.

Starting at 14th level, the gem seeker's etched gems can be used to ignore the spell resistance of specific creature types, rather than specific creatures. For example, he can ignore the spell resistance of all dragons, rather than just red dragons, when focusing his spell through a gem etched with a red dragon. Humanoids and outsiders are diverse enough that gems etched with their likeness only affect a specific subtype, as per the ranger's favored enemy class feature.

This ability replaces arcane bond and arcane school.

Dwarrow Feats

Dwarrow have access to the following feats.

Meta Gem Magic (Metamagic)

You channel your magic through gemstones, allowing you to improve spells more efficiently.

Prerequisites: At least 1 metamagic feat, dwarrow.

Benefit: When you regain spells, you can designate a gemstone worth at least 500 gp as a meta gem. Once per day, when you prepare or cast a metamagic spell while holding your meta gem in one hand, you can reduce the spell level increase of that metamagic spell by 1. The spell must still be able to accept the full increase, so you cannot use your gem to add metamagic over a spell level you can cast.

For every additional 500 gp of your meta gem's value, you can choose either to use this one additional time per day or reduce the spell level increase by 1 more.

Meta Gem Implement (Metamagic)

You channel magic through gemstones in your equipment.

Prerequisites: Meta Gem Magic, at least 1 other metamagic feat, dwarrow.

Benefit: You can designate a gemstone implanted in your worn armor, cloak, or shield or wielded weapon as your meta gem. If the equipment has an enhancement bonus, treat the gem's value as 500 gp higher for every +1 enhancement.

Normal: You must hold your meta gem in your hand to gain its benefits while casting a metamagic spell.

Dworgs

Dworgs are a truly unfortunate race. Born primarily as slaves to orcs, the majority of dworgs are raised in captivity with their dwarven mothers or fathers who themselves were captured during a raid or skirmish between the races. What may surprise some, the name dworg is not actually a bastard blend of the two races, but is actually the word for mule in orc. The first dworgs were given that name because they are strong, steady workers who rarely tire, much like the beasts of burden for whom they are named.

Physical Description: Most dworgs appear as stocky orcs with wild facial hair and short, brawny legs. Their skin tones vary between slate and bronze, and their eyes seem to glow red when they anger or stand in bright light.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 4 in.	150 lbs.	2d8	x7 lb.
f 4 ft. 0 in.	115 lbs.	2d8	x7 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
27 years	67	116	155	+1d% years

Society: Dworgs who escape slavery try to avoid a society that fears their heritage. Those who manage to find a home on the outskirts of civilization try to be better to people than they are treated.

Relations: A dworg keeps friends at arms' length so they can't bring any pain. Dwarves pity the race, while elves see it as a tragedy come to life. Other half-breeds are most accepting of the dworg, since many of them have similarly hate-filled backgrounds.

Alignment and Religion: In spite of their chaotic upbringing, most dworgs are lawful, and a good number of them are good. They worship whatever god will have them, but favor dwarven gods who can look past their orcish lineage.

Adventurers: Dworgs seek acceptance. By adventuring, they can earn that through the physical effort at which they are so good. Many try to avoid the barbaric ways of orcs, preferring to train as fighters, paladins, or rangers instead.

Names: Names given to dworgs by their orcish slavers are usually one-syllable grunts that make it easy to bark out orders in their barbaric tongue. Dwarves allow dworgs in their community to take dwarven names, but usually denote them with half- in some way, such as Roark Half-Hill and Drek Half-Hammer.

Dworg Racial Traits (10 RP)

+2 Strength, +2 Constitution, -2 Intelligence. Dworgs are bred for their powerfully physical build, while things like Intelligence are ignored or outright punished by orcish breeders.

Medium: Dworgs are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Dworgs are humanoids with both the dwarf and orc subtypes.

Slow and Steady: Dworgs have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Stable: Dworgs gain a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Darkvision: Dworgs can see in the dark up to 60 feet.

Orc Ferocity: Once per day, when a dworg is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Vardatch Training: Orcish tribes often train young dworgs in the use of a crude, axe-like weapon known as a vardatch. These dworgs begin with proficiency using the vardatch, allowing them to wield it as a one-handed weapon.

Languages: Dworgs begin play speaking Dwarven or orc. Dworgs with high Intelligence scores can choose Abyssal, Draconic, Dwarven, Giant, Gnoll, Goblin and Orc.

Alternate Racial Traits

Dworgs can select any dwarf or orc alternate racial traits that replace traits listed here. In addition, dworgs can select the following racial traits.

Defensive Training: Dworgs lucky enough to be saved by their dwarven families early on pick up the training that race gives their warriors to beat larger enemies. They gain a +4 dodge bonus to AC against monsters of the giant subtype. This replaces vardatch training.

Hardy: Some dworgs gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. This racial trait replaces orc ferocity.

Hatred: Dworgs have a natural hatred for their progenitors, but some take this enmity to another level. They gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes. This replaces vardatch training.

Stonecunning: A dworg can inherit the dwarven ability to notice unusual stonework. It gains a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. The dworg also receives a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. This replaces stable.

Dworg Favored Class Bonuses

The following options are available to all dworg characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a dworg can pick any dwarf or orc favored class bonus.



Brawler: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the brawler's unarmed strike (minimum of 0).

Darkseeker: Add +1/4 to the darkseeker's effective class level to determine the extra damage he deals because of shadowed strike when wielding a light pick or a heavy pick. If the darkseeker has the Slashing Grace feat or another similar effect, he can treat the battleaxe, handaxe, or vardatch as a one-handed piercing melee weapon, and he gains this benefit when wielding the appropriate weapon for the feat as well.

Fighter: Grant allies who can see and hear the fighter a +1 bonus on Will saves against fear, to a maximum of his bravery bonus. This counts as bravery and doesn't stack with similar bonuses.

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on a fire element wild talent.

Midnight Legate: Add a +1/3 bonus to the damage dealt with counterstrike.

Paladin: Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on himself.

Ranger: Add +1/2 on critical hit confirmation rolls made while using a dwarven weapon, orcish weapon, or vardatch (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Add a +1/2 bonus on Intimidate checks.

Shaman: The shaman gains 1/6 of a new shaman hex.

Shifter: Add a +1/2 bonus to the shifter's damage rolls with claw attacks.

Slayer: Gain 1/6 of a new slayer talent.

Vigilante: The vigilante gains 1/6 of a new rogue talent.

Witchblade: Add a +1/2 bonus to the save DC of the witchblade's hexes (max +4). This doesn't stack with feats that grant a similar bonus.

Dworg Archetype

This archetype is typically only taken by dworgs, but members of other races, with the GM's permission, can take it as well.

Magehound (Midnight Legate Archetype)

Dworgs sent to the dark gods' camps are sometimes trained as magehounds; midnight legates with a particularly nasty talent for hunting down and dealing with rogue magic users.

When a magehound breaks free of his conditioning and escapes, he often goes on to become a reclusive adventurer who always watches over his shoulder for his former comrades.

Mage Hunter (Ex): At 1st level, a magehound gains his favored enemy bonus against spellcasters. He does not gain additional favored enemies, but his bonus increases as normal.

Beginning at 5th level, when the magehound confirms a critical hit against a spellcaster, he can also expend one of that spellcaster's highest available spell slots as a free action.

This alters favored enemies.

Counterstrike (Ex): At 3rd level, a magehound gains counterstrike, as the midnight legate feature. He increases his counterstrike damage by +1d6 at 5th level and every 2 levels thereafter (7th, 9th, and so on), to a maximum of 9d6 at 19th level.

This alters the normal progression of counterstrike.

Acumen (Ex): The magehound doesn't gain this ability until 6th level.

Dworg Equipment

Dworgs are trained from an early age in the use of deadly weapons that other races find difficult to wield.

Weapon: Vardatch

(4 gp)

This cruel implement of war consists of wooden or metal handle, onto which is tied a saw-toothed blade that easily breaks skin and tears flesh.

Weapon Groups: axe, tribal

Type: Martial, two-handed piercing and slashing.

Damage/Crit: 1d10 (medium)/x3

Special: A creature with Exotic Weapon Proficiency (vardatch) can wield it as a one-handed weapon. A creature with that feat and the vardatch training racial trait also treats the weapon as having the disarm property.

Elflings

In the fey realms, couplings between creatures of all kinds exist, leading to naturally born half-breeds such as centaurs, satyrs, and elflings. As the name implies, elflings are born to elven and halfling parents.

Physical Description: Elfings are slight of frame and stand on average a head taller than their halfling kin. Most have elven skin tones ranging from oak to birch, and their hair, which is an elfling's most prized trait, is often long and worn in a style befitting their wild or regal upbringing.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 0 in.	65 lbs.	2d6	x2 lb.
f 3 ft. 11 in.	57 lbs.	2d6	x2 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
65 years	112	169	225	+3d% years

Society: Elfings grow up raised by their tribe, be it primarily elven, halfling, or a mix of the two. Societies that include elflings often do more trade with the world beyond their forests.

Relations: Elfings are seen by other races as a curiosity. Their personalities are as varied as the halflings and elves they grow up around. Most maintain a cheery, if somewhat untamed disposition.

Alignment and Religion: An elfling's religion depends greatly on the race that raises her. They lean toward neutral and good alignment.

Adventurers: Elfings make great rangers and rogues, and while they aren't as charismatic, decent sorcerers or bards. They tend to avoid more structured studies such as cleric or monk.

Names: Elfings are usually named by the society in which they are raised. Some blend elven and halfling to honor both.

Elfing Racial Traits (10 RP)

+4 Dexterity, -2 Strength, -2 Wisdom: Elfings are exception ally nimble, but inattentive and physically weak.

Size: Elfings are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Type: Elfings are humanoids with both the elf and halfling subtypes.

Base Speed: Elfings have a base speed of 30 feet.

Low-light vision: Elfings can see twice as far as humans in conditions of dim light.

Sleep Immunity: Elfings are immune to magic sleep effects.

Fearless: Elfings gain a +2 racial saving throw bonus on all saving throws against fear.

Keen Senses: Elfings receive a +2 racial bonus on Perception checks.



Natural Climbers: Elfings receive a +2 racial bonus on Climb checks.

Languages: Elfings begin play speaking Common, Elven, and Sylvan. Elfings with high Intelligence scores can choose Dwarven, Elven, Gnome, Goblin, and Halfling.

Alternate Racial Traits

Elfings can select any elf or halfling alternate racial traits that replace elven magic (see below), fearless, or keen senses. In addition, elfings can select the following racial traits.

Elven Magic: Some elfings receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, they receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items. This racial trait replaces sleep immunity and fearless.

Fey Heritage: Elfings born in the Overrealm are considered fey creatures. This replaces the elfling's type and low-light vision.

Gregarious: An elfling can sometimes get by with his charm better than his bravery. When he uses Diplomacy to win over an individual, that creature takes a –2 penalty on attempts to resist any of the elfling's Charisma-based skills for the next 24 hours. This replaces fearless.

Nimble Fallers: Growing up in trees gives some elfings a better grasp of how to safely fall from them. These elfings land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts. This replaces natural climbers.

Pixeling: Some elfings never grow any larger than a house cat. These pixelings, as they are called by their Small-sized cousins are Tiny. This doesn't change the elfling's Ability scores, but it does reduce its base speed to 20 ft. Like other tiny creatures, pixelings take up a space of 2-1/2 feet by 2-1/2 feet, with a reach of 0. They gain a +2 size bonus to AC and attack rolls, but suffer a –2 penalty to CMD and CMB. Finally, being Tiny grants pixelings a +8 racial bonus on Stealth checks.

Elfing Favored Class Bonuses

The following options are available to all elfling characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, an elfling can pick any elf or halfling favored class bonus.

Bard: Add a +1/2 bonus to the Will DC of fascinate when used on elves or halflings.

Battle Augur: Add +1/4 hour to the duration of constant effects gained through battle augury.

Druid: Add +1 hit point to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Heir Apparent: Add a +1/2 bonus on Diplomacy checks made to influence elves and halflings. At +5, the heir can take 10 when using influential in an elven or halfling community.

Mesmerist: Add +1/6 of a new mesmerist trick.

Ranger: Add +1/6 of a new combat style bonus feat.

Rogue: Add +1/6 of a new rogue talent.

Sorcerer: Add one spell known from the fey bloodline spell list. This spell must be at least one level below the highest-level spell the sorcerer can cast.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that allow the eidolon to model an azata or fey creature.

Swashbuckler: Add +1/2 to Acrobatics checks when attempting to move through a threatened area or an enemy's space.

Elfing Archetype and Class Option

These options are typically only taken by elfings, but other races, with the GM's permission, can take them as well.

Mystic Teacher (Heir Apparent Adventuring Goals)

Elfings can be trained by otherworldly beings they call mystics. These mystics teach the elfings a variety of things similar to what a mentor might teach an heir apparent. The heir still picks an adventuring goal from which to gain his suggested capital expense items.

The mystics will sometimes take on students of other races, but only when they can be certain those races will not pervert their teachings. To use one's mystic training to commit evil acts is to lose the mystics' blessing until atoned.

Chanter: The heir gains a 1st-level bardic performance, as the bard class feature, for which she can use Perform (oratory). She gains 1 additional performance for each personal training she has related to this teacher. Her effective bard level is equal to half her heir apparent level.

Starting at 2nd level, the heir can use personal training to add another Perform skill she can use with her performances. She can also use personal training to gain versatile performance, or well-versed. The heir can have only as many versatile performances as a bard of her effective level.

At 10th level, if the heir continues her training with the chanter, her effective bard level is equal to her heir apparent level –3. She gains lore master and can use personal training to gain it up to 1 additional time.

Cook: The heir adds half her heir apparent level to Profession (cook) checks. She can use that skill to find and prepare food while traveling at half her overland speed (DC 10). She can provide food and water for one other person for every 2 points by which her check result exceeds 10.

Starting at 2nd level, the heir can use personal training to gain access to spells that create, change, or destroy food. She gains 1 such spell for each personal training. The heir's effective caster level for her chosen spells is equal to her ranks in Profession (cook), and she can take 10 minutes per spell level to cast one with a successful skill check equal to 15 + the spell level. The heir must have some way to prepare food to benefit from this.

At 10th level, if the heir continues her training with the cook, she can prepare a meal during downtime which grants the benefits of *bull's strength*, *cat's grace*, or similar spells to creatures that eat her prepared food for up to 1 hour per heir apparent level. Only one of these effects can be on a creature at any time. The heir also takes only 5 minutes per spell level to cast one of her chosen spells. Once per day per personal training she has related to this teacher, the heir can cast one of her chosen spells as a spell-like ability instead.

Numerologist: The heir gains a +1 deflection bonus to AC when wearing light or no armor and a +1 competence bonus on attack rolls, saving throws, skill checks, caster level checks, or any other checks to which a bonus relating to level or skill ranks would normally apply. Once per day as a spell-like ability, the heir can roll 1d6 as a free action and choose to reduce the d20 roll of an enemy she can see and hear by that amount or increase her roll by the same. She can use this an additional time per day for every 2 personal trainings she has related to this teacher.

Starting at 2nd level, the heir can use personal training to increase her competence bonus or deflection bonus. After she increases one of these bonuses, she must increase the other before doing so again. She can also use a personal training to apply her d6 to damage rolls (an enemy's or her own). Finally, she can use personal training to apply her d6 to increase the d20 roll of an ally she can see and hear.

At 10th level, if the heir continues her training with the numerologist, she can reroll a 1 on a die she rolls, but must keep the second roll, even if it lands on 1 again. She can use personal training at 8th level and again at 14th level or higher to increase her d6 to a d8, then to a d10, respectively. Finally, she can use personal training to reroll 1's and 2's instead.

Swarm Fighter (Fighter Archetype)

A common fighting style amongst kobolds, swarm fighting has been adapted by elflings (particularly pixielings) as a means of training their warriors for inevitable battle with the Chaos. While the standard features of this archetype work for both kobolds and elflings, pixielings developed some alternative strategies since they already must stand within another creature's space to fight it.

Weapon and Armor Proficiency: A swarm fighter is proficient with all simple and martial weapons. She is proficient with light and medium armor, but not with shields.

Athletic Prowess (Ex): A swarm fighter adds Acrobatics and Climb to her class skills, and gains a bonus on checks with these skills equal to 1/2 her swarm fighter level.

Mobility (Ex): The swarm fighter gains Mobility as a bonus feat, even if she does not meet the prerequisites.

This replaces the bonus feat a fighter gains at first level, and can't be replaced at a later level.

Fighter Bonus Feats (Ex): The swarm fighter only gains bonus combat feats at 2nd, 10th, 12th, and 18th level.

Lead by Example (Ex): At 2nd level, when a swarm fighter succeeds on a Will save against a mind-affecting effect, allies that can see and hear him gain a +1 bonus to save against the same effect. This bonus increases to +2 at 10th level, and +3 at 18th level.

At 6th level, the swarm fighter gains a +2 bonus to Will saves. This bonus increases to +4 at 14th level.

This ability replaces bravery.

Bonus Teamwork Feats (Ex): At 4th level, and every 4 levels thereafter, the swarm fighter gains a bonus Teamwork Feat.

Tag Along (Ex): At 5th level, when a larger ally within 5 feet of a swarm fighter moves, the swarm fighter can also move up to the same distance, but only along the exact same path as her ally. She still draws attacks of opportunity as normal for this movement. This ability replaces weapon training 1.

Strike the Underbelly (Ex): At 9th level, creatures with which the swarm fighter shares a space are denied their Dexterity bonus to Armor Class against the swarm fighter's attacks. This ability replaces weapon training 2.

Always Underfoot (Ex): At 13th level, the swarm fighter gains Step Up as a bonus feat. A creature sharing a square with the swarm fighter is considered adjacent for the purposes of this feat. At 17th level, the swarm fighter gains Following Step as a bonus feat. These replace weapon training 3 and 4.

Soft Underbelly (Ex): At 20th level, any attacks made against creatures with which the swarm fighter shares a space automatically confirm all critical threats.

This ability replaces weapon mastery.

Elfling Feats

Elflings have access to the following feats.

Gelfling Wings

You have a pair of butterfly-like wings that can be easily folded to fit under clothing.

Prerequisite: Elfling.

Benefit: You and up to one other creature your size or smaller take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot gain height with these wings alone; you merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes a creature with wings to rise, you can take advantage of the updraft to increase the distance you can glide.

Ride Along

As your ally moves, you grab onto their belt and hang on.

Prerequisites: Character level 5th, elfling.

Benefit: When an ally larger than you, able to carry half your total weight, and within 5 feet of you moves, you can also move up to the same distance along the exact same path. You still draw attacks of opportunity for moving in this way.

Farrealmers

Farrealmers are an abstract race, known only for their mockery of other, common races both in physical form and attitude. In truth, they are the chaotic reflections of those races, created to keep the universe in balance. Now that the walls between dimensions are coming down, farrealmers are appearing more frequently, curious to meet their alternates and learn of their strange ways.

Physical Description: When it enters the world, each farrealmer takes the appearance of a nearby humanoid race and warps the body to fit its own twisted sense of what it should be.

To others, a farrealmer will appear as a normal member of the race it pretends to be, save for some discoloration. Interacting with a farrealmer reveals its different personality, however, as well as other, minor differences between it and the intended race.

A farrealmer's height is usually on the short end of tall races and tall end of short races while still being within range. Weight is similarly affected, being broader for skinny races and leaner for those who are typically stout. They age at the same rate as normal members of the race.

Society: Farrealmers try to blend into the societies in which they find themselves. Most wish only to be treated as they believe their alternate race would be treated. Others find society on the material plane perplexing and sometimes vexing compared to how the world works on the other side. This confusion is often apparent and can lead to miscommunication or anger on the part of those interacting with the farrealmer.

Relations: Farrealmers have an outsider's view of other races, seeing them as exotic and wildly different to what they remember of their own world. When interacting with other farrealmers, it is not uncommon for them to begin commenting, or even critiquing the other races for their odd behavior.

Alignment and Religion: Farrealmers find the structure of law abnormal and a little frightening, but some are drawn to it in spite, or perhaps because, of their naturally chaotic ways. They are always willing to try something new, going so far as to volunteer for dangerous adventures and the like even if it proves detrimental to do so.

Religious farrealmers exist, although their understanding of worship is different from other races. They believe the gods to be subservient to them, requiring their devotion to stay strong. So long as a farrealmer's deity continues to deliver their power upon request, the farrealmer is happy to offer its prayers.

Adventurers: It's a brave new world, and the farrealmers jump right into it by joining up with adventuring parties who either don't look too closely at their differences or don't care. Farrealmer adventurers are always willing to scout ahead, try a proposed course of action, or put themselves at risk whether they have been trained to do so or not. At times, a farrealmer may begin speaking as if he knows something for a fact, only to realize that is how it works in his world, not this one.

Male Names: Cire, Dub, Nivek, Nogal, Noraaz, Semaj, Ynohtna, Yeoj

Female Names: Areik, Arbed, Eillo, Einnob, Iteak, Nmutua, Yma

Farrealmer Racial Traits (+0 to +1 RP)

A farrealmer's ability score bonuses are the same as the race it pretends to be, except that it swaps one bonus and one penalty. A farrealmer gnome, for example, may have +2 Strength, +2 Constitution, -2 Charisma or +2 Strength, +2 Charisma, -2 Constitution. Humanoids without both an equal bonus and penalty to their ability scores (example: goblins and humans) gain +2 Charisma, -2 Wisdom in addition to their other bonuses. This cannot be used to grant a farrealmer +4 Charisma.

Aberrant: Farrealmers count as both aberrations and their chosen race for any effect related to race.

Darkvision: Being aberrations, farrealmers can see in the dark up to 60 feet.

Chaotic: Farrealmers are naturally beings of chaos. They have the chaotic subtype, and can be affected by spells that target chaotic creatures regardless of their actual alignment.

Alternate Racial Traits

The following racial traits can be selected in place of the typical farrealmer racial traits. Farrealmers tend to possess the rarer alternate traits of a race, and usually have at least one such trait as a standard racial trait instead.

Dual-Minded: Farrealmers have an alien mindset that can be difficult to affect with magic. They gain a +2 racial bonus on Will saving throws. This ability replaces a defensive racial trait.

Envoy: Farrealmers with an Intelligence score of 11 or higher can gain the following spell-like abilities (the caster level is equal to the user's character level):

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

This racial trait replaces a magic racial trait.

Integrated: Some farrealmers gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This ability replaces a feat or skill racial trait.

Farrealmer Favored Class Bonuses

The following options are available to all farrealmer characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

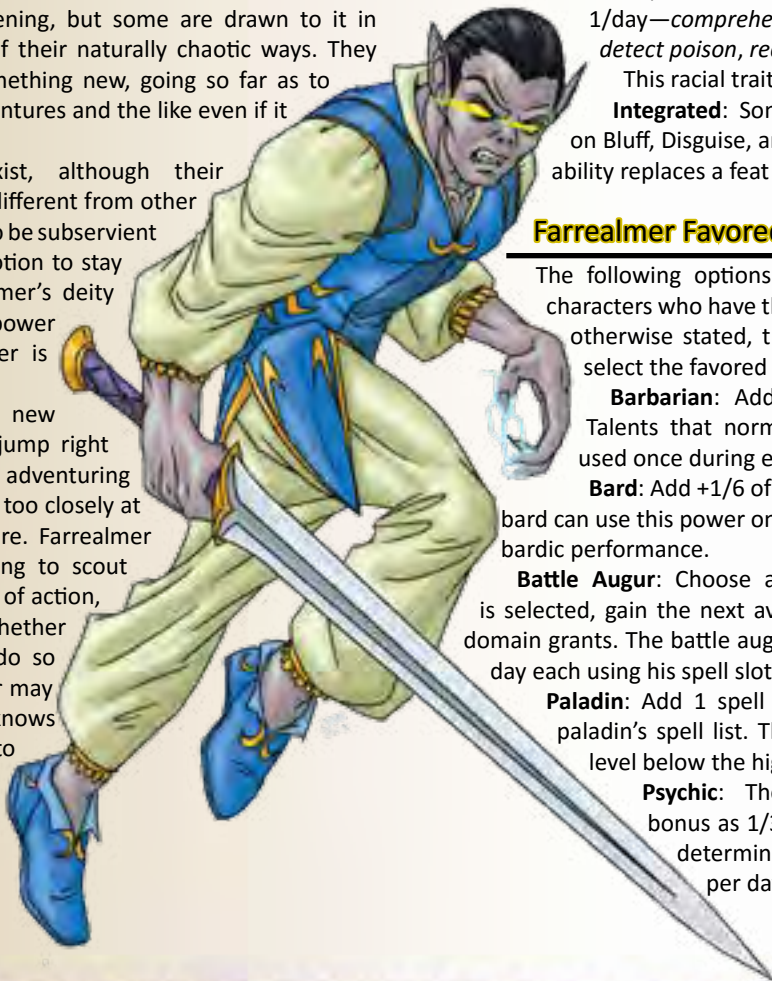
Barbarian: Add +1/6 of a new rogue talent. Talents that normally affect sneak attack can be used once during each rage.

Bard: Add +1/6 of a new barbarian rage power. The bard can use this power once for each time he begins a new bardic performance.

Battle Augur: Choose a cleric domain. Each time this is selected, gain the next available domain spell the chosen domain grants. The battle augur can cast these spells once per day each using his spell slots of the appropriate level.

Paladin: Add 1 spell from the druid spell list to the paladin's spell list. The spell must be at least 1 spell level below the highest level the paladin can cast.

Psychic: The psychic treats his Wisdom bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.



Ranger: Add one spell from the bard spell list to the ranger's spell list. The spell must be at least 1 spell level below the highest level the ranger can cast.

Rogue: Add +1/4 dodge bonus to Armor Class against one creature type from the list of ranger favored enemies.

Wizard: Add +1-1/2 to the wizard's CMD when resisting two combat maneuvers of the character's choice.

Farrealmer Archetypes

These archetypes are typically only taken by farrealms, but other races, with the GM's permission, can take them as well.

Blessed Apothecary (Alchemist Archetype)

Farrealmer alchemists are taught their trade by the gods. Faith over science is what a farrealmer believes.

Alignment: A blessed apothecary's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis.

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

Channel Energy (Su): A blessed apothecary begins play with the ability to channel energy, as a cleric of his level.

This replaces bombs.

Apothecary Domains: At 1st level, a blessed apothecary chooses 2 domains, gaining the listed powers and 1 domain spell slot per day as a cleric of his level would. The apothecary can cast his domain spell slots as he gains them even if he can't prepare extracts of the same level.

This replaces discoveries.

Elementologist (Druid Archetype)

Farrealmer druids are more research oriented than their forest-dwelling counterparts.

Hit Dice and Base Attack: An elementologist's hit die is a d6, and his base attack is equal to 1/2 his druid level.

This alters the druid's normal hit dice and base attack.

Weapon and Armor Proficiencies: Elementologists are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. This alters weapon and armor proficiencies.

Spells: Elementologists' spellcasting ability is Intelligence, rather than Wisdom. They begin play with a spellbook containing all 0-level druid spells (except those from opposed schools; see Elemental Schools) plus three 1st-level spells of their choice. An elementologist also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new elementologist level, he gains two new spells of any spell level or levels that he can cast (based on his new elementologist level) for his spellbook. At any time, an elementologist can also add druid spells found in other spellbooks to his own. He can also learn spells from druids at the same rate as it would take to scribe a spell into his book. Both the druid and the elementologist must spend this time together, uninterrupted, and the cost of inks and quills is doubled as payment for the tutelage.

This alters spells and replaces wild empathy.

Elemental School: At 1st level, an elementologist must choose to specialize in one of the elemental schools of magic. Like a wizard's arcane school, an elemental school grants a number of school powers and one bonus spell slot of each level the elementologist can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the elemental school's spell list.

Unlike a normal arcane school, each elemental school requires the elementologist to select his opposed element as his opposition school (air opposes earth, fire opposes water). He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

Elemental Shape: At 6th level, an elementologist gains wild shape, as a druid of his level, but he can't use the ability to change into animals, only elementals and plants.

This alters wild shape and changes the level at which it is first gained.

Swordblade (Monk Archetype)

Farrealmer monks distrust the lawful monks of other realities. In their homeland, monks are deadly weaponmasters whose blades can cut through any foe.

Alignment: Any non-lawful.

Weapon and Armor Proficiency: A swordblade is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

This alters weapon and armor proficiencies and replaces AC bonus.

Rage (Ex): A swordblade begins play with the ability to rage, as the barbarian class feature. At 11th level, he gains greater rage. At 17th level, he gains tireless rage, and at 20th level, he gains mighty rage.

This replaces flurry of blows, unarmed damage, and unarmed strike.

Stunning Strike (Ex): At 1st level, a swordblade gains Stunning Fist as a bonus feat. He can use his stunning fist with any melee weapon attack, even while raging.

This alters stunning fist and replaces the bonus feat gained at 1st level.

Rage Powers: At 2nd level, and every 4 levels thereafter, a swordblade gains a rage power, as a barbarian of his level.

This replaces the bonus feats gained at the listed levels.

Fast Movement (Ex): At 1st level, a swordblade's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the swordblade's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the swordblade's land speed. At 3rd level, and every 3 levels thereafter, the swordblade's speed increases by an additional 10 ft., to a maximum of +70 ft. at 18th level. This alters fast movement and changes the level at which it is first gained.

Ki Pool (Su): A swordblade's ki strike affects any melee weapon he wields. By spending 1 point from his ki pool, he can do one of the following:

- Make one additional attack at his highest attack bonus while raging, or
- Increase his speed by 20 feet for 1 round, or
- Give himself a +4 dodge bonus to AC for 1 round.

Each of these powers is activated as a swift action.

This alters ki pool.

God-Blooded

As many on the material plane know, aasimar are the children of angels; tieflings are the children of devils, demons, and similarly vile creatures; and nephilim are mortals born of the union of both. The god-blooded, however, are those born to the gods themselves and given mortal form. The spark of divinity exists within each god-blooded, to be nourished or ignored as he or she sees fit.

Because of their divine nature, god-blooded do not simply pass on to the spirit realm upon their death. Instead, those who are not resurrected are naturally reincarnated in a manner similar to rakshasa. While their new form retains no direct memory of any they had previously, fragments of those lives shape a new god-blooded's outlook and personality.

Physical Description: God-blooded are human-like in appearance, except their skin tones are various shades of blue and purple, and their eyes are gold where a human's may be brown or hazel. They sometimes have divine marks upon their skin representative of the god whose power courses through them.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d8	x3 lb.
f 4 ft. 5 in.	85 lbs.	2d8	x3 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
20 years	150	200	250	+6d% years

Society: God-blooded society holds worship and piety above all else. Even those who rebel against their heritage find it hard to ignore their divine parentage when around others of their kind.

Relations: Devout races, particularly dwarves and aasimars, revere god-blooded, at times failing to see the man for the deity. Other races treat the god-blooded with suspicion and trepidation because they worry that, somehow, the gods can see through them.

Alignment and Religion: God-blooded tend to have alignments closely related to their divine parent, but some act against it to distinguish themselves from the gods who bore them.

Similarly, religion plays either a big part or no role at all in a god-blooded's life, depending on the relationships it keeps.

Adventurers: Some god-blooded adventure to spread word of their god's teachings. Others do so to get away from the trappings of their family. Whatever their reasoning, they at least tend to stay in good standing with their companions.

Male Names: Hothek, Ibih, Narak, Reiver, Taryak

Female Names: Amah, Enam, Ivihnel, Sinal, Telkam

God-Blooded Racial Traits (12 RP)

+2 Wisdom, +2 Charisma: God-blooded are naturally intuitive, with forceful personalities.

Medium: God-blooded are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: God-blooded have a base speed of 30 feet.

Outsider (native): God-blooded are outsiders with the native subtype, which grants them darkvision out to 60 ft.

Divine Gift: A god-blooded gains the 1st-level cleric domain power from one domain of its choice and may cast the 1st-level domain spell granted by that domain once per day if it has a Wisdom or Charisma score of 11 or higher. The saving throw DC of that spell is 11 + the god-blooded's Wisdom or Charisma modifier. The caster level for these abilities is equal to the god-blooded's character level.

Metatron: God-blooded gain a +1 racial bonus on Bluff and Diplomacy checks, and a +4 racial bonus on Linguistics checks. They learn up to 3 languages for every rank they spend in Linguistics.

Languages: God-blooded begin play speaking Common and either Celestial or Demonic. God-blooded with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

The following racial traits can be selected in place of the typical god-blooded racial traits.

Divine Surge: Once per day, a god-blooded with this racial trait can increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 8th level, 1d10 at 14th level, and 1d12 at 20th level. If it becomes mythic, the god-blooded loses this ability and gains Marked for Glory as a bonus feat. This racial trait replaces divine gift.

Magical Linguist: Some god-blooded are natural truenamers. They gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. God-blooded with this trait and a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level): 1/day—*arcane mark*, *identify*, *message*, *read magic*. This racial trait replaces metatron.

Mythic Companion: The god-blooded gains Mythic Companion as a bonus feat, which means it is considered a mythic creature for the purposes of determining how mythic spells and effects affect it. If it ever becomes mythic, the god-blooded gains a +1 bonus on all saves against mythic spells and effects. This racial trait replaces divine gift.

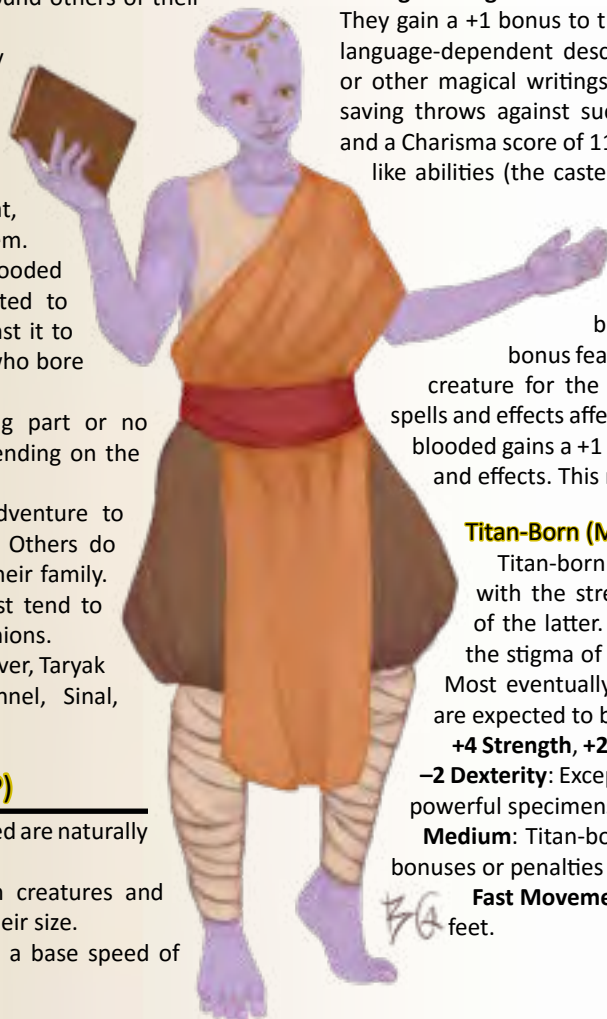
Titan-Born (Monstrous God-Blooded, 18 RP)

Titan-born are the spawn of titan and mortal, with the strength of the former and the free will of the latter. They spend their lives fighting against the stigma of their birth, but few rarely overcome it. Most eventually give in and become the villains they are expected to be.

+4 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Dexterity: Except for their awkward gait, titan-born are powerful specimens in almost every way.

Medium: Titan-born are Medium creatures and have no bonuses or penalties due to their size.

Fast Movement: Titan-born have a base speed of 40 feet.



Outsider (native): Titan-born are outsiders with the native subtype, which grants them darkvision out to 60 ft.

Divine Surge: Once per day, a titan-born can increase any d20 roll she just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 8th level, 1d10 at 14th level, and 1d12 at 20th level. If she becomes mythic, the titan-born loses this ability and gains Marked for Glory as a bonus feat.

Titan Blood (Sp): A titan-born can use *enlarge person* at will, using its character level as its caster level and affecting itself only. While enlarged, the titan-born gains rock catching and rock throwing.

Titan's Resistance: Titan-born gain DR 5/magic and spell resistance equal to 6 + their character level.

God-Blooded Favored Class Bonuses

The following options are available to all god-blooded characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a god-blooded can pick any aasimar or human favored class bonus.

Cleric: Add +1/4 to damage healed or dealt with the channel energy ability.

Convoker: Add +1/4 to the avatar's evolution pool.

Dúlra: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the dúlra's Wisdom modifier. The dúlra adds +1/2 to the number of uses per day of that domain power.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Truenamer: Add 1/3 to the total number of points of burn that the truenamer can accept before she can't choose to accept additional points of burn.

God-blooded Archetype and Class Option

These options are typically only taken by god-blooded, but other races, with the GM's permission, can take them as well.

Blessed Ascetic (Monk Archetype)

God-blooded monks follow the teachings of their deities. Their monastic training is supplemented with divine power.

Alignment: Any lawful. A blessed ascetic alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis.

Ascetic Domain: At 1st level, a blessed ascetic chooses 1 cleric domain. He gains that domain's powers and 1 domain spell slot per day as a cleric of his level. If he already has access to domain slots from another class, the ascetic doesn't gain additional slots. He can cast his domain spell slots as he gains access to them, even if he can't prepare spells of the same level.

This replaces fast movement and the monk's bonus feats gained at 2nd, 10th, and 18th level.

Domain Feat: At 1st level, a blessed ascetic gains a bonus feat. This feat can be any feat that augments or grants domain abilities, such as Believer's Boon or Domain Strike. The ascetic must still qualify to gain these feats.

This replaces the bonus feat gained at 1st level.

Truth (Truenamer Word of Power)

God-blooded gain access to a special word of power, truth. Speaking truth reveals the falsehoods of others so that they may be judged accordingly. In addition to creating the effects below, a truthsayer cannot use the Bluff skill. Instead, he adds half his ranks in Bluff as a competence bonus to both his Diplomacy and Sense Motive when he has at least 1 point of burn.

- (1) *Zone of truth*
- (2) *Seek thoughts or invisibility purge*
- (3) *Meticulous match or locate creature*
- (4) *True seeing*
- (5) *Circle of clarity or vision*
- (6) *Power word stun*

God-Blooded Feats

God-blooded have access to the following feats.

Brink of Corruption

In a previous life, you nearly committed a crime that would tarnish your soul forever, and falling into that again is easy.

Prerequisites: Cha 15, god-blooded.

Benefit: Your moral (good/evil) alignment is considered neutral for effects that would target it. If you can use alignment-based abilities (such as channeling energy), you can use each of those abilities regardless of alignment. Finally, if you are a member of a class that requires a moral alignment, you can ignore that restriction.

Normal: A good cleric must channel positive energy and a neutral cleric must choose to channel positive or negative energy. A paladin is required to be Lawful Good.

Brink of Enlightenment

Your vast knowledge is gathered from ages of research during previous lives.

Prerequisites: Int 13, god-blooded.

Benefit: Choose a number of Knowledge skills equal to your Intelligence bonus. You treat those skills as class skills.

Special: If your Intelligence bonus increases, you can choose additional skills, essentially accessing older memories. Conversely, if your Intelligence bonus is reduced (even temporarily), you lose access to the skill training gained by this feat until your Intelligence score returns to normal.

Memory of A Thousand Lifetimes

You have been reborn many times over, giving you a grasp on almost any job you perform.

Prerequisites: Character level 5th, god-blooded.

Benefit: All of your classes are considered favored classes. You gain either +1 hit point or +1 skill point whenever you take a level in any class. Apply these bonuses retroactively for all class levels that have not yet gained one of these bonuses.

Normal: Characters can have only 1 favored class.

Transcendent Lineage

Your divine marker is more potent than even other god-blooded.

Prerequisites: God-blooded, god-blooded divine surge racial trait.

Benefit: Once per day, you regain divine surge if you fail the roll to which it was added.

Special: You can take this feat twice. The second time, you can reroll a natural 1 on your divine surge die any number of times before determining the results of your roll.

Half-Dwarves

Half-dwarves enjoy the freedoms of being human with a dwarf's lifespan and a hearty constitution. Except for a firm appreciation of stone and no-nonsense attitude, not much differentiates the race. Half-dwarves are usually proud of their heritage, though, lauding their human parent for finding such a remarkable mate as a dwarf and convincing said dwarf to have them.

Physical Description: Humans often mistake half-dwarves for tall dwarves, while dwarves consider them short humans. Neither is wrong, but if one looks more closely at the short beard and strong facial features, they can begin to recognize the difference.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 4 in.	135 lbs.	2d8	x6 lb.
f 4 ft. 0 in.	102 lbs.	2d8	x6 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	80	120	160	+2d20 years

Society: Half-dwarves blend in well with the society they call home, be it dwarf or human in nature. They don't tend to make too much fuss about representation of their kind, preferring to live quietly, letting others think what they will of the circumstances of their birth.

Relations: Other races don't have much problem with half-dwarves, seeing as it can be difficult to distinguish them from common dwarves or humans at times. For their part, the race holds a firm stance on building trust first, so they can sometimes fall to arguing with halflings, tieflings, and other roguish types.

Alignment and Religion: Half-dwarves raised by dwarves tend to worship dwarven gods, while those raised around humans may pick up any religion that suits them. Half-dwarves are more often than not a lawful race.



Adventurers: Half-dwarves lean toward adventuring as warrior-types, but clerics and paladins are not unheard of. In areas with strong occult teachings, half-dwarf kineticists and truenamers abound.

Names: Half-dwarves blend common human names, like Stanley, with dwarven names like Brick into original names like Stanbrick or Prismond.

Half-Dwarf Racial Traits (9 RP)

+2 to One Ability Score: Half-dwarf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-dwarves are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Half-dwarves are humanoids with both the dwarf and human subtypes.

Well-Balanced: Half-dwarves have a base speed of 30 feet, and their speed is never modified by armor or encumbrance.

Languages: Half-dwarves begin play speaking Common and Dwarven. Half-dwarves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Hardy: Half-dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stable: Half-dwarves gain a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Low-Light Vision: Half-dwarves can see twice as far as humans in conditions of dim light.

Toughness: Half-dwarves receive Toughness as a bonus feat at 1st level.

Alternate Racial Traits

Half-dwarves can select any dwarf or human alternate racial traits that replace hardy or their bonus feat. In addition, a half-dwarf can select the following racial traits in place of the typical half-dwarf racial traits.

Darkvision: Some half-dwarves maintain their racial darkvision. This racial trait replaces Toughness and low-light vision.

Greedy: Half-dwarves raised by dwarves gain the greedy racial trait, but they can only choose from dwarf language options.

Stability: Half-dwarves are sometimes stockier, granting them their full +4 bonus from stability, but their speed is reduced to 20 feet.

Half-dwarf Favored Class Bonuses

The following options are available to all half-dwarves characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a half-dwarf can pick any dwarf or human favored class bonus.

Barbarian: Gain 1/6 of a new rage power.

Cleric: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth and creatures with the earth subtype.

Convoker: Add +1/4 to the avatar's evolution pool.

Fighter: Add +2 on rolls to stabilize when dying.

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Truenamer: Gain 1/6 of a new word.

Deep Earth Bloodline

Bonus Spells (Spell Level): *expeditious excavation* (1st), *darkvision* (2nd), *shifting sand* (3rd), *stoneskin* (4th), *spike stones* (5th), *stone tell* (6th), *repel metal or stone* (7th), *earthquake* (8th).

Bonus Feats: Acrobatic Steps, Alertness, Blind-Fight, Forge Ring, Nimble Moves, Skill Focus (Perception), Stealthy, Still Spell.

Bloodline Powers

Tremor (Sp): At 1st level, as a standard action, you can cause the ground to shake beneath a single creature within 30 feet, functioning as a trip maneuver using your sorcerer level plus your Charisma modifier in place of your CMB. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rockseer (Su): At 3rd level, you gain the stonecunning trait as a dwarf; if already a dwarf, your bonus improves to +4. At 9th level, you gain tremorsense 30 feet. At 15th level, you can see through solid objects as if using a ring of x-ray vision for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

Crystal Shard (Sp): At 9th level, you can touch a metal or stone weapon (or up to 50 pieces of ammunition) as a standard action, giving it the bane property against any creature with the earth subtype, oozes, or constructs made of stone or metal, for 1 minute. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Earth Glide (Ex): At 15th level, you can glide through any sort of natural earth or stone as easily as a fish swims through water, with a burrow speed equal to half your normal speed. You do not leave a tunnel or trace of your passage. You can use this ability for 1 minute per sorcerer level each day. The duration need not be continuous, but it must be used in 1-minute increments.

Strength of Stone (Su): At 20th level, your flesh becomes as hard as stone, giving you DR 10/adamantine, and you become immune to petrification. You suffer no penalties while squeezing through tight spaces and are immune to bull rush, drag, grapple, reposition, and trip maneuvers, and to push and pull effects as long as you are standing on the ground.

Witchblade: Add +5 feet to the distance at which the witchblade's familiar grants the Alertness feat (maximum +20 feet).

Half-Dwarf Class Options

These options are typically only taken by half-dwarves, but other races, with the GM's permission, can take them as well.

Blessing of Earth (Cleric Domain Option)

Half-dwarven clerics sometimes use a special divine focus crafted from materials found on the plane of earth. These materials allow the cleric to access earthly power without a specific domain.

When a half-dwarf cleric gains a domain power or spell, he can instead choose to gain a power or spell from the earth domain or one of its subdomains. The chosen power or spell replaces that of the cleric's normal domain.

Blood of the Deep (Sorcerer Bloodline Option)

The combination of dwarf and human draws out latent power from the half-dwarf's bloodline.

When a half-dwarf sorcerer gains a bloodline power, feat, or spell, he can instead choose to gain that option from the deep earth bloodline (see below. For the full bloodline, refer to the Pathfinder® Roleplaying Game: Advanced Player's Guide™). Doing so replaces the original bloodline's option at the same level.

Earth Shifter (Shifter Aspect Option)

Half-dwarf shifters can choose the earth elemental aspect of the elemental shifter archetype without altering their other class features.

Terra-Bound (Kineticist Elemental Focus Option)

Half-dwarves treat earth talents as universal kineticist talents and can choose them even when they lack the earth elemental focus.

Half-Dwarf Feats

Half-dwarves have access to the following feats.

Deep Bond

You have communed with a greater earth elemental and been gifted an ally for your efforts.

Prerequisites: Cha 15, character level 4th, half-dwarf.

Benefit: You gain a Small earth elemental as a companion. It grows in the same way a druid's animal companion would, and your effective druid level is equal to your character level -3. Levels in classes that gain an animal companion stack with this feat, to a maximum of your character level.

Earth Elemental Companion

Starting Statistics

Size Small, **Speed** 20 ft., burrow 20 ft.; **AC** +2 natural armor; **Attack** slam (1d4); **Ability Scores** Str 14, Dex 11, Con 16, Int 3, Wis 10, Cha 8; **Special Qualities** earth mastery, elemental immunities, darkvision 60 ft.

4th-Level Advancement

Size Medium; **AC** +2 natural armor; **Attack** slam (1d6); **Ability Scores** Str +2, Con +2

Incredible Endurance

You do not fatigue easily.

Prerequisites: Con 15, half-dwarf.

Benefit: When an effect would cause you to become fatigued, you ignore that effect. You can benefit from this a number of times each day equal to half your Constitution bonus.

Special: This feat meets the Endurance prerequisite of other feats, class features, or options.

Inexhaustible

You are incredibly difficult to exhaust.

Prerequisites: Con 17, Incredible Endurance, half-dwarf.

Benefit: When you would become exhausted, you become fatigued unless you are already fatigued.

Leonin

Natives of a foreign realm, the leonin are strong allies in the war against the Chaos. Unlike the catfolk with whom most are familiar, these naturalistic warriors rarely seek adventure for fun, preferring instead to focus on the task at hand and success in its execution above all else.

Physical Description: Leonin are strong and physically imposing. Males and females both wear their hair long, often braided with trinkets taken from their victories. They prefer shining armor to mute leathers, and wear their ceremonial attire proudly when given reason to celebrate.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 10 in.	130 lbs.	2d10	x5 lb.
f 5 ft. 5 in.	95 lbs.	2d10	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	35	53	70	+2d20 years

Society: Leonin society is tribal, holding to a standard dictated by their tribunal of elders which always consists of a male (the true leader) and two females (his mates and advisors). Should the male be lost, either through death or exile, the females lead until a proper replacement can be found.

Relations: Leonin generally treat others as equal until they find reason not to. They are wary of overly social races, such as halflings and humans, but believe dwarves and elves can be too close-minded. Other races react to leonin as they would catfolk, and only through interaction do they realize the differences.

Alignment and Religion: Leonin laws hold to a natural order and in some tribes it's kill or be killed. They recognize trial by combat, and worship of their neutral gods heavily influences their architecture and way of living.

Adventurers: A leonin adventures to right some wrong that was done to him, his family, or his tribe. When away from other members of his race, a leonin will adopt his adventuring companions as a small tribe, either placing himself or somebody he trusts to beat him in battle as their defacto leader.

Names: A leonin's name is a story about the individual that often translates to things like Born Under a Blue Moon, He Keeps Watch, Sight of Day, or Wildcat.

Leonin Racial Traits (11 RP)

+2 Strength, +2 Charisma, -2 Intelligence:

Leonin are strong and proud, but their way of living lacks some of the teachings of other races.

Medium: Leonin are Medium creatures and thus receive no bonuses or penalties due to their size.

Catfolk: Leonin are humanoids with the catfolk subtype.

Normal Speed: A leonin has a base speed of 30 feet.

Low-Light Vision: A leonin can see twice as far as a human in conditions of dim light.

Intimidating Prowess: Leonin begin with Intimidating Prowess as a bonus feat.

Keen Senses: receive a +2 racial bonus on Perception checks.

Natural Hunter: Leonin receive a +1 racial bonus on Stealth, and Survival checks.

Scent: Leonin gain the scent ability.

Languages: Leonin begin play speaking Common and Catfolk, but their dialect is different, making some words harder to understand or translate between the two. Leonin with high Intelligence scores can choose Catfolk, Draconic, Elven, Gnomish, Goblin, and Orc.

Alternate Racial Traits

A leonin can select the following racial traits.

Cat's Claws: Some leonin have stronger and more developed claws than other members of their race, and can use them to make attacks. Leonin with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces natural hunter and scent.

Otherworldly: Leonin with strong ties to their native lands are considered outsiders with the catfolk and native subtypes. They gain darkvision and are immune to light-based blindness and dazzle effects. They are treated as one level higher when determining the effects of any light-based spells or effects they cast (including spell-like and supernatural abilities). A leonin with an Intelligence of 10 or higher can cast *light* at will as a spell-like ability. This racial trait replaces low-light vision and Intimidating Prowess.

Quick Reactions: Some leonin are more about action over intimidation. These leonin gain Improved Initiative as a bonus feat. This racial trait replaces intimidating prowess.

Leonin Favored Class Bonuses

The following options are available to all leonin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a leonin can pick any catfolk favored class bonus.

Accelerist: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Cleric: Add 1 spell from the sun cleric domain spell list to the cleric's spell list. The spell must be at least 1 spell level below the highest level the cleric can cast.

Heir Apparent: Gain 1/6 of a new combat feat.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.



Nature Warden: Gain +1/6 of a use of guardian form per day.

Paladin: Add a +1 deflection bonus to AC against a foe you are targeting with smite evil when wearing light or no armor (Max +6).

Ranger: When you hit an enemy with at least 2 attacks during the same action, you deal an additional 1/2 point of damage. This increases to 1 point against favored enemies.

Shifter: When you hit an enemy with at least 2 attacks during the same action, you deal an additional 1/2 point of damage. This increases to 1 point when in wild shape.

Sorcerer: Add 1 spell from the sun cleric domain spell list to the sorcerer's spell list. The spell counts as a sorcerer spell for the character. The spell must be at least 1 spell level below the highest level the cleric can cast.

Leonin Class Options

These options are typically only taken by leonin, but other races, with the GM's permission, can take them as well.

Blessing of the Sun (Cleric Domain Option)

Leonin clerics have a special connection which allows the cleric to utilize the sun's power without a specific domain.

When a leonin cleric gains a domain power or spell, he can instead choose to gain a power or spell from the sun domain or one of its subdomains. The chosen power or spell replaces that of the cleric's normal domain.

Bloodline of the Sun (Sorcerer Bloodline)

The sun sorcerers of the leonin realm have learned to harness the awesome power of the sun in even the darkest times. Inspirational mentors, they shape the lives of their kings from a young age to walk a righteous path of their own.

Class Skills: Diplomacy, Sense Motive

Bonus Spells: *flare burst* (3rd), *burst of radiance* (5th), *daylight* (7th), *fire shield* (9th), *break enchantment* (11th), *greater heroism* (13th), *power word blind* (15th), *sunburst* (17th), *fiery body* (19th).

Bonus Feats: Any channeling feat, Improved Critical, Progressive Convergence (celestial), Skill Focus, Weapon Focus, Widen Spell

Bloodline Arcana: Gain 2 additional skill ranks per level.

Bloodline Powers: The sun empowers you with its light.

Arcane Bond (Su): At 1st level, you gain an arcane bond with a ceremonial spear or staff you receive in recognition of your fledgling power. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your bonded spear. Once per day, your bonded spear allows you to cast any one of your spells known. This ability does not allow you to have both a familiar and a bonded item.

Channel Light (Sp): At 3rd level, you can sacrifice a spell slot once per day to channel light through your bonded item.

Channeling light causes a burst of bright light that dispels darkness and damages or heals all creatures in a 30-foot radius centered on you. You choose which effect occurs with each use. Undead and creatures with a weakness to sunlight cannot be healed by this effect. The effective spell level is equal to the slot sacrificed.

The amount of damage dealt or healed is equal to 1d6 per spell level, to a maximum of 1d6. At 7th level, and every 4 levels thereafter, you can channel light one additional time each day and the maximum healing increases by +1d6 per spell level sacrificed.

Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

* New feat introduced in chapter 5.

Imperious Bloodline

Bonus Spells (Spell Level): *moment of greatness* (1st), *eagle's splendor* (2nd), *heroism* (3rd), *threefold aspect* (4th), *greater command* (5th), *repulsion* (6th), *greater age resistance* (7th), *prediction of failure* (8th).

Bonus Feats: Diehard, Endurance, Improved Initiative, Lingering Spell, Magical Aptitude, Persuasive.

Bloodline Powers

Studious (Ex): At 1st level, you gain Diplomacy, Knowledge (history), Knowledge (local), Knowledge (nobility), and Linguistics as class skills. In addition, when using these skills to learn, study, or gather information about catfolk or leonin, you add an insight bonus equal to your Charisma bonus on such checks.

Heroic Echo (Su): At 3rd level, when you receive a morale bonus from any spell, spell-like ability, or magic item, including those you cast on yourself, that bonus increases by +1. At 9th level, this ability also applies to competence bonuses. If you receive a morale effect (or a competence effect at 9th level) that affects an area or multiple targets, as an immediate action you can share your increased bonus with all other recipients. This increase to other participants lasts a number of rounds equal to your Charisma bonus. You can use this ability once per day, plus one time per three levels after 3rd.

Take Your Best Shot (Su): At 9th level, if you are targeted by a harmful spell, spell-like ability, or supernatural ability and suffer no harm from it, whether because of a successful saving throw, spell resistance, the attack missing, or another protection, as an immediate action you can make an Intimidate check to demoralize the creature that produced the effect, but only if the creature that used the harmful effect is within 30 feet and can clearly see and hear you. At 13th level, you can use this ability after succeeding at a saving throw to reduce the effects of an attack (if no save is allowed, you cannot use this ability).

Heroic Legends (Su): At 15th level, you may inspire greatness or inspire heroics as a bard of your sorcerer level by sacrificing a spell slot as a swift or move action. The effect lasts a number of rounds equal to the sacrificed spell's level; this duration is doubled for human recipients.

Immortal Legend (Ex): At 20th level, you cease aging; no longer need to eat, drink, or sleep; and gain immunity to death effects and energy drain.

Channeling energy standard action that does not provoke an attack of opportunity. You can choose whether or not to include yourself in this effect.

Radiant Channeling: At 9th level, creatures that fail their save against your channel light ability are dazed for 1 round per spell level sacrificed. At 15th level, they are blinded instead. At 20th level, they are blinded, then dazed.

Imperious Rule (Sorcerer Bloodline Option)

When a leonin sorcerer gains a bloodline power, feat, or spell, he can instead choose to gain that option from the imperious bloodline (see below. For the full bloodline, refer to the Pathfinder® Roleplaying Game: Advanced Race Guide™). Doing so replaces the original bloodline's option at the same level.

Mushroom Leshys

Much like their cousins, the vine leshys, mushroom leshys (sometimes called shroomies for short) are created through a druidic ritual, usually performed underground. They possess an equal amount of wonder about the greater world beyond their birthplace, and although they prefer the more subterranean locales, shroomies are not afraid to venture into the open air in search of a story to bring home.

Physical Description: A mushroom leshy's body is composed of small, appendage-like stalks growing from a larger stipe which supports the shroomy's cap. A shroomy's cap can be of almost any color and size, which in some cases can denote social status or physical ability. Some families of mushroom leshy can even remove and interchange their caps.

Base Height	Base Weight	Modifier	Weight Modifier
m 2 ft. 8 in.	30 lbs.	2d4	x1 lb.
f 2 ft. 6 in.	25 lbs.	2d4	x1 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
2	9	16	23	+2d4 years

Society: Mushroom leshys create kingdoms in which they can thrive as a society of workers under a monarch (usually a matriarchy). Every shroomy contributes to the needs of the people, and in return every member of a mushroom kingdom is provided for their entire lives. As a mushroom leshy ages, her responsibilities can change, from worker to diplomat to sage. Shroomy royalty is responsible for making decisions not suitable to the masses, such as when to go to war, when to produce or hunt food, and the creation and execution of laws governing the people. Entire kingdoms can come and go in the span of between 20-30 years, depending on prosperity.

Relations: Shroomies of all ages can be called upon to act as emissaries for their kingdom, so all mushroom leshys must learn the customs of the races who live around them. Those who take their education further may learn obscure facts about those races, or even learn about distant or ancient races with whom they may rarely actually interact.

Alignment and Religion: Every kingdom keeps its own laws and moral views which can come off as good or evil depending on the races with whom they deal. An individual shroomy may be exiled from her kingdom for holding outsider viewpoints or speaking out against their monarch.



Formal worship may or may not play a role in a given kingdom's society, but those who do practice religion usually adopt the faiths of the races around them.

Adventurers: An adult mushroom leshy may adventure to better her kingdom's standing, receiving aid in the form of useable gold or items from her people while sending back materials, food, and other useful things discovered in her travels. Older shroomies tend to seek knowledge over material wealth, sending back their findings to the sages of their home. This makes mushroom leshys good bards, heirs apparent, necromancers, rogues, and wizards.

Mushroom Leshy Racial Traits (9 RP)

+2 Constitution, +2 Intelligence, -2 Wisdom: Mushroom leshys are tough and smart, but their shorter lifespans prevent them from having great insight without keeping archives.

Small: Mushroom leshy are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Leshy: Mushroom leshys are plants with the leshy subtype but lack the immunities to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning that the plant type usually grants, and they lack the immunity to electricity and sonic that the leshy subtype usually grants.

Normal Speed: A shroomy has a base speed of 30 feet.

Darkvision: Shroomies can see in the dark up to 60 feet.

Low-Light Vision: Mushroom leshys can see twice as far as humans in conditions of dim light.

Dungeon Delver: Mushroom leshys gain a +2 racial bonus on Knowledge (dungeoneering) checks and always treat Knowledge (dungeoneering) as a class skill.

Porous: A mushroom leshy affected by a spell or ability with the air or water descriptors ignores the effect and instead doubles in height and weight (becoming Medium) for a number of rounds equal to the caster level of the spell or the total hit dice of the creature using the ability. The shroomy loses its immunity to these effects when enlarged in this way.

If submerged in nonmagical water, a mushroom leshy grows to Medium size for a number of rounds equal to its Constitution modifier (minimum 1) and loses its immunities as noted above.

Spore: Mushroom leshys able to create auras or cast spells with an area burst can increase the radius of those effects by up to 10 feet as a free action, to a maximum of twice the area. This applies after all other increases (such as Widen Spell).

Undergrowth: Mushroom leshys gain a +4 racial bonus on Stealth checks made underground.

Light Blindness: Abrupt exposure to bright light blinds mushroom leshys for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Vulnerable to Sunlight: Mushroom leshys take 1 point of Constitution damage each hour they are exposed to sunlight.

Languages: Mushroom leshys begin play speaking Common and Undercommon. Mushroom leshy with high Intelligence scores can choose from the following: Aquan, Auran, Aklo, Elven, Gnome, Goblin, Sylvan, or Terran.

Alternate Racial Traits

A mushroom leshy can select the following racial traits in place of those it normally gains. In addition, a shroomy can choose the agile and swamp leshy alternate racial traits from the vine leshy. It loses its Constitution bonus or dungeon delver and undergrowth, respectively.

Mushroom Royalty: Shroomies born to the royal family aren't as adventurous. They gain a +2 racial bonus on Knowledge (nobility) and always treat Knowledge (nobility) as a class skill. This replaces dungeon delver.

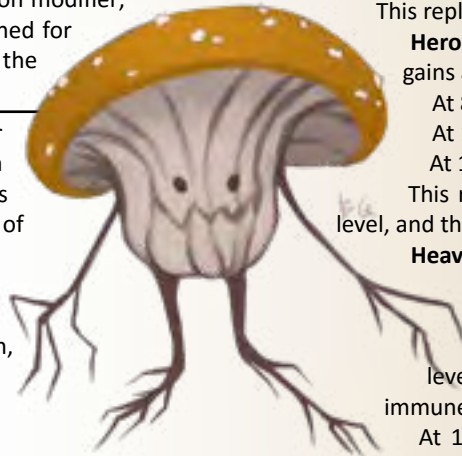
Plant Resistances: Mushroom leshys sometimes retain minor resistances of their non-sentient progenitors. They gain resist electricity 5 and sonic 5. This replaces spore.

Poisonous: Mushroom leshys sometimes carry natural poison in their bodies. As a swift action, the leshy can imbue its stem with this irritating substance. The next time the leshy hits a creature with an unarmed strike, or is struck by an unarmed strike or natural weapon, the creature is affected by the following poison.

Leshy Toxin: Skin or weapon—contact or injury; save Fort DC 10 + half the leshy's Hit Dice + her Constitution modifier; frequency 1/round for 6 rounds; effect sickened for 1 round; cure 1 save. A creature that ingests the poison takes a -5 penalty to the save.

The leshy can use this ability a number of times per day equal to its Constitution modifier (minimum 1). A mushroom leshy is immune to its own poison, but not to that of other shroomies. This replaces porous.

Truffle: Truffles are mushroom leshys born under the thick canopy of forests. They lose darkvision, dungeon delver, and undergrowth, but suffer neither vulnerability to sunlight nor light blindness.



Favored Class Bonuses

Any Class: Add +2 temporary hit points when enlarged by porous. This effect can occur no more than once in a 24-hour period.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using the character's mutagen.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Druid: Add +1/3 to the druid's energy resistance to electricity or sonic damage (maximum +10).

Dúlra: Add 1 spell from the plant domain (or a plant subdomain) spell list to the dúlra's spell list. The spell must be at least 1 spell level below the highest level the dúlra can cast.

Gunslinger: Add +1/2 to the gunslinger's touch AC against firearm attacks (maximum +5).

Heir Apparent: Gain the stipend for the next level instead of this one. This has no effect at 20th level and doesn't change the heir's total stipend.

Inquisitor: Add a +1/2 bonus on Knowledge, Perception, and Sense Motive checks made against plants.

Kineticist: Add 1/3 point of damage to wood-element blasts that deal damage. The type is the same as the blast's.

Midnight Legate: Add a +1/2 bonus on Knowledge, Perception, and Sense Motive checks made against plants.

Nature Warden: Add +1/2 to damage rolls the warden makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Necromancer: Add 1 spell from the repose domain spell list to the necromancer's spell list. The spell must be at least 1 spell level below the highest level the necromancer can cast.

Ranger: Add +1/4 dodge bonus to AC against the shroomy's favored enemies.

Witch: Add 1 spell from the plant domain (or a plant subdomain) spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

Mushroom Leshy Class Archetypes

These options are typically only taken by mushroom leshy, but other races, with GM permission, can take them as well.

Mushroom Knight (Fighter Archetype)

Royal guards of the mushroom kingdom, mushroom knights are fighters trained to use their spores to maximum effect in aiding allies and hindering enemies.

Shield Cap (Ex): When not using a shield or wearing a head slot item, a mushroom knight can use her cap to gain a +2 shield bonus to AC. The knight can dual-wield or wield a weapon in two hands and still receive this bonus. She can also enchant her cap as if it were a heavy wooden shield, or as a magic helm, but not both.

This replaces the bonus feat gained at 1st level.

Heroic Auras (Su): At 3rd level, a mushroom knight gains aura of courage as a paladin of her fighter level.

At 8th level, she also gains aura of resolve.

At 14th level, she also gains aura of faith.

At 17th level, she also gains aura of righteousness.

This replaces bravery, the bonus feat gained at 8th level, and the weapon training gained at 17th level.

Heavy Spore (Ex): Once per day at 9th level or higher, a mushroom knight can create a poisonous burst, centered on the knight, that duplicates the effects of a *slow* spell. Her effective caster level is equal to her fighter level. The knight is immune to her own heavy spores.

At 13th level or higher, the knight can use heavy spore twice each day, and her heavy spore can also create the effects of a *cloak of dreams* spell. While either effect is active, the knight's other auras are suppressed.

This replaces the weapon training gained at 9th level and 13th level.

Armor Training (Ex): A mushroom knight doesn't gain armor training until 7th level. Her effective level when improving this ability is equal to her fighter level -4.

This alters armor training.

Toadstool Mercenary

Toadstool mercenaries are to mushroom knights as antipaladins are to paladins.

A toadstool mercenary gains the same features as the mushroom knight, except her auras are replaced with antipaladin auras gained at the same levels.

Mushroom Leshy Feat

Mushroom leshys have access to the following feat.

Removable Cap

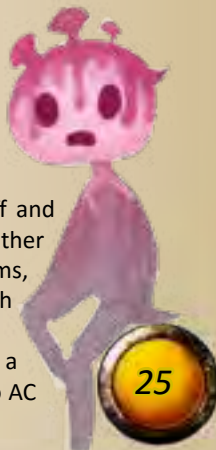
You can remove or replace your cap.

Prerequisite: Mushroom leshy.

Benefit: You can remove your cap as if it were a helm. Doing so allows you to fit into spaces big enough for a tiny creature (or small while enlarged by porous) without squeezing.

Without your cap on, you gain a +2 bonus on Bluff and Disguise checks to appear as a gnome, halfling, or other small race. Finally, you can wear normal head slot items, such as tiaras, by placing them on your head beneath your cap.

Special: If you are a mushroom knight, you can wear a head slot item and still receive your +2 shield bonus to AC while your cap is on your head.



Nephilim

Paragons of the mortal races, nephilim are the children of angel and devil, given physical form on the material plane. While not as divinely in tune with their heritage as god-blooded, the nephilim still feel a draw to resolve divine conflict as it threatens to destroy life on the world they call home.

Physical Description: Nephilim appear human, but their lack of flaws can be unnerving for those who don't know them.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 4 in.	125 lbs.	2d10	x5 lb.
f 4 ft. 11 in.	90 lbs.	2d10	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
13 years	65	90	115	+3d20 years

Society: Nephilim find little time to settle down and create villages with their kind. Most are too busy adventuring, or looking for trouble anywhere they can find it. Not that a nephilim can't retire, but the itch to do something great never goes away, even on the rare occasion that one lives long enough to grow old.

Relations: Because of a nephilim's willingness to put itself in danger, other races tend to give them a wide berth. Halflings can appreciate the nephilim's wanderlust, and dwarves and half-orcs celebrate their physical prowess, but all will occasion ally hesitate while the nephilim knows not the meaning of the word.

Alignment and Religion: Nephilim border on chaotic, and most are good, if only because of their drive to solve problems rather than create them. They view worship of the gods as necessary when drawing power from them, but otherwise treat them as a nuisance for interfering with mortal affairs.

Adventurers: A nephilim's human side shines through in the variety of classes they can pick. The most common of these are barbarian, gunslinger, monk, necromancer, paladin, witch, and wizard.

Male Names: Asher, Barak, Gad, Jokim, Meshach

Female Names: Atarah, Huldah, Naarah, Sarai, Zilpah

Nephilim Racial Traits (10 RP)

+2 Constitution: Nephilim characters also gain a +2 racial bonus to one other ability score of their choice at creation to represent their varied nature.

Medium: Nephilim are Medium creatures and have no bonuses or penalties due to their size.

Human: Nephilim are humanoids with the human subtype.

Fast Movement: Nephilim have a base speed of 40 feet.

Skilled: Nephilim gain an additional skill rank at first level and one additional rank whenever they gain a level.

Stubborn: Nephilim gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a nephilim fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the nephilim has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Unsettling: Nephilim take a -2 penalty to Bluff and Diplomacy checks. Creatures that would start indifferent start as unfriendly when interacting with a nephilim, and animals that would start unfriendly start as hostile.

Unsurpassed Talent (Sp): At character creation, a nephilim chooses one of the following spells that it can cast once per day, using its character level as its caster level and affecting itself only. *Bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom*. Once this choice is made, it cannot be changed later.

Languages: Nephilim begin play speaking Common. Nephilim with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

Nephilim can select the following racial traits.

Divine Surge: Once per day, a nephilim with this racial trait can increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 8th level, 1d10 at 14th level, and 1d12 at 20th level. If it becomes mythic, the nephilim loses this ability and gains Marked for Glory as a bonus feat. This racial trait replaces unsurpassed talent.

Mythic Companion: The nephilim gains Mythic Companion as a bonus feat, which means it is considered a mythic creature for the purposes of determining how mythic spells and effects affect it. If it ever becomes mythic, the nephilim gains a +1 bonus on all saves against mythic spells and effects. This racial trait replaces unsurpassed talent.

Non-Human Nephilim

In areas where the predominant race is not human, nephilim will take the form of the dominant race instead. These nephilim are treated the same as human nephilim, except their size may change, and they can trade skilled and fast movement for other racial traits, such as low-light vision, darkvision, or a defensive racial trait.

Nephilim Favored Class Bonuses

Any Class: Add +1 to the character's energy resistance to one kind of energy (maximum +10).

Barbarian: Add a +2 bonus on Acrobatics checks made to jump.

Gunslinger: Add a +2 bonus on Acrobatics checks made to move through threatened areas and enemy spaces.

Monk: Each melee attack that hits during a flurry of blows after the first in a round deals +1 damage, to a maximum of twice the monk's Strength bonus.

Necromancer: Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

Paladin: As a swift action, the paladin can give enemies within 5 feet a -1 penalty to attack her allies until the start of her next turn, to a maximum of twice her Charisma bonus.

Shaman: Add ½ to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Wizard: Add one spell from the sorcerer/wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Nephilim Class Archetypes

These options are typically only taken by nephilim, but other races, with the GM's permission, can take them as well.

Archon (Arcanist Archetype)

Nephilim arcanists are masters of a variety of unique magical effects, from conjuring temporary familiars to blasting enemies with a beam strong enough to disintegrate them.

Limitless Pool (Su): An archon can spend any number of points from her arcane reservoir to increase a spell's caster level. This can increase the spell's effect (such as *magic missile* gaining additional missiles) as if the archon were that level.

This alters arcane reservoir and replaces the arcanist exploit gained at 1st level.

Conjure Bomb (Sp): At 3rd level, an archon is able to spend 1 point from her arcane reservoir to conjure a bomb and throw it as a standard action. This functions as the alchemist bomb class feature, and the archon's effective alchemist level is equal to her arcanist level. The archon can only use this ability a number of times per day equal to her level.

This replaces the arcanist exploit gained at 3rd level.

Contingency Plan (Sp): At 5th level, when an archon is dealt damage, she can spend 1 point from arcane reservoir and cast a prepared *mirror image* as an immediate action.

At 9th level, she can spend 1 point to cast a prepared *dimension door* instead.

At 11th level, she can spend 2 points to cast a prepared *teleport* instead.

At 15th level, she can spend 2 points to cast a prepared *greater teleport* instead.

At 19th level, she can spend 3 points to cast a prepared *time stop* instead.

This replaces the exploits gained at the listed levels.

Forge Bond (Su): At 7th level, an archon can set aside 1 or more points from her arcane reservoir as a full-round action to create a temporary familiar or bonded item. This functions as the wizard arcane bond class feature, except the archon's effective wizard level is equal to twice the total points she sets aside to use this ability. If the archon already has arcane bond from another class, this allows her effective levels to stack with the benefits of that class. She cannot use forge bond to gain both a familiar and a bonded item.

The bonded familiar or item is permanent until destroyed or until the archon dismisses it as a free action, at which point she gains back half the points spent to conjure it.

This replaces the arcanist exploit gained at 7th level.

Disintegrate (Sp): At 13th level, an archon can spend 6 points from her arcane reservoir to cast *disintegrate*. This replaces the arcanist exploit gained at 13th level.

Greater Reservoir (Ex): At 17th level, an archon starts each day with extra points in her arcane reservoir equal to her Charisma modifier. This replaces the exploit at 17th level.

Bull King's Warrior (Unchained Barbarian Archetype)

Nephilim barbarians believe in the ancient nephilim who ruled other races over the gods. One ruler, known only as the Bull King, was but one of these mighty warriors of yore.

Guide My Hand (Ex): While raging, a bull king's warrior gains a +3 bonus on melee attack rolls and thrown weapon attack rolls.



This bonus increases by +1 against a target for each round the warrior hits only that target with at least 1 attack. She still receives the normal bonuses from raging to her melee and thrown weapon damage rolls.

This alters rage and replaces the Will save bonus and the temporary hit points gained when raging.

Furious Charge (Ex): A bull king's warrior gains no bonus to attack rolls when charging, but can ignore difficult terrain and move any direction to reach her target so long as her movement ends in an attack against that target. She can charge after only moving 5 feet and can charge targets she is aware of outside of her line of sight. This replaces fast movement.

Greater Rage (Ex): At 11th level, a bull king's warrior's starting bonus on melee attack rolls and thrown weapon attack rolls while raging increases to +4, and the warrior can switch targets once per rage without losing her bonus.

This alters greater rage.

Wrath of the Berserker (Sp): At 13th level, when a bull king's warrior enters a rage, she can also cast *transformation* as a free action. She can use this ability 1/day at 13th level, and 2/day at 19th level. The warrior's caster level is equal to half her barbarian level.

This replaces damage reduction 3/—, 4/—, and 5/—.

Call of the Ancients (Sp): At 17th level, a bull king's warrior can summon up to 4 clones of herself to aid her in battle as a full-round action. This is treated as *summon monster V*, except as noted here. While her clones are summoned, each round of the warrior's rage counts as 2 rounds. The warrior's caster level is equal to half her barbarian level.

The warrior's clones each have hit points equal to 1/4 the warrior's total hit points and take a –5 penalty to d20 rolls, AC, and damage rolls. When summoned, the clones are raging, and continue to do so for the duration of the spell. The clones gain the same benefits from raging as the bull king's warrior.

This replaces tireless rage.

Mighty Rage (Ex): At 20th level, a bull king's warrior's starting bonus on melee attack rolls and thrown weapon attack rolls while raging increases to +5 and the warrior can switch targets once per round without losing her bonus.

This alters mighty rage.

Otterlings

By Michael Ralston Galvis - Sageowl Press.

Otterlings are a curious, fun-loving people who call the river shores of the world home. A typically quiet, peaceful race, they rarely wander beyond the borders of their tiny settlements. When danger threatens, however, heroic otterlings are quick to respond, so that their families can continue to live the easy life to which they have all grown accustomed.

Physical Description: Otterlings stand between three and four feet tall. Their hair color includes a spectrum of reds, browns, grays, and whites. Their underside tends to be lighter. Their skin has oil which repels water and they have webbed paws, making them exceptional swimmers. They have thick tails and fast-moving eyes. Despite their love of fish, otterlings are clean creatures and rarely smell. Aware of how their appearances might influence others, they are sure to freshen up before a social event.

Base Height	Base Weight	Modifier	Weight Modifier
m 2 ft. 8 in.	33 lbs.	2d4	x1 lb.
f 2 ft. 6 in.	28 lbs.	2d4	x1 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
7 years	23	40	57	+2d10 years

Society: Otterlings care very much for their families. Most otterlings grow up looking after their grandparents and great-grandparents. For otterlings born into families that craft items, they'll spend their early years learning the family's trade. Many otterlings aspire to craft stunning jewelry. The mark of success for an otterling craftsman is for royalty or other person of prestige to don their work.

Relations: Otterlings are a joy to be around because they're so energetic and no stranger to bending the rules. They make fast friends with half-orcs and halflings, finding their passionate temperaments exciting. Otterlings don't quite understand gnomes. They see them as confusing, cryptic, and airy. Similarly, they can respect elven crafts, but find the race to be arrogant at times.

Alignment and Religion: Friends of otterlings see them as exceptional, cunning allies who can find a solution to any debacle and are always ready to make tough decisions.

Otterlings who value their allies rarely steal from or betray them, believing friendship to be more valuable than coin. Otterlings typically subscribe to gods of prosperity, glory, and nobility.

Adventurers: Otterlings' love of fame and fortune make them excellent adventurers, and their resourcefulness on and off the battlefield make them powerful allies. An otterling's openness to all available options means it can strike at a problem or enemy from different angles. Otterlings are often rogues or wizards.

Names: Otterlings prefer pitchy, sharp names. An otterling's surname is based on their family's trade. Such surnames can be literal, such as 'Fish' for a family of fishermen, or more playful, like 'Handsies' for craftsmen.

Otterling Racial Traits (12 RP)

+2 Dexterity, +2 Intelligence, -2 Wisdom: Otterlings are cunning and quick, but their ambition can get the better of them.

Small Size: Otterlings are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Otterling: Otterlings are humanoids with the otterling subtype.

Slow Speed: Otterlings have a base speed of 20 feet.

Swim: Otterlings swim at a base speed of 30 ft. They receive a +8 racial skill bonus on Swim checks.

Hold Breath: Otterlings can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

Slippery Hide: Otterlings gain a +2 racial bonus on Escape Artist checks and a +2 racial bonus to CMD against grapples and on combat maneuver checks to escape a grapple.

Slippery Tongue: Otterlings are no strangers to winning over and deceiving others. They receive a +2 racial bonus on Bluff and Diplomacy skill checks.

Tiny Pockets: Otterlings have one small pouch of skin under each of their armpits, allowing them to hide up to one potion-size or smaller object in each with ease. Otterlings receive a +2 racial bonus on Sleight of Hand skill checks when hiding an object in their armpits.

Languages: Common. Otterlings with high Intelligence scores can choose from the following: Dwarven, Goblin, Halfling, and Orc.

Racial Subtypes

Ferret: Ferrets are the bardic cousins of otterlings. They enjoy dancing and games of chance over swimming. A ferret does not gain hold breath, slippery hide, or swim. Instead, once per day, when a ferret makes a Reflex saving throw, it can roll twice and take the better result. It must decide to use this ability before attempting the saving throw. The ferret also gains a +4 racial bonus on Stealth checks and has a normal movement speed of 30 feet.

Fisher Cat: Fisher cat otterlings live away from rivers, preferring the forest. They are expert climbers, strong and fierce. They gain +2 Strength instead of +2 Dexterity, climb speed 20 feet and a +8

Screech

School evocation [sonic] **Casting Time** 1 standard action
Range 30 ft. **Area** 30-ft.-radius spread centered on you
Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.



racial bonus on Climb checks instead of swim. They also lose hold breath. Starting at 5th level, a fisher cat can cast *screech* once per day as a spell-like ability. The saving throw DC for this ability is 13 + the fisher cat's Strength modifier.

Mink: Minks are otterlings who use their beauty over their cunning to get their way. They gain +2 Charisma instead of +2 Intelligence. They also trade slippery tongue for a +2 on Diplomacy checks, and they always treat Diplomacy as a class skill.

Otterling Favored Class Bonuses

The following options are available to all otterling characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Accelerist: Add +1 damage to the accelerist's attacks made after moving, to a maximum of twice the accelerist's Strength or Dexterity bonus.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Darkseeker: Gain 1/6 of a new darkseeker talent.

Dúlra: Gain +1/6 use of fae entreaty.

Gunslinger: Add +1/2 to the bonus on initiative checks the gunslinger makes while using her gunslinger initiative deed.

Invoker: Gain 1/6 of a new invocation.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/3 to the number of stunning attack attempts per day.

Rogue: Gain 1/6 of a new rogue talent.

Wizard: Add a +1/2 bonus to a Craft or Profession skill.

Otterling Archetype

This archetype is typically only taken by otterlings, but other races, with the GM's permission, can take it as well.

Unfettered (Accelerist Archetype)

While otterlings are not typically known for their speed (see Sidebar: Hedgehogs and Smaller Rodents to the right), one who learns how to access that aspect of his physiology can become quite the hero.

Bounding Strikes (Ex): An unfettered can move between attacks made during a full-attack action, up to a total distance equal to his speed in that terrain (use swim speed when swimming, for example). He must begin and end his turn with an attack and not movement (the dashing strike speed strike allows the unfettered to move before the first attack). He still draws attacks of opportunity for moving through threatened areas without a successful Acrobatics check. When an unfettered moves at least 10 feet before making an attack, he increases his movement speed by 5 feet until the end of his turn. The unfettered's accelerant modifier is Intelligence.

This replaces accelerant.

Battlefield Adept (Sp): At 2nd level, an unfettered gains the ability to cast *battlefield adept* once per day. His caster level is equal to his accelerist level. Starting at 3rd level, the unfettered can spend 2 points of momentum as a swift action to regain this ability.

This replaces the bonus feat gained at 2nd level and alters momentum.

Evasion (Ex): An unfettered doesn't gain evasion until 4th level, and he doesn't gain improved evasion until 19th level.

This alters the levels at which evasion and improved evasion are gained, and replaces rapid processing and flawless processing.

Charge Up (Sp): At 9th level, an unfettered can spend 3 points of momentum as a swift action to cast *expeditious retreat*. The unfettered's attacks during this round ignore an amount of hardness equal to half his speed bonus.

Hedgehogs and Smaller Rodents

There are many different worlds with variations of anthropomorphic animals like otterlings, some of which are incredibly fast. Hedgehogs and mice are the most common of these races to be encountered.

Hedgehogs are ferrets with +2 Charisma in place of Intelligence, and a base speed of 40 feet in place of the +4 racial bonus on Stealth checks. Instead of having tiny pockets, they deal 1 point of piercing damage to creatures that grab them or hit them with a natural attack. This damage can be increased by +1/3 in lieu of a favored class bonus.

Mice are tiny otterlings who lack swim, hold breath, tiny pockets and the +2 bonus on Diplomacy checks. Their base speed is 40 feet. Being tiny, they gain an additional +2 Dexterity, but suffer a -2 Strength. Finally, they gain Agile Maneuvers as a bonus feat at 1st level, but the feat goes away if their size becomes Small or larger.

In addition, the unfettered can suppress the effects of a magic item in his possession as a standard action to regain a number of points of momentum equal to its caster level, up to his maximum. The item becomes nonmagical for 24 hours after being drained in this way.

This replaces the speed strike gained at 9th level.

Supersonic (Ex): At 20th level, as a full-round action, an unfettered can spend up to 10 points of momentum and move up to his speed, flying, swimming, or burrowing as necessary. Creatures the unfettered passes with this movement are knocked prone, take 2d6 points of sonic damage per point of momentum spent, and are deafened for the same number of rounds. A successful Fortitude save (DC 10 + half the unfettered's level + his accelerant modifier) deals half damage and allows the creature to remain standing.

This replaces perfect speed.

Otterling Feats

Otterlings have access to the following feats.

Crafty Slider

You are quick to find and enjoy slides in any environment.

Prerequisites: Character level 5th, otterling.

Benefit: You gain slow fall 20 feet, as the monk class feature. Your slow fall distance increases by 5 feet for every 2 character levels you possess beyond 5th. This ability stacks with the slow fall class feature, up to 120 feet.

Shell Breaker

You know how to get between the cracks in a creature's armor.

Prerequisites: Base attack bonus +1, otterling.

Benefit: You treat creatures in heavy armor and creatures with at least a +2 natural armor bonus as if their Armor Class were 2 points lower.

Small Pockets

You have stretched your pockets out to allow for better storage.

Prerequisites: otterling, otterling tiny pockets racial trait.

Benefit: Your tiny pockets are able to hold up to two potions, a single small object that could fit in your hand, or a one-handed or light weapon sized for you.

Seekers

Many years ago, the god of secrets created a race of creatures who sought out and guarded the world's secrets. These seekers were autonomous machines who did their job perfectly, until a trio of them came across a manifestation of the Chaos. Interacting with it changed the seekers, giving them free will and a mission; to overthrow and become the new gods of secrets.

To keep the information from him, the seekers were open about their intentions, never keeping them secret and, by proxy, informing him. At the same time, they secretly vied to become the gods of knowledge. Since Knowledge and Secrets were always opposed, the deities did not tell each other of the plots against them, so when the time came, both fell to the seekers, who changed the remaining mortal members of their race forever, ensuring that they had free will, but not the ambition to do the same.

Physical Description: Seekers appear mostly identical, with only slight variations in height or build to distinguish them. Every seeker appears to be wearing a leather, form-fitting helmet, giant goggles, and a large-collared longcoat that splits enough at the bottom to allow them to move unhindered. In truth, these garments are a part of the seeker. Beneath the coat, the seeker's limbs move on ball joints that allow them to swivel into a variety of positions as the need arises. Their hands, which appear gloved, are sometimes malleable and able to form into weapons with which the seeker is proficient.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 8 in.	250 lbs.	2d4	x1 lb.
f 4 ft. 6 in.	225 lbs.	2d4	x1 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
-	175	263	350	+6d% years

Society: Seeker society can be off-putting for other races. The hivemind shared by the race means they rarely talk openly to each other, preferring instead to intone their needs and expect them to be met as the rest become able to do so. They do only enough outside trade or work to pay for the little sustenance they require to survive.

Relations: Other races tend to ignore groups of seekers, who act with strange fluidity around each other. An individual seeker is usually able to portray enough of a personality that it can interact with those races without drawing too many stares.

Alignment and Religion: The only allegiance seekers have is to the gods of knowledge and secrets, who themselves were once seekers. Their alignment is rarely anything other than neutral, which can come off as evil when one dispassionately kills a threat to its companions or blatantly ignores the rules of a land because they contrast with its current mission.

Adventurers: Since three of their kind ascended to godhood, the seekers have been free to pursue whatever adventures they wish, so long as they occasionally return to the hivemind to share any secrets or knowledge they have collected in their recent outings. Their traits lend seekers to become accelerists, fighters, or rogues, but in pursuit of knowledge, a seeker may be any class.

Names: Seeker's names are usually a jumble of letters and numbers that, when written out, appear to be words. Members of other races will often use these interpreted words and call the seeker by the assumed name.

Seeker Racial Traits (12 RP)

+4 Dexterity, -2 Constitution, -2 Charisma: Seekers are exceptionally dexterous, but they lack fortitude and personality.

Medium: Seekers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Seekers have a base speed of 30 feet.

Half-construct: Seekers count as humanoids and constructs for the purpose of effects that would target either. They gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. A seeker that dissolves cannot be raised or resurrected. They do not breathe (but, see failsafe below), eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a seeker can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the seeker to survive or stay in good health.

Dimensional Swap (Sp): When two seekers are within 100 feet of each other, they can each cast *dimension door* at will to change places. Because of their hivemind (see below), the seekers are not required to see each other to use this ability, nor do both have to be willing.

Dissolution (Su): After being dead for at least 1 minute, a seeker dissolves into a puddle of acid that lasts for 1 minute. The puddle deals 1d6 points of acid damage per 2 character levels to any creature entering or starting its turn in that space. A successful Reflex saving throw (DC 10 + 1/2 the seeker's character level + its Constitution modifier) deals half damage instead.

Failsafe (Ex): A seeker that is prevented from moving (such as with an *entangle* spell, falling unconscious, grappling, or being swallowed whole) begins to drown. The seeker instinctively holds its breath before this occurs. A seeker that is sleeping to regain spells is not affected by failsafe.

Hivemind (Su): Seekers share a hivemind that connects instantly when within 1,000 ft. of one-another. All seekers immediately share all thoughts with their kin while attached to the hivemind.

Spell Resistance: Seekers gain spell resistance equal to 11 + their character level.

Languages: Seekers begin play speaking Common. Those with high Intelligence scores can choose any languages they want (including secret languages, such as Druidic).

Advanced Racial Traits (+9 RP)

There still exist a few hundred of the original seekers in the world. In addition to the traits above, these seekers gain the following. Other seekers can take these traits as feats for which they qualify.

Blindsight (Ex): Seekers are naturally blind, but they have blindsight out to 100 feet. A seeker's blindsight relies on its ability to hear, via echolocation.

Malleable Weapons (Ex): A seeker is able to change its hands into any melee weapon with which it is proficient. Weapons formed in this way are considered masterwork and made of a common material, such as wood or steel.

Weapon Memory (Ex): Years of experience exists within the hivemind, granting seekers proficiency with every simple and martial melee weapon.

Seeker Favored Class Bonuses

The following options are available to all seeker characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Any Class: Add a +1 bonus to the character's CMD when resisting a grapple and a +1 bonus to Escape Artist checks and CMB when attempting to escape a grapple.

Accelerist: Add +1 damage to the accelerist's attacks made after moving, to a maximum of twice the accelerist's Strength or Dexterity bonus.

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using the character's mutagen.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement class feature and applies under the same conditions as that feature.

Darkseeker: Gain 1/6 of a new darkseeker talent.

Invoker: Add a +1/2 bonus to any Knowledge skill.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Rogue: Gain 1/6 of a new rogue talent.

Truename: Add a +1/2 bonus to Bluff or Diplomacy.

Witchblade: Add +1 to the witchblade's energy resistance to one kind of energy (maximum +10).

Wizard: Add a +1/2 bonus to a Craft or Profession skill.

Seeker Class Options

These options are typically only taken by seekers, but other races, with the GM's permission, can take them as well.

Secrets and Knowledge (Invoker Otherworldly Patron)

The original seekers who ascended to godhood will occasion ally reach out to one of their own through its hivemind, augmenting it and turning the seeker into an avatar of their power.

An invoker who makes a pact with Secrets and Knowledge adds the following spells to her invoker spell list.

- 1st *anticipate peril, detect secret doors.*
- 2nd *locate object, obscure object*
- 3rd *nondetection, tongues*
- 4th *locate creature, modify memory*
- 5th *false vision, secret chest*

At 1st level, the invoker treats all Knowledge skills and Sleight of Hand as class skills. She gains 2 additional skill ranks per invoker level.

At 5th level, the invoker becomes a master of secrets and can take 10 on any Bluff, Disguise, Sleight of Hand, or Stealth skill check that she has ranks in. An invoker can choose not to take 10 and can instead roll normally. In addition, once per day, the invoker can take 20 on one of the above skill checks as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 5th, to a maximum of three times per day at 17th level.

Starting at 9th level, the invoker gains a permanent *detect thoughts* effect as a supernatural ability. Once she has detected the thoughts of 1 creature per 2 invoker levels, the effect is suppressed until the invoker rests for at least 8 hours.

At 14th level, once per day, the invoker can reveal an enemy's deepest secrets when she damages it with an attack or spell. A successful Will save (DC 10 + 1/2 the invoker's level + her Charisma modifier) negates this effect. On a failed save, the creature becomes permanently insane (as the *insanity* spell). On a roll of 26-50, the subject yells out a secret it has kept hidden. If the creature has no such secrets, or if nobody is around to hear, it babbles incoherently.

Seeker Armor Training (Armor Training Option)

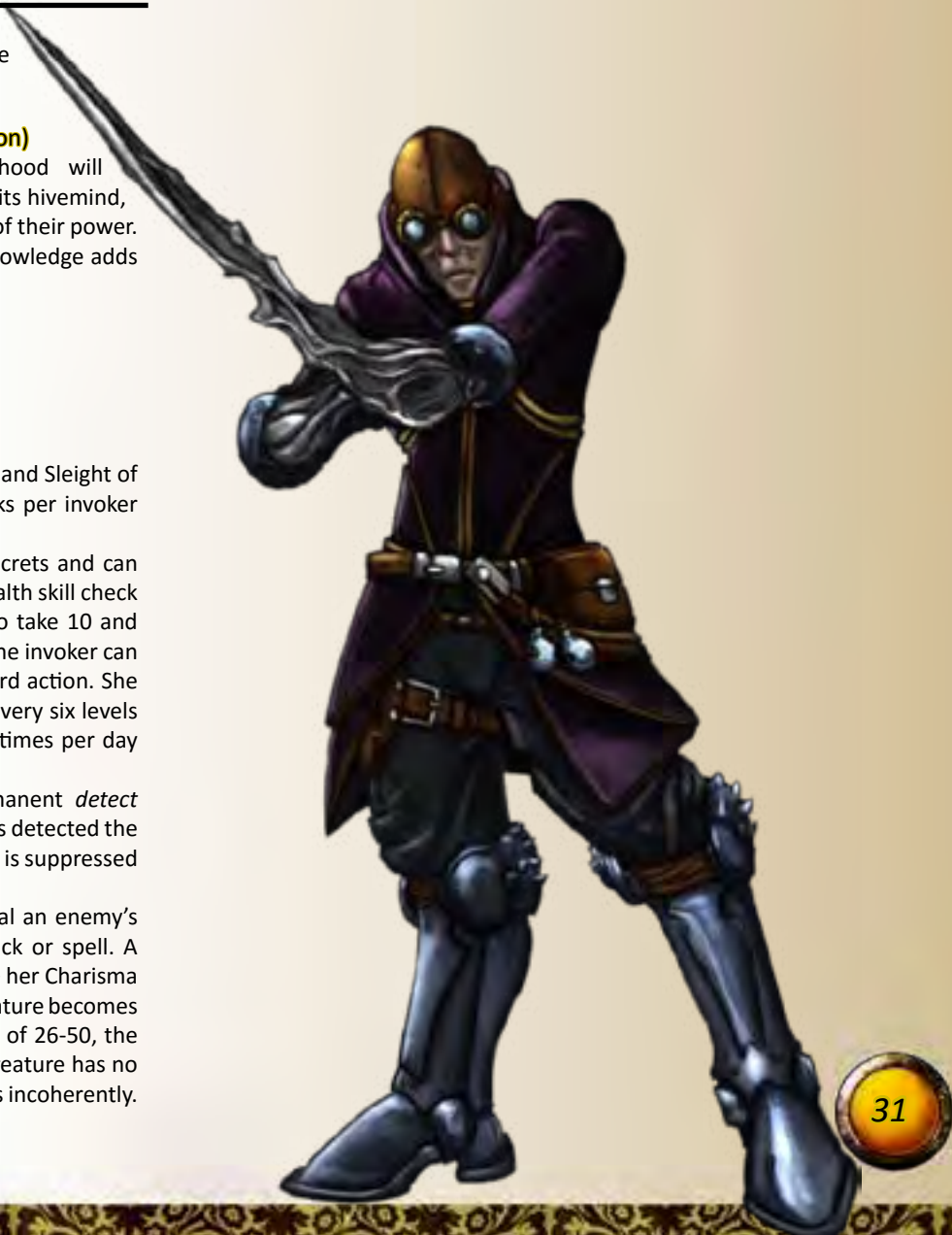
A seeker who takes levels in fighter or another class which grants the armor training class feature gains a +6 armor bonus when wearing no other armor and treats her longcoat as medium armor. This bonus goes away if the seeker would lose its manufactured armor bonus (such as when using wild shape), and the seeker can enchant her long coat as if it were a breastplate. The seeker can use a feat or bonus feat to increase this bonus to +9, at which point her long coat counts as heavy armor and incurs a -2 armor check penalty.

A seeker who also has levels in a class that restricts armor (such as monk) must decide at the beginning of each day whether to apply her armor bonus or not. She can use a feat or bonus feat to gain the ability to change this decision once per day as a standard action.

Malleable Shield (Shield Proficiency Option)

A seeker with the malleable weapons racial trait who takes levels in a class that is proficient with shields can use that ability to form one of her hands into a shield, granting her a +2 shield bonus to AC. She can enchant the shield as if it were a heavy steel shield.

Any bonuses and special properties placed on the shield only function when the seeker uses her hand in that way.



Skaldaks

Worshippers of the Chaos have existed for as long as mortals have had free will. Some cults, such as the skaldaks, practice self transmutation to display the raw power of their faith.

Whatever it was before is entirely removed when a skaldak awakens into its true form, allowing it to begin its life anew, choosing different paths and living as it always wanted.

Physical Description: A skaldak awakens to its head being taken over by a singular, powerful eye. As it's body bloats to accommodate the socket, it's hair becomes snakelike, growing eyes of its own. When the transformation is complete, the skaldak dons a specially crafted armor to protect its new body. The armor doesn't hinder the skaldak in any way, and can be replaced as the race sees fit.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d10	x5 lb.
f 4 ft. 5 in.	85 lbs.	2d10	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15	32	50	65	+3d20 years

Society: Skaldak society is secretive and wholly devoted to their indoctrination. They live as the Chaos dictates, with villages built in confusing patterns or lacking in any real organization. Traveling through an area controlled by skaldaks is usually as difficult as traveling through any normal area of a size larger.

Relations: Skaldaks see other races as still in their infancy, having not yet come into their true forms. When a member of another race begins asking more about skaldaks and their ways, a skaldak will talk excitedly of the glory and freedom of being one of its kind, hoping to sway the one asking toward becoming a skaldak as well. They are never pushy, however, seeing those who decline the transformation as simply not being ready for it.



Alignment and Religion: Skaldaks usually retain the alignment they had before awakening into their true form. All skaldaks are devoted to their faith in the Chaos, but some find room for other religions, using them to get close to fellow worshipers and ideally converting them as well.

Adventurers: Skaldaks adventure to build a better understanding of chaos and why it isn't as bad as some may believe. They are staunch and reliable friends to their companions, even when those allies have not yet seen the truth for themselves.

Male Names: Jiarg, Ialthdrolk, Ocs, Retucsh

Female Names: Ahsh, Ertysaesh, Khimdilk, Silk

Skaldak Racial Traits (10 RP)

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, -2

Charisma: Skaldaks are exception ally perceptive and physically adaptable, but quickly forget what it's like to be an individual.

Medium: A skaldak's size gives no bonuses or penalties.

Slow and Steady: Skaldaks have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Aberrant: Skaldaks count as both aberrations and humanoids for any effect related to race.

Darkvision: Being aberrations, skaldaks can see in the dark up to 60 feet.

All-Around Vision: Skaldaks gain a +4 racial bonus to Perception checks and are immune to flanking.

Languages: Skaldaks begin play speaking Common. Those with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Skaldak Subraces

Adherent: Adherents are skaldaks whose rituals failed, either because of interruption or a perceived unworthiness in the subject. Some take this loss as a lesson and work hard to help their kind find the right way. Others lose faith, live in self-proclaimed exile, or go on pilgrimage to learn what went wrong. These skaldaks get +2 Strength, +2 Wisdom, -2 Charisma; +1 natural armor, and spell resistance equal to 6 + their character level.

This alters the skaldak's normal ability scores.

Medusan: Some skaldaks are raised in the traditions of the medusas. During their ritual, they are given greater beauty and a keen intellect, but they lack the strength of their cousins. These skaldaks gain +2 Intelligence, Wisdom, and Charisma, +4 Dexterity, and -2 Strength. They are humanoids with the skaldak subtype. They gain poison use and a +2 racial bonus to Perception and Survival checks. Perception is always a class skill for medusan skaldaks. Starting at 5th level, a medusan with a Charisma score of 13 or higher can cast *slow* once per day as a spell-like ability. Its caster level is its character level and it uses Charisma for the save DC. This alters the skaldak's ability scores and replaces aberrant and all-around vision.

Skaldak Favored Class Bonuses

Any Class: Add a +1/2 bonus on Knowledge (planes) checks.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the aberration or outsider types.

Invoker: Add 1 sight-related spell to the invoker's spells known. Its spell level is the highest at which it could be learned by another class.

Inquisitor: Add +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against aberrations.

Magus: Add one of the following to the magus' list of arcane pool weapon special abilities: conductive, corrosive, corrosive burst, cruel, heartseeker, impact, menacing, mighty cleaving, nullifying, vicious. Once selected, it cannot be changed.

Ranger: Add a +1/2 bonus on Perception checks to avoid being surprised.

Rogue: Add +1/4 to the rogue's attack bonus when flanking.

Sorcerer: Add 1 sight-related spell to the sorcerer's spells known. Its spell level is the highest at which it could be learned by another class.

Wizard: Add 1 sight-related spell to the wizard's spellbook. Its spell level is the highest at which it could be learned by another class.

Skaldak Archetype and Class Option

These options are typically only taken by skaldaks, but other races, with the GM's permission, can take them as well.

Idolator (Invoker Archetype)

In this perfect image do we craft our lives, molding ourselves to become its physical incarnation.

A Skaldak's worship of the Great Old Ones acts not as a pact so much as a conduit through which they can reach apotheosis and transform into monstrous entities known as eyedolors. To best represent this life goal, skaldak invokers carry with them an idol, carved over time into the likeness of their true forms.

Otherworldly Patron: An idolator must pick Great Old Ones as its otherworldly patron. At 1st level, the idolator adds the following spells to its invoker spell list.

1st *bungle*, *ray of enfeeblement*

2nd *acid arrow*, *scorching ray*

3rd *poison*, *slow*

4th *charm monster*, *confusion*

5th *mind fog*, *suffocation*

Once per day, as a spell-like ability, the idolator can ignore the effects of an ongoing spell that affects it for a number of rounds equal to its invoker level. It can do this twice per day starting at 9th level. The duration of the effect continues, even while suppressed. In addition, it can choose to learn the Great Old One spells normally granted to invokers when it learns new spells of the appropriate level.

At 5th level, an idolator gains the ability to shed its specially crafted armor and transform into its true form for up to 1 hour per invoker level 1/day as a spell-like ability. This functions as the *beast shape I* spell, except as noted here. The idolator takes the form of a medium eyedolor, which grants it the appropriate size bonuses, a fly speed of 30 feet with average maneuverability and the ability to hover up to 5 feet off the ground. An idolator that ends its turn more than 5 feet above the ground falls slowly back to that height, as if using a permanent, nonmagical *feather fall*. It also gains a primary bite attack which deals 1d6 piercing and slashing damage plus 1-1/2 times its Strength modifier on a hit.

Starting at 9th level, the idolator can transform 2/day and choose to take the form of a large eyedolor instead. Its fly speed and ability to hover in this form remain unchanged, and it can use a standard action to cast *dispel magic* up to three times each day as a spell-like ability. Its bite attack now deals 1d8 damage instead.

Starting at 14th level, the idolator can transform 3/day and choose to take the form of a huge eyedolor instead. Its fly speed and ability to hover in this form remain unchanged, and it can use a standard action to cast *greater dispel magic* up to three times each day as a spell-like ability. If casting *dispel magic* as an area dispel, the spell affects everything in a 20-foot cone in front of the idolator, instead of a burst. In addition, the idolator's bite attack now deals 2d6 damage instead.

This ability modifies the normal progression of otherworldly patron.

Mystic Arcanum: An idolator adds the Great Old Ones otherworldly patron class features normally granted to an invoker of its level as mystic arcanums that it can choose when it gains one. It can also choose from the following mystic arcanums.

Idolator Mystic Arcanums

Idolator Rays (Su): When you select this mystic arcanum, you gain the ability to fire rays randomly within 120 ft. of you as a standard action while transformed into an eyedolor. You cannot fire a ray into an antimagic field, and can only fire up to 2 rays each round. If you roll the same ray more than once, you lose that attack. These rays function as the listed spells with the addition that you must succeed at a ranged touch attack to use them if they didn't already require one.

1 - *ray of frost*, 2 - *ray of enfeeblement*, 3 - *scorching ray*, 4 - *charm monster*, 5 - *fear*, 6 - *inflict moderate wounds*, 7 - *deep slumber*, 8 - *slow*, 9 - *eyebite*, 10 - *poison*, 11 - *flesh to stone*, 12 - *confusion*, 13 - *symbol of vulnerability*, 14 - *dictum*, 15 - *acid arrow*, 16 - *bestow curse*, 17 - *vampiric touch*, 18 - *sands of time*, 19 - *mind fog*, 20 - *polar ray*

Improved Flight (Su): When you select this mystic arcanum, you can fly with good maneuverability and hover at any height when you take the form of a medium or large eyedolor.

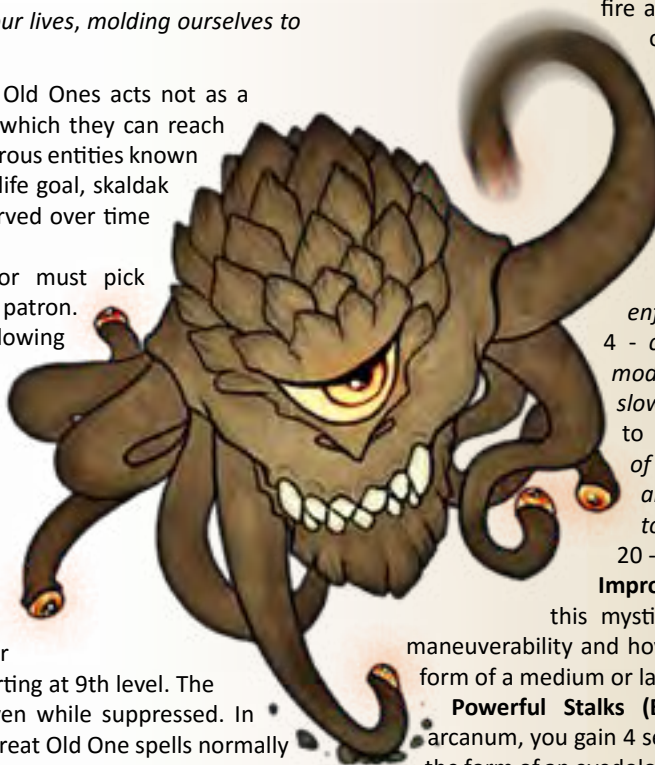
Powerful Stalks (Ex): When you select this mystic arcanum, you gain 4 secondary slam attacks when you take the form of an eyedolor. These attacks deal 1d4 bludgeoning damage plus 1/2 your Strength modifier on a hit when you are medium, 1d6 when you are large, and 1d8 when you are huge.

True Form (Sp): When you select this mystic arcanum, you can change into an eyedolor and back at will. You must be at least 19th level to select this mystic arcanum.

Skaldak Armor Training (Armor Training Option)

A skaldak who takes levels in fighter or another class which grants the armor training class feature gains a +6 armor bonus when wearing no other armor and treats its specially created armor as medium armor. This bonus goes away if the skaldak would lose its manufactured armor bonus (such as when using wild shape), and the skaldak can enchant its armor as if it were a breastplate. The skaldak can use a feat or bonus feat to increase this bonus to +9, at which point its armor counts as heavy armor and incurs a -2 armor check penalty.

A skaldak who also has levels in a class that restricts armor (such as monk) must decide at the beginning of each day whether to apply its armor bonus or not. It can use a feat or bonus feat to gain the ability to change this decision once per day.



Sokari

For those whose lives are devoted to nature and the beauty of the forest realms of the fey, life doesn't have to end just because their physical forms grow old or are lost in service of the Faerie Court. As reward for their unquestioning loyalty, they are giving the choice to be reborn as sokari.

Over the many years since the first sokarian was given new life, the race's presence in the Overrealm has grown. At present, they populate a region known as the Wild Plains, where their herds can live among the trees and run free in the fields. With incursions by the Chaos growing steadily, the sokari have sought guidance from their creators. The answer they received was troubling because it meant returning to the mortal realm from which many originated. In order to protect their people and the Overrealm, they would need to fight for it once more.

Physical Description: Male sokari are broad-shouldered humanoids resembling unicorns, complete with a powerful, single protrusion of ivory from their foreheads. Downy fur covers a sokarian's form from head to toe, and most sport a mane of hair that grows from the top of their heads to the bottom of their shoulders. Sokari fur ranges in monochromatic colors between white and black. Unlike the unicorns to whom they are often likened, the color of a sokarian's fur does not denote his alignment, habits, or connection to the realms of the fey.

A female sokarian is usually as big as her male counterparts, but she sports wider hips and naturally longer hair, trailing down almost to meet the base of her tail. If she has a horn at all, it's considerably smaller.

Base Height	Base Weight	Modifier	Weight Modifier
m 6 ft. 5 in.	220 lbs.	2d10	x3 lb.
f 6 ft. 5 in.	230 lbs.	2d10	x3 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
100	200	300	400	+4d% years

Society: The Wild Plains is a vast sea of flowers, grass, and the occasional island of mushrooms, reeds, or other plantlife not common to such areas on the material plane. Sokari herds migrate back and forth across the plains, sometimes building small villages, called stables, under the many trees at its edge. Cities, or Runs as the sokari call them, are rare, but act as neutral meeting grounds during conflicts or mating seasons during which herds will merge and split to keep their bloodlines strong.

Relations: Because they are sometimes former mortals themselves, sokari relate fairly well to other races who don't outright threaten them. After being given another chance at life by the Faerie Court, a sokarian is often good-natured, willing to laugh off a small faux pas like calling him a unicorn, horse, or other attempted slur.

Alignment and Religion: For a faerie race, sokari are quite orderly and lawful in their behavior. They enjoy their free time, but work hard to earn it. While they are free to continue worshiping any deity they may have in another life, a good number look to the Faerie Court for guidance, honoring them for the gift they gave so freely.

Adventurers: A sokarian's herd tends to designate the jobs performed by their members, but trades are frequent, so long as duties are met. The race's natural strength and insight leave them well suited to becoming paladins, rangers, hunters, and shifters. Breeds with less raw power and more personality usually choose to live as clerics, druids, dúlra, and invokers of the Faerie Court.

Male Names: A sokarian who chooses not to keep the name given him in his former life often takes a more equestrian name, such as Colt, Hoss, Mustang, or Rone.

Female Names: Almond, Billie, Dakota, Missy, Tulip

Herds: Blackmane, Grassrunner, Lightstep, Longhorn.

Sokarian Racial Traits (12 RP)

+2 Wisdom, +2 Charisma: Sokari are charismatic and wise.

Medium: Sokari are medium creatures and have no bonuses or penalties due to their size.

Base Speed: Sokari have a base speed of 30 feet.

Former Life: Sokari are humanoids with the sokarian subtype. They qualify for the Racial Heritage feat.

Low-Light Vision: Sokari can see twice as far as humans in conditions of dim light.

Scent: A sokarian can detect opponents within 30 feet by sense of smell. If an opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Fey Protection: Sokari gain a +2 racial bonus to saves against diseases, mind-affecting effects, and poisons. This bonus stacks with lucky.

Lucky: Sokari gain a +1 bonus to all saving throws.

Noble Faerie: A sokarian always treats Knowledge (nature) and Knowledge (nobility) as class skills.

Languages: Sokari begin play speaking Common and Sylvan. Those with high Intelligence scores can choose from the following: Celestial, Draconic, Elven, Gnome, and Halfling.

Alternate Racial Traits

Sokari can select the following racial traits in place of their normal traits above.

Greatscale: The Faerie Court's knowledge of mortal mythology allows them to give different cultures forms tailored to match their beliefs. One such legend speaks of the kirin, whose bodies lack fur, but possess scales wreathed in flame and smoke instead. They gain resist fire 5. At 6th level, a greatscale gains fast healing 2 for 1 round anytime it takes fire damage (whether or not this fire damage overcomes its fire resistance). It can heal up to 2 hit points per level per day with this ability, after which it ceases to function. At 11th level, the greatscale's resistance increases to 15.

This racial trait replaces fey protection and noble faerie.

Nightwatcher: Occasion ally, a sokarian will be better suited to scouting at night over guarding his herd during the day. When this occurs, the sokarian gains darkvision out to 60 feet and a +2 racial bonus on Survival checks. This racial trait replaces scent.

Ox-Hoof: Ox-hooves are inherently stronger than other sokari, but they lack natural grace. An ox-hoof sokarian gains +2 Strength, +2 Wisdom, -2 Dexterity, and their speed is never modified by armor or encumbrance. This racial trait replaces the sokarian's normal ability scores.

Pegasus Wings: When a member of a winged race is changed into a sokarian, it is sometimes allowed to retain its ability to fly, although its wings are generally transformed to suit its new body. The sokarian gains +2 Dexterity, +2 Charisma, -2 Wisdom, and a fly speed of 30 feet with average maneuverability. This racial trait replaces both scent and the sokarian's normal ability scores.

Reborn: A sokarian who was reborn to the race will sometimes retain traits from its former life. It gains Racial Heritage as a bonus feat at 1st level. This racial trait replaces noble faerie.

Warhorn: Most sokari never use their horns as weapons, and treat them as sacred ornamentation instead. Those who do sharpen their horns for battle gain a gore attack that deals 1d6 damage on a hit, or 2d6 when charging. This racial trait replaces lucky.

Sokarian Favored Class Bonuses

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and magical beast types.

Druid: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Dúlra: Gain the ability to end the effect of the unicorn friend's *calm animals/emotions* aura +1/4 additional times per day (max 2 additional times).

Hunter: The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

Invoker: Add one spell known from the faerie domain spell list. This spell must be at least one level below the highest spell level the invoker can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: The ranger's animal companion gains a +1/4 luck bonus on saving throws. If the ranger replaces her animal companion, the new animal companion gains this bonus.

Shifter: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that are normally encountered in forest environments.

Sokarian Class Option

This option is typically only taken by sokari, but other races, with the GM's permission, can take it as well.

Faerie Domain (Cleric Domain)

Sokari who gain domains as a class feature can choose faerie as a domain, gaining access to the magic with which they are gifted.

Granted Powers: You tap into the gifts of the Faerie Court to aid others.

Blessing of the Court (Su): You can target creatures with damage-dealing spells and use the effects of those spells to generate protective magic. When you cast any spell that deals damage, you can choose to instead have the spell grant temporary hit points to targets equal to half the damage that would be dealt. Spells cast in this way gain the harmless descriptor.

Blessing of the court can be used a number of times each day equal to 3 + your Wisdom modifier. This effect counts as channel energy for the purpose of feats (such as Selective Channeling).

Starting at 11th level, you can also heal a target for up to half the damage that would be dealt, but doing so costs a total of 2 uses of this ability (one to heal and one to grant temporary hit points).

Greater Blessing (Su): At 6th level, when you create an effect that would harm a creature (such as *blindness/deafness*), you can instead spend 2 uses of your blessing of the court to remove that effect.



Domain Spells: 1st—*goodberry*, 2nd—*grace*, 3rd—*neutralize poison*, 4th—*reincarnate* (sokarian only), 5th—*atonement*, 6th—*mass eagle's splendor*, 7th—*heal*, 8th—*animal shapes*, 9th—*regenerate*.

Sokarian Feat

Sokari have access to the following feat.

Sokarian Lancer

You have learned to use your horn to maximum effect in battle.

Prerequisites: Base attack bonus +1, sokarian, warhorn sokarian racial trait.

Benefit: You treat your horn as a masterwork lance, increasing its damage to d8 and adding 1-1/2 times your Strength modifier to damage. This does not grant you reach.

Normal: Your warhorn racial trait allows you to deal 1d6 damage plus your Strength modifier.

Swarmborn

The swarmborn are humanoids turned into living swarms of creatures that collectively retain the consciousness of their original self. Having once possessed human cognizance, they still act as one creature, with some particular exceptions.

Swarmborn are not truly swarms in the same way that a swarm of spiders might attack a party of adventurers. Instead, they are individual components of one creature that still has discernible (assumable) anatomy. Swarmborn without special training (through feats, magic items, or class features, for example) can still be critically hit, subjected to poisons, and anything else that would normally affect an individual creature. Unless otherwise noted, swarmborn do not have the swarm subtype, its benefits, or its limits and weaknesses.

Physical Description: The swarmborn's appearance can be jarring, but pareidolia allows most creatures to quickly discern a face with which to interact. Many assume the swarmborn is an average adventurer with an unfortunate spell cast upon them and never broach the subject. Swarmborn who are particularly unhappy with their appearance wear masks or use illusion to hide what they really are, though this will often make creatures less inclined to help as they see such attempts as untrustworthy.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	35 lbs.	2d4	x1 lb.
f 4 ft. 5 in.	30 lbs.	2d4	x1 lb.

Agging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
-	30	45	60	+2d10 years

Society: Swarmborn have no devoted society of their own, but instead go about their lives as they did before they were changed.

Relations: When swarmborn talk, they create an understandable voice that sounds vaguely of swarming bees or squealing rats. This can be disconcerting at first, but given time, most get used to it. Given the chance to prove their worth, swarmborn can quickly earn the respect of others.

Animals are not disturbed by swarmborn any more than other creatures. If anything animal instincts may draw them to swarmborn in search of food.

Alignment and Religion: Swarmborn usually retain the alignment and religious beliefs they had before. Occasionally, a swarmborn will change alignment or religion because he feels betrayed by his god or that prior actions are what put him in this situation.

Adventurers: Swarmborn continue to adventure as they likely did before, although their reason for doing so might have changed.

Male Names: Aduzu, Durutiru, Eshubam, Ishtiru

Female Names: Arshatua, Erirashi, Irahara, Nushi

Swarmborn Racial Traits (12 RP)

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, -2 Charisma: Swarmborn are exceptionally perceptive and physically adaptable, but quickly forget what it's like to be an individual.

Medium: A swarmborn's size gives no bonuses or penalties.

Normal Speed: Swarmborn have a base speed of 30 feet.

Aberrant: Swarmborn count as both aberrations and humanoids for any effect related to race.

Darkvision: Being aberrations, swarmborn can see in the dark up to 60 feet.

Keen Senses: Being a swarm of creatures grants the swarmborn a +2 racial bonus on Perception checks.

Equipment-Bound: When the swarmborn awaken for the first time, they take a shape suitable to the equipment they wore in life, treating that gear as their body. At minimum, a swarmborn requires a peasant's outfit in which to fully form. Equipment that must be bound for the swarmborn to use include armor, clothing, jewelry, and weapons. Bags and other accessories can be worn or carried as normal.

To replace or discard bound equipment, the swarmborn require at least 8 hours of uninterrupted concentration to learn how to reform around the new gear and use it effectively. The swarmborn can replace or discard any amount of equipment in this way, but all such equipment must be present within the same 5-foot space at the end of the 8 hours.

When dispersed for any reason (see below), the swarmborn cannot reform until all of their gear-bound equipment exists within the same 5-foot space or they spend at least 8 hours replacing it.

Swarm Skin (SP): Beginning at 2nd level, swarmborn can use a standard action once per day to expel their consciousness into the swarms of creatures that comprise their physical forms. This ability functions as the *swarm skin* spell, except the swarmborn treat their bound equipment as their bones and they can only become one swarm at a time. The caster level for this ability equals the swarmborn's class level.

Weakness: Swarmborn take half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.



Dispersion: As swarmborn grow weary, they become increasingly agitated and find it more difficult to hold themselves together. When struck by a successful critical hit or dealt damage by a spell or effect that damages creatures in an area, the swarmborn must attempt a Fortitude Saving throw (DC equal to the damage dealt) or immediately disperse into the individual creatures that make up their consciousness. The swarmborn's equipment falls to the ground where they stood while dispersed. Reforming from dispersion is a full-round action that draws attacks of opportunity.

When reduced to 0 or fewer hit points, swarmborn immediately disperse into the individual creatures that make up their consciousness. While in this state, the swarmborn cannot be healed unless a *summon swarm* or similar spell is cast first. The swarmborn still attempt to stabilize as normal, and failure to do so means the swarms dissipate entirely and the swarmborn dies. Returning dead swarmborn to life requires all of the equipment bound to them at the time of their death. *True resurrection* only requires a single piece of the swarmborn's original bound equipment and sufficient equipment to which they can bind themselves again.

Languages: Swarmborn begin play speaking Common. Swarmborn with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

Swarmborn can select the following racial traits.

Flight: The swarmborn gains a fly speed of 30 feet with average maneuverability, but its swarm skin ability is limited to becoming a wasp swarm (gained at 6th level). In addition, a moderate wind (11+ mph) triggers dispersion; a strong wind (21+ mph) triggers dispersion and, on a failed save, prevents reforming for 1d4 rounds.

Frightful Gaze (Su): Some swarmborn can't control their forms as well. They gain frightful gaze instead of swarm skin. Creatures within 30 feet of the swarmborn that meet its gaze must succeed at a Will saving throw (DC 10 + the 1/2 the swarmborn's character level + its Charisma modifier) or stand paralyzed in fear for 1 round. This is a mind-affecting fear effect. A target that successfully saves cannot be affected by the same swarmborn's frightful gaze for 24 hours.

Swarmborn Favored Class Bonuses

Any Class: Add a +2 bonus on rolls to stabilize when dying.

Accelerist: Add +10 minutes to the duration of the accelerist's alchemical tincture accelerant option.

Alchemist: Add +10 minutes to the duration of mutagen.

Battle Augur: Gain +1/4 use of swarm skin. This ability counts as one of the battle augur's echoes of battle.

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.

Necromancer: Add +1/6 Con damage when making a swarm attack with *swarm skin*. Fortitude (DC 10 + half the necromancer's level + her Constitution modifier) negates.

Rogue: The rogue can choose to deal +1/6 Con damage when using sneak attack (DC 10 + half the rogue's level + her Constitution modifier) negates. This counts as a rogue talent when used.

Swarmborn Class Options

These options are typically only taken by swarmborn, but other races, with the GM's permission, can take them as well.

Humane Mutagen (Alchemist Mutagen Option)

When a swarmborn alchemist brews a mutagen, she can choose to brew a mutagen that removes her dispersion racial trait for the duration, but she only gains a +2 alchemical bonus to her selected ability score. All other aspects of the mutagen remain unchanged.

If the alchemist has the greater mutagen discovery, she can brew a mutagen that removes both her dispersion and weakness racial traits. The mutagen only grants a +2 alchemical bonus to 2 physical ability scores, however.

If the alchemist has the grand mutagen discovery, she can brew a mutagen that removes both of the above racial traits, but it only grants a +4 alchemical bonus to one physical ability score, and a +2 to each of the others.

Phrenic Shape (Wild Shape Option)

Swarmborn will sometimes seek the aid of druidic circles in an attempt to master their form. They practice with swarm druids and shifters to learn how to control their ever-shifting bodies, eventually progressing to a point where they are not so heavily reliant on their bound equipment.

While using the wild shape class feature, a swarmborn's effective level is 3 less than another character with the feature (minimum 1st) when determining the forms and duration of that effect, but she loses her weakness and dispersion racial features while in a wild shape form. The swarmborn can still use swarm skin while wild shaped, and can return to her current wild shape form when she reshapes.

When her effective level with wild shape is at least 6th, the swarmborn can reform herself from dispersion as a standard action, as long as she has greater than 0 hit points.

When her effective level with wild shape is at least 8th, the swarmborn can have her equipment change with her when dispersed, and she no longer draws attacks of opportunity from reforming. At effective level 10th, she can do this when using her swarm skin racial trait as well.

Swarmborn Companion (Animal Companion Option)

Swarmborn will sometimes keep a companion who helps them to remain calm during battle. A swarmborn can train her companion to calm as a trick. When the swarmborn saves versus dispersion, if her companion is within 10 feet of her, it can move to her side as a free action, without drawing attacks of opportunity, and grant her a bonus to the save equal to the total bonus tricks it can learn as a companion. She also adds this trick to the guarding general purpose in place of down.

Swarm Strike (Speed Strike Option)

A swarmborn accelerist must be particularly careful not to disperse herself by accident when moving at high speeds. As she masters her abilities, she learns to treat her swarm attack when using *swarm skin* as a flurry for the purpose of speed strike, but loses fast movement for the duration.

Swarmborn Feat

Swarmborn have access to the following feat.

Greater Control

Prerequisites: Swarmborn, swarmborn dispersion racial trait.

Benefit: You gain a +2 bonus on Fortitude saves to prevent dispersion. When reduced to 0 or fewer hit points, you can be healed without needing a spell like *summon swarm* to be cast on you first.

Troglodytes

For ages, troglodytes have been reviled and vilified by the races of the mortal realm. Very few ever looked past the race's past exploits to find the good among them. That changed when the Chaos spoke to them. Chaos is what gave the troglodytes bravery enough to step out of their filthy hovels and seek interaction with the other races. Although some adhere to the old ways, these

changed souls have found a place in the world and work harder than ever to deserve it.

Physical

Description: Troglodytes have leathery skin covered in scales. Growths of bone sometimes form in the shape of horns on the head or around the neck and shoulders. Their hands and feet end in claws that some troglodytes learn to use as weapons, and they have powerful tails that allow them to keep their balance while moving swiftly and quietly.

Society: Troglodyte society is brutish,

with the strongest members ruling over anything they can defeat through force. Those who seek to escape this society are the smaller, more intelligent lot.

Relations: As a race, troglodytes have a poor reputation with non-chaotic races, and particularly fey races, due in large part to their historical outlook of treating those races as

food. Individual troglodytes, however, seek redemption for the sins of their past and try, however impossible it may seem, to gain some modicum of peace with those races.

Alignment and Religion: Even troglodytes who have given up the barbaric ways of their kin don't stray too far from their chaotic ways. Most have a firm respect for the Chaos, citing to others that without it, they would have never worked up the courage to become who they are.

Adventurers: Troglodytes adventure to free themselves from the stigma of their past. If a troglodyte can prove itself a capable ally, it has succeeded in the eyes of its newfound life. To be honored as something's friend is the highest form of recognition to these troglodytes.

Personal Names: One-Blue-Eye, Two-Missing-Fingers, Walks-With-Limp

Clan Names: Barb-Tail, Mountain-Home, Sharp-Skull

Troglodyte Racial Traits (12 RP)

+2 Strength, +2 Constitution, -2 Charisma: Troglodytes are strong and tough, but they hail from a naturally brutish society.

Medium: A troglodyte's size gives no bonuses or penalties.

Normal Speed: Troglodytes have a base speed of 30 ft.

Monstrous Humanoid: As monstrous humanoids, troglodytes gain darkvision out to 60 ft.

Racial Skills: Troglodytes gain a +2 racial bonus on Stealth checks that increases to +4 in rocky areas. They always treat Stealth as a class skill.

Stench (Ex): As a swift action, a troglodyte can release a terrible stench from its pores. This sickens every creature without stench that is within 10 feet of the troglodyte unless that creature succeeds at a Fortitude save (DC 10 + 1/2 the troglodyte's level + its Constitution modifier). The

Troglodyte can use this ability for a total number of rounds equal to 3 + its level each day. These rounds do not need to be consecutive.



Base Height	Base Weight	Modifier	Weight Modifier
m 3 ft. 9 in.	110 lbs.	2d8	x5 lb.
f 3 ft. 7 in.	90 lbs.	2d8	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
40	125	188	250	+2d% years

Languages: Troglodytes begin play speaking only Draconic. Troglodytes with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, and Undercommon.

Alternate Racial Traits

The following racial traits can be selected in place of the typical troglodyte racial traits.

Chroma Scales (Sp): Some troglodytes possess underdeveloped stench glands and must hide to protect themselves. A chroma scale troglodyte with at least a 13 Charisma can cast *vanish* once per day, but can only use its stench racial trait once per day as well. The troglodyte's caster level is equal to its character level.

Eldritch Blood: Troglodytes who are born with innate power sometimes draw on it unknowingly. They gain +2 Strength, +2 Charisma, –2 Wisdom as well as a +2 racial bonus on Knowledge (arcana) and Spellcraft checks. Spellcraft is always treated as a class skill for them. This alters the troglodyte's ability scores and replaces racial skills.

Gas Adaptation (Ex): Some troglodytes have evolved their stench to be useful in situations other than sickening enemies. They are immune to the effects of gases (magical or otherwise) and grant allies within 10 feet of them a +4 circumstance bonus on saving throws against gas effects. This ability functions only while the troglodyte is conscious not if it is unconscious or dead. This replaces stench.

Hunter-Gatherer: Troglodyte tribes sometimes prefer survival to subtlety. They gain a +2 racial bonus on Survival checks that increases to +4 in rocky areas. They always treat Survival as a class skill. This replaces racial skills.

Shaman: Troglodytes from more shamanistic tribes begin play with +2 Constitution, +2 Wisdom, –2 Charisma. This alters the troglodyte's ability scores.

Troglodyte Favored Class Bonuses

Any Class: Add +1/2 round of stench.

Alchemist: Add +1/4 to the number of toxic skin uses per day.

Barbarian: While raging, increase Strength by +1/3 but suffer a –1/3 penalty to Intelligence and Charisma while fatigued after raging (the troglodyte falls unconscious if its Int or Cha are reduced to 0 as a result of this). If the troglodyte has tireless rage, it still suffers the penalty to Intelligence and Charisma for the duration.

Darkseeker: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the darkseeker's Wisdom modifier. The darkseeker adds +1/2 to the number of uses per day of that domain power.

Necromancer: Gain 1/3 of a new cruelty.

Ranger: Gain a +1/2 bonus on Survival checks.

Rogue: Enemies take a –1 penalty to track the rogue by scent.

Witch: Gain 1/6 of a new hex.

Witchblade: Add +1 foot to the size of stench and all of the witchblade's auras. This option has no effect unless the witchblade has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Troglodyte Class Options

This option is typically only taken by swarmborn, but other races, with the GM's permission, can take it as well.

Skull Talker (Familiar Option)

Some troglodyte tribes hold a special regard for the dead. Chieftains and shamans keep the skulls of their predecessors to consult on important matters.

When a troglodyte would gain a familiar, he can choose to gain the skull of a tribe member as his familiar instead of another option. The troglodyte's skull familiar grants him a +3 bonus on a skill check the tribe member possessed in life.

Starting at 3rd level, the skull can *speak with dead* a number of times per day equal to the troglodyte's spellcasting ability modifier. This replaces deliver touch spells.

Starting at 7th level, the skull can communicate with any creature that shares a language with the troglodyte. This replaces speak with animals of its kind.

Starting at 13th level, the skull can be used as a crystal ball worth 42,000 gp. The troglodyte can perform a one hour ritual and pay the difference in price to have the skull function as a different crystal ball. This replaces scry on familiar.

Troglodyte Feats

Troglodytes have access to the following feats.

Down Wind

You can use a bit of troglodyte magic to direct your stench around the field of battle.

Prerequisites: Character level 5th, troglodyte, troglodyte stench racial trait.

Benefit: Your stench acts as a *stinking cloud* spell that you can direct to move up to 10 feet with a move or standard action, or up to 20 feet as a full-round action.

Lasting Stench

You can use stench more frequently.

Prerequisites: Troglodyte, troglodyte stench racial trait.

Benefit: You can use stench for 6 additional rounds per day.

Special: You can gain Lasting Stench multiple times. Its effects stack.

Toxic Skin

Your skin secretes a poison made of collected, unused stench that functions much like gripli poison.

Prerequisites: Troglodyte, troglodyte stench racial trait.

Benefit: Once per day as a swift action, you can create a poison that can be applied to a weapon or delivered as a touch attack. Alternatively, you can smear the poison on your own body as a standard action, affecting the first creature to hit you with an unarmed strike or natural weapon. The poison loses its potency after 1 hour. You are immune to your own poison.

Gripli Poison: Skin or weapon—contact or injury; save Fort DC 10 + 1/2 the gripli's Hit Dice plus its Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.



Ursaren

For ages, the ursaren have lived peacefully without the need to interact with other races. Very few who even travel through the forests, tundras, and mountains where ursaren live ever realize the race is there, let alone talk to or trade with them.

Physical Description: Most ursaren are covered in shaggy fur befitting the region in which they grew up. Browns, blacks, and whites are as likely as a blend of colors. Some ursaren are naturally shorter than others, though none are ever really considered small. They have short muzzles, large eyes, and round ears atop their heads. Ursaren helmets are sometimes made with holes in the top so their ears can stick out.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 8 in.	239 lbs.	2d12	x7 lb.
f 5 ft. 3 in.	209 lbs.	2d12	x7 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
39	82	125	188	+2d20 years

Society: Ursaren live in village-sized communities on the outskirts of dangerous regions. They are a shamanistic race, believing in nature and life over gold and war.

Relations: Because they lack knowledge of the other races, ursaren have an open mind when it comes to meeting new people of any background. Those who adventure are often curious how other races solved some problem that took the ursaren people generations to work out, or wish to try their luck at games of strength and chance.

Alignment and Religion: Ursaren are usually good, but their ethical alignment differs from person to person. They worship nature and practice shamanism.

Adventurers: When pushed to battle, ursaren take on a countenance much like the bears who acted as precursor to their race. They are fierce combatants, with specialized armor made to fit comfortably over their fur without tearing or itching. Despite the natural claws they are born with, most use manufactured weapons in when forced to battle as barbarians, fighters, or rangers. Others tap into the mystical gifts they were blessed with

as clerics, paladins, occultists or truenamers to strike down enemies and bolster themselves or their allies.

Male Names: Irah, Kopur, Roke, Sabin, Sorin

Female Names: Asta, Else, Frida, Jenny, Ulla

Ursaren Racial Traits (9 RP)

+2 Strength, +2 Wisdom, –2 Charisma: Ursaren are a race of strong, spiritual warriors, but their homeland is secluded from the trappings of society.

Medium: Ursaren are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Ursaren are humanoids with the ursaren subtype.

Normal Speed: An ursaren has a base speed of 30 feet.

Natural Athlete: An ursaren gains a +2 racial bonus to Climb and Swim and always treats those skills as class skills.

Keen Senses: Ursaren gain a +2 racial bonus to Perception checks.

Mysticism: An ursaren with spellcasting levels gains a bonus to caster level checks made to concentrate or counterspell equal to his Wisdom bonus (if any).

Languages: Ursaren begin play speaking Common and Ursoc. Ursaren with high Intelligence scores can choose Draconic, Dwarven, Giant, Gnomish, or Orc.

Alternate Racial Traits

An ursaren can select the following racial traits.

Cornered Fury: Whenever an ursaren is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces mysticism.

Natural Gladiator: Some ursaren villages have a longstanding tradition of gladiatorial combat. These ursaren gain a +1 natural armor bonus and a +1 dodge bonus to AC against foes who flank them. This racial trait replaces natural athlete.

Sharpened Claws: Primitive ursaren still use their claws to fight. They gain 2 natural claw attacks, which deal 1d4 points of damage. An ursaren can make two claw attacks at its highest attack bonus as a full-attack action, but all of its attack rolls during that round suffer a –2 penalty. This racial trait replaces mysticism.

Favored Class Bonuses

Barbarian: Add +1/3 to the bonus from the superstition rage power.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.

Fighter: Increase the fighter's natural bonus granted by the natural gladiator racial trait by +1/2 (max +5).

Monk: Increase the monk's dodge bonus granted by the natural gladiator racial trait by +1/2 (max +5).

Occultist: Add a +1/3 bonus on any skill check attempted as a part of an occult ritual.

Oracle: Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Ranger: Choose a weapon from the following list: claws, kukri, longbow, longsword, short spear, or shortbow. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Truenamer: Add a +1/2 bonus to Diplomacy or Intimidate.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Ursaren Class Archetypes

These options are typically only taken by ursaren, but other races, with the GM's permission, can take them as well.

Monk of the Hidden Continent (Monk Archetype)

Lovers of food and revelry, the ursaren monks of the hidden continent are no strangers to adversity. For ages, they lived as slaves, until one amongst them rose up against their oppressors and taught his people how to stand up for themselves.

Vital Strike (Ex): Each monk of the hidden continent begins play with Vital Strike as a bonus feat, but can only apply that feat using the attack action to make an unarmed strike.

Starting at 6th level, the monk gains Improved Vital Strike with the same restriction. At 11th level, he gains Greater Vital Strike with the same restriction.

This replaces stunning fist and the bonus feats gained at 1st, 6th, and 10th levels.

Acrobatic Roll (Ex): At 3rd level, a monk of the hidden continent can move at full speed when using Acrobatics to move through a threatened area or an enemy's space without increasing the DC. He also gains a +2 bonus on Acrobatics checks to move through a threatened area or enemy's space. This bonus increases to +4 at 9th level and +6 at 15th level.

This replaces the monk's fast movement increases at 3rd, 9th, and 15th level.

Wholeness of Body (Su): At 4th level, a monk of the hidden continent gains wholeness of body. At 7th level, he can use a full-round action to heal a creature he touches for half the amount healed by wholeness of body instead.

This replaces the monk's ability to make one additional attack when using flurry of blows.

Focused Lightning (Sp): At 14th level or higher, a monk of the hidden continent can cast *lightning bolt*. Using this ability is a standard action that consumes 2 points from his ki pool. His caster level is equal to half his monk level. He can target only one creature within range of this ability. A creature that fails its save against focused lightning treats the squares between it and the monk as difficult terrain until the start of the monk's next turn.

This replaces the bonus feat gained at 14th level.

Resurrection (Sp): At 19th level or higher, a monk of the hidden continent can cast *resurrection*. Using this ability consumes 3 points from the monk's ki pool. The monk must still provide a diamond worth at least 10,000 gp to use this ability.

Warsong (Skald Archetype)

Warsongs are fierce warriors trained by ursaren mystics to honor the totems of their tribes. They use these totems to strengthen the bonds they form in their travels.

Skills: Warsongs add Ride, Survival, and Swim to their list of class skills and remove Knowledge (engineering), Knowledge (local), and Knowledge (planes).

Totem Power (Su): At 1st level, a warsong chooses one of the following totems and gains the associated rage power:

Totem	Power
Beast	lesser beast totem
Dragon	animal fury
Spirit	lesser spirit totem
World serpent	world serpent totem

At 6th level, the warsong gains the next power in line for his chosen totem.

Totem	Power
Beast	beast totem
Dragon	dragon totem
Spirit	spirit totem
World serpent	world serpent spirit

At 10th level, the warsong gains the next power in line for his chosen totem.

Totem	Power
Beast	greater beast totem
Dragon	dragon totem resilience
Spirit	greater spirit totem
World serpent	world serpent totem unity*

This replaces bardic knowledge, the rage power gained at 6th level, and dirge of doom.

Intimidating Glare (Ex): At 2nd level, a warsong gains the intimidating glare rage power. He can use that power a number of times per day equal to 3 + his Charisma modifier, whether he is raging or not.

This replaces well-versed and the versatile performance gained at 2nd level.

Tribal Knowledge (Ex): Starting at 3rd level, a warsong gains a bonus on checks made with the following skills equal to 1/2 his skald level. Climb, Handle Animal, Heal, Knowledge (geography), Knowledge (history), Knowledge (nature), Ride, Survival, and Swim.

This replaces the rage power gained at 3rd level.

Ursaren Feats

Ursaren have access to the following feats.

Brewmaster

You can make fine alcohols and useful potions.

Prerequisites: Wis 13, Profession (cook) 5 ranks, ursaren.

Benefit: You gain a +2 bonus on Profession (cook) checks. Ranks in this skill count as your caster level for the purposes of qualifying for the Brew Potion feat. You can brew potions using that feat, substituting your ranks in Profession (cook) for your total caster level. You must use Profession (cook) for the check to create the item. The DC to create the item still increases for any necessary spell requirements (per the magic item creation rules).

Ursaren Totemist

You create specialized jewelry through which you can use to channel your magic gifts.

Prerequisites: Ursaren, at least 1 level in a spellcasting class.

Benefit: You gain a special fetish, or totem, that can be used in place of any focus when casting spells and grants you a +2 bonus to the save DC of those spells. Your totem is special to you, having been carved by yourself or a member of your family, and it also grants you a +2 bonus on saving throws against spells that require a focus.

Well Fed

You know how to get the most out of the food you eat.

Prerequisites: Ursaren.

Benefit: When you rest, if you have eaten at least one good meal during the day, you regain hit points as if you had undergone a full day of bed rest. If you eat a good meal and complete a full day's rest, you regain three times your character level in hit points.

You also double the benefits of magical food you consume. Those benefits cannot also be doubled in another way, such as with a metamagic feat.

* This increases the warsong's movement speed by +10 feet.



Vulture-Men

The first time the Chaos was more prevalent in reality, a race of ancient fey attempted to purge it from the world by cleansing themselves of all chaotic thoughts. Their ill-conceived ritual was partially successful in doing so, but the result was the creation of another race, the vulture-men whose ties to the Chaos grew even stronger.

Vulture-men are cunning, brave creatures who choose to act in unexpected ways. To some, this can come off as evil, but that consideration never crosses the mind of a vulture-man.

Physical Description: Vulture-men appear in many variations as part man, part winged scavenger. Some have wings protruding from their backs, while on others, their wings are attached to their arms, which themselves can be overly long and dragging. A vulture-man may look like nothing more than an overly skinny man with a light pattern of feathers and a big nose, or a humanoid vulture for whom nonmagic armor must be crafted special. Females are naturally larger than males so they can protect their brood.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 6 in.	103 lbs.	2d8	x1 lb.
f 5 ft. 0 in.	129 lbs.	2d8	x1 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
110	175	263	350	+4d% years

Society: Vulture-men create coven-like communities and raise broods of children. They don't keep a traditional society, but rather are ruled by the member most willing and able to deal with the attempts on his or her life. Some covens will fall into order behind a more powerful leader, but even those will often seek to overthrow their adopted ruler at the first opportunity.

Relations: Outside of their conniving society, vulture-men get along well with races and groups not tied down by the strictures of law.

Alignment and Religion: Vulture-men are almost exclusive chaotic, though a rare few, such as the leaders of their covens, are neutral. A vulture-man can try to live a lawful life, but his natural penchant for disorder will always haunt him. The race offers lip service to a number of chaotic gods when it suits.

Adventurers: Vulture-men travel and adventure for many different reasons, such as vengeance, family, wealth, or recognition. They are most often members of classes with an array of options and a lack of personal code.

Male Names: Soun, Tekun, Ungun, Zokun

Female Names: Ayuk, Nauk, Siluk, Varuk

Vulture-Man Racial Traits (13 RP)

+2 Con, +2 Cha, -2 Str: Vulture-men are tough and cunning, but not particularly strong.

Medium: Vulture-men are medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Vulture-men have a base speed of 30 feet.

Gliding Wings (Ex): Vulture-men take no damage from falling. While in midair, a vulture-man can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. If subjected to a strong wind or any other effect that causes a creature to rise, it can take advantage of the updraft to increase the distance it can glide.

Fey (Ex): Vulture-men count as fey for any effect related to race or creature type.

Low-Light Vision: A vulture-man can see twice as far as a human in conditions of dim light.

Darkvision: Vulture-men gain darkvision out to 60 ft.

Resistances (Ex): A Vulture-man gains electricity resistance 5 and a bonus on saving throws against poison effects equal to their character level.

Talons: Vulture-men receive two claw attacks that deal 1d4 damage on a hit. These are primary natural attacks.

Unpredictable: A vulture-man always treats Bluff and Disguise as class skills.

Languages: Vulture-men begin play speaking Common and abyssal. Vulture-men with high Intelligence scores can choose Celestial, Elven, Halfling, Infernal, Protean, Orc, or Sylvan.

Alternate Racial Traits

A vulture-man can select the following racial traits.

Longarm: The overly-long arms of some vulture-men grant them Lunge as a bonus feat. This replaces talons.

Skeksis: A vulture-man whose wings are attached to its oversized arms has vestigial wings and can move faster, increasing its base speed by 10 feet. This replaces gliding wings.

Vrock-Like: Some vulture-men use their demonic appearance to their advantage. They gain a +2 racial bonus on Intimidate checks and always treat that skill as a class skill. This replaces unpredictable.

Electricity Resistance: Occasion ally, a vulture-man learns to cast *resist energy* up to 3 times per day as a spell-like ability, but only to resist electricity. The vulture-man's caster level is equal to his character level. This replaces unpredictable and resistances.

Favored Class Bonuses

Any Class: Gain 1/6 of a new witch's hex. This grants the hex class feature once the character has at least 1 full hex.

Barbarian: Gain a +1/2 bonus to saves against fatigue, exhaustion, or unconsciousness.

Bard: Gain a +1/2 bonus on Perform (dance) and Perform (sing) checks.

Bloodrager: Gain a +1/2 bonus to saves against fatigue, exhaustion, or unconsciousness.

Gunslinger: Add +1/2 to the bonus on initiative checks the gunslinger makes while using her gunslinger initiative deed.

Heir Apparent: Gain a +1/2 bonus on skill checks made with skills granted by the heir's adventuring goals.

Inquisitor: Add a +1/3 bonus on initiative checks.

Magus: Add +1/2 point of electricity damage to spells that deal electricity damage cast by the magus.

Medium: Add a +1/3 bonus to the roll made as part of spirit surge (maximum +3).

Mesmerist: Gain 1/6 of a new bold stare.

Necromancer: Add +1 hit point to the necromancer's undead companion. If the necromancer ever replaces his undead companion, the new undead companion gains these bonus hit points.

Psycic: Add +1/3 to the Will DC of *detect thoughts* (maximum +3).

Ranger: Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance.

Rogue: Gain a +1/2 bonus on damage dealt to dogs (and dog-like creatures) and elflings.

Skald: Gain a +1/2 bonus to saves against fatigue, exhaustion, or unconsciousness.

Slayer: Gain a +1/2 bonus on damage dealt to dogs (and dog-like creatures) and elflings.

Spiritualist: Gain a +1/2 bonus on skill checks made with skills that benefit from the spiritualist's shared consciousness.

Sorcerer: Add +1/2 to electricity and air spell or spell-like ability damage.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Vulture-Man Class Options

These options are typically only taken by vulture-men, but other races, with the GM's permission, can take them as well.

Unnerving Performance (Bardic Performance Option)

A vulture-man bard of 12th level or higher can use his bardic performance to create an effect equivalent to *mass inflict serious wounds*, using his bard level as the caster level. In addition, this performance causes the sickened condition in all those who fail their saving throws. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Unnerving performance counts as and replaces soothing performance. It relies on audible and visual components.

Unsettling Performance (Bardic Performance Option)

Vulture-men bards gain dirge of doom at 1st level and inspire courage at 8th level. Inspire courage's bonus increases by +1 at 11th level, and again at 17th level, to a maximum of +3.

At 3rd level, a vulture-man bard gains frightening tune, but he doesn't gain inspire competence until 14th level. The inspire competence bonus increases to +3 at 15th level and +4 at 19th level.

Archetypes and other class options that modify or replace the abilities above do so at their adjusted levels.

Vulture-Man Feats and Traits

Vulture-men have access to the following feats and traits.

Dance of Ruin

You have learned how to create lightning through movement.

Prerequisites: Character level 9th, vulture-man, vrock-like vulture-man racial trait.

Benefit: Once per day, you can perform a dance of ruin, or join in a dance of ruin. This functions as the vrock supernatural ability of the same name. The DC to resist your dance of ruin is 10 + half your character level + your Charisma modifier.

Special: If you are able to cast 5th-level or higher spells, you can expend a spell slot as a free action to gain another use of your dance of ruin.

Fortified Rage

Vulture-men have learned how to better control the fury they cultivate as barbarians, bloodragers, and other classes that grant the rage class feature.

Prerequisites: Ability to enter a rage, vulture-man.

Benefit: When fatigued as a result of your rage, you can attempt a Will save to end the effect as a full-round action. The DC for this save is 10 + the remaining rounds of fatigue. If you also have the roused anger rage power, you can attempt a Will save (DC 10 + twice the remaining minutes of exhaustion) to reduce that effect to fatigue instead.

Special: Fortified Rage can be chosen as a rage power if the character meets the prerequisites.

Progressive (Social Trait)

This social trait is available to dwarves, gnomes, goblins, and vulture-men. Your race affords you technological advancements beyond others. Firearms are available to you as one category better (very rare, emerging, and so on). You can craft firearms if you possess the Craft Magic Arms and Armor item creation feat.

Scavenger (Race Trait)

This race trait is available to dalets, gnolls, goblins, troglodytes, and vulture-men. Your race is able to gain sustenance from things other races abhor. You can consume spoiled, rotten, diseased, poisonous, raw or otherwise contaminated food and water as an average meal, and you gain a +1 trait bonus on Fortitude saves against the sickened and nauseated conditions. You can take this trait twice. If you do, you become immune to the sickened condition and are sickened instead of nauseated when an effect would cause that condition.

Stare of the Predator

Your gaze is both hypnotic and deadly to those caught by it.

Prerequisites: Character level 5th, vulture-man.

Benefit: You gain the hypnotic stare and painful stare mesmerist class features and qualify for stare feats. Your effective mesmerist level for these abilities is equal to your character level -4.

Special: If you gain hypnotic stare or painful stare from another source, add your total levels in classes without those features when determining your effective mesmerist level.

Soul Seer

You carry the weight of death upon you at all times.

Prerequisites: Vulture-man or must have been dead for at least 1 day.

Benefit: You gain a constant *deathwatch* effect as a spell-like ability.

Xendauni

Over 400 years ago, a race of shapechangers known as xendauni were banished from the world by their elemental foes at the end of a great war. At the end of that period, they were freed by one of their own and a mixed group of races calling themselves the Children of Destiny. Now that they are back in our reality, the xendauni have cautiously begun leaving their ancient home in search of more.

The xendauni have developed a natural way of hiding themselves that they call face-blending. This technique allows a xendauni to change its appearance rapidly to distract and avoid enemies. Living amongst giant spiders and poisonous flora, xendauni have also learned how to better resist toxins and other effects which would harm them from the inside.

Physical Description: Xendauni are trim, athletic humanoids with glossy black skin and eyes of a singular shade of blue or purple. Male xendauni have no body hair of their own, while females often have hair to match their eyes, which on occasion can also be green. When excited or worried, a xendauni's eyes trail color as they move.

Xendauni children age at the same rate as humans and reach maturity between 12 and 15 years of age, at which time, the xendauni's appearance, scars and all, remain. Only after the first century of life does a xendauni show any other signs of aging; at which point their skin grows duller over time.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 0 in.	133 lbs.	2d6	x5 lb.
f 4 ft. 6 in.	129 lbs.	2d6	x5 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
13	100	200	300	+6d20 years

Society: In their homeland, xendauni often dress to suit. Leathers of dyed black and cloths of gray are traditional garb for warriors and officials. Common folk and the eccentric dress in tones befitting their eyes. On special occasions, all xendauni have a preferred suit or dress adorned with bark jewelry crafted from the blackened trees which surround them.

Relations: The xendauni of pnunadesi are hermitic in nature and prefer to stay in the black forest unless provoked. In the fight against the elementals, some xendauni would rather know their enemy better; while others choose to strike first and ask questions later. Xendauni will usually have some eventual goal to complete and return home. While on a mission, a xendauni will work with whomever helps, but remain hesitant or quiet for long periods of time. Only in close company is a xendauni truly able to open up and look past his own ingrained fears of others.

Alignment and Religion: Xendauni without the faith (natural-born divine power) are rarely religious, preferring to trust their own ability over an absent god. Outside of its elder-run society, a xendauni can come off as chaotic, but most are just trying to adapt to the outside world.

Adventurers: Rogues appreciate the naturally subtle ways of the xendauni. Intellectuals find common ground when working with any xendauni, since most would love to learn something about the elusive race and their dangerous home. Most other classes accept the xendauni race as they would rogues; which often amounts to a general distrust of something unknown.

Male Names: Arawn, Briac, Caalan, Darinshea, Deverell, Kearne, Kieran, Laan, Nahma, Shea



Female Names: Aithne, Brina, Caiimhe, Carah, Dierdre, Kaie, Saia

Highborn Family Names: Anomo, Belena, Daono, Diona,

Elatha, Niada, Roada, Segomo, Setanto, Tatito, Toatha

Middleborn Family Names: Ano, Bela, Dano, Dina, Ela, Nia, Roa, Sego, Seto, Tato, Toa

Lowborn Family Names: Commoners and eccentrics seldom, if ever, have a last name of any pronounceable value.

Xendauni Racial Traits (12 RP)

+2 Dex, +2 Int: Xendauni are cunning and quick, but their ambition can get the better of them.

Medium Size: Xendauni are Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed: Xendauni have a base speed of 30 feet.

Shape Changer: Xendauni are humanoids with the shapechanger subtype.

Low-Light Vision: A xendauni can see twice as far as a human in conditions of dim light.

Change Shape (Su): A xendauni can assume the appearance of any Small or Medium humanoid as the *alter self* spell, save that it does not adjust its ability scores.

Shadowy Skin: Xendauni gain a +2 racial bonus on Stealth checks. They always treat Stealth as a class skill. When the xendauni is in its natural form, this bonus increases to +4 in conditions of dim light.

Elemental Foe: Xendauni gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of elementals. In addition, they gain a +2 racial bonus on Knowledge (planes) checks to identify elementals and can make such checks untrained.

Poison Resistance: Xendauni gain a racial bonus on saving throws against poison effects equal to their Hit Dice.

Emotional: Xendauni take a -5 penalty to Bluff and Disguise checks to pretend to be another race when excited, angry, or otherwise emotional. This becomes a -10 penalty when the xendauni is around an elemental enemy.

Languages: Common and Xendauni. Xendauni with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Elven, Ignan, Terran.

Alternate Racial Traits

Xendauni can select the following racial traits. They can also pick up any of these traits as a feat without replacing another racial trait.

Arcane Tradition: Trained by the magelords of their homeland, these xendauni gain a +2 racial bonus on Knowledge (arcana) and Spellcraft checks, and they always treat Knowledge (arcana) as a class skill. This racial trait replaces shadowy skin.

Face-Blending (Su): When fighting defensively, the xendauni gains a +4 Dodge bonus to AC instead of a +2. If the xendauni has Combat Expertise, this bonus increases to +6 before applying any additional penalties. A xendauni that can't change shape can't benefit from this ability. This racial trait replaces poison resistance.

Mockery: Some xendauni adopt the form of another race and live as it does. The xendauni chooses a race and gains both a defense racial trait and a skill racial trait gained by that race. If the race has darkvision, the xendauni can choose that instead. This racial trait replaces change shape.

Favored Class Bonuses

Any Class: Gain a +1/2 bonus on damage dealt to elementals.

Accelerist: Add +1/2 on Escape Artist checks and +1 to the accelerist's CMD when resisting a grapple.

Arcanist: When casting arcanist transmutation spells, add +1/3 to the effective caster level, but only for the purpose of determining duration.

Battle Augur: Add +1/3 to the maximum number of abilities the battle augur can pattern with echoes of battle.

Brawler: Gain a +1/2 bonus on damage dealt to elementals.

Cavalier: Add +1 hour of actual travel time per day to the cavalier's mounted overland movement. This time can be divided between the cavalier's mount and his allies' mounts.

Hunter: Add +1/6 to the hunter's enhancement bonus to Dexterity when using animal focus to emulate a tiger.

Inquisitor: Gain a +1/2 bonus on damage dealt to elementals.

Magus: Add elemental bane to the magus' list of arcane pool weapon special abilities. If selected again, increase the effective enhancement against elementals by +1/4.

Nature Warden: Add +1 to the nature warden's CMD when resisting two combat maneuvers of the character's choice.

Ranger: Add +1 hour of actual travel time per day to the ranger's mounted overland movement. This time can be divided between the ranger's mount and his allies' mounts.

Rogue: Gain a +1/2 bonus on Bluff checks to feint in combat.

Shaman: Add 1/2 to the shaman's effective class level for the purpose of determining his spirit animal's natural armor adjustment, Intelligence, and special abilities.

Shifter: Add +1/6 to the shifter's enhancement bonus to Dexterity when using shifter aspect to emulate a tiger.

Slayer: Gain a +1/2 bonus on Bluff checks to feint in combat.

Sorcerer: Add +1/2 to cold and water spell or spell-like ability damage.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Vigilante: Gain +1/2 on Bluff checks when attempting to tell a lie that would be true from the point of view of the vigilante's current identity.

Wizard: When casting wizard transmutation spells, add +1/3 to the effective caster level, but only for duration.

Xendauni Class Archetype

This option is typically only taken by xendauni, but other races, with the GM's permission, can take it as well.

Sentinel Prince (Ranger Archetype)

The sentinels are highly trained xendauni who protect their forest home from invasion. At the highest ranks of the sentinels are the princes, whose training is more focused, but equally effective.

Favored Enemy (Ex): A sentinel prince always chooses outsider (elemental) as his first favored enemy. This alters favored enemy.

Sentinel Warrior Training (Su): At 2nd level, a sentinel prince can cast *vanish* once per day as a supernatural ability. His effective caster level is equal to his ranger level. At 4th level, he also adds *vanish* to his ranger spell list as a 1st-level spell. He gains additional supernatural abilities once per day each, and adds their related spells to his spell list, at the listed levels.

Level Spell

6th	<i>true strike</i> (2nd-level spell)
10th	<i>hold monster</i> (3rd-level spell)
14th	<i>blade barrier</i> (4th-level spell)

At 18th level, the sentinel can cast each of his supernatural abilities above twice per day. This replaces combat style.

Uncanny Alertness (Ex): At 4th level, a sentinel prince is always ready to defend against incoming attacks. A sentinel is never flat-footed before acting in combat, even if he is surprised (he can still become flat-footed by any other effect or situation that would render him flat-footed).

At 7th level, the sentinel also always acts on the surprise round. If he would have acted on the surprise round anyway, or if there is no surprise round, he gains a bonus on initiative checks equal to half his ranger level.

This ability replaces a ranger's hunter's bond and woodland stride.

Xendauni Feats

Xendauni have access to the following feats.

Animal Transformation

With practice, you have learned to control your form better.

Prerequisites: Xendauni, xendauni change shape racial trait.

Benefit: While in your original form, you can cast *beast shape I* once per day as a spell-like ability. Your effective caster level is equal to your character level. When you gain a favored class bonus, you can use it to increase the number of times per day you can use this feat to cast *beast shape I*.

Special: If you have wild shape or a similar class feature, you can use this feat to take those forms instead, but you are still restricted by the spell's normal duration when you do.

Extended Transformation

With practice, you have learned to control your form better.

Prerequisites: Animal Transformation, character level 5th, xendauni, xendauni change shape racial trait.

Benefit: The duration of your Animal Transformation spell-like ability becomes 1 hour/level. If you can use that ability more than 1/day, you can do so without changing back to your original form first.

Other Racial Character Options

Existing races can also take advantage of the classes found in the next chapter, tailoring them to their own practices.

Dhampir

Sired (Heir Apparent Adventuring Goal)

I owe everything to my sire for making me what I am.

In circumstances when a vampire needs heartier, more trustworthy protection, the undead will sire a dhampir child and raise it as his own. The child learns of its heritage and begins training at an early age to eventually become a powerful noble, beholden to its everliving parent.

Sired: The dhampir learns how to harness abilities usually reserved for full-fledged vampires. At 1st level, he gains the following:

- 3/4 base attack bonus, as the rogue, and d8 hit die.
- DR 2/magic and silver.
- Resistance to cold and electricity equal to 2 + his heir apparent level.
- Fast Healing 2. The heir can heal up to 2 hit points per heir apparent level per day with this ability, after which it ceases to function.

For suggested items, the heir chooses another adventuring goal and gains those as his capital expense options.

Personal Training: Starting at 2nd level, a dhampir gains access to the following training talents as part of his personal training class feature.

Blood Drain (Su): An heir with this talent can suck blood from a grappled opponent. If he establishes or maintains a pin, the heir can deal 1d4 points of Constitution damage to his target. This heals the heir for up to 5 hit points or grants him 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

Brink of Undeath (Ex): An heir with this talent who is targeted by an effect against which undead are immune can attempt to avoid that effect. If the effect allows a saving throw, the heir rolls twice and chooses which to use. If it normally would not allow a saving throw, the heir can attempt a Will save (DC 13 + half the hit dice of the creature creating the effect) to ignore it. The heir must be at least 11th level and have chosen sired as his second adventuring goal before choosing this talent.

Change Shape (Su): An heir with this talent can cast *beast form II*, taking the form of a dire bat or wolf. He can use this ability once per day plus once per day for every 2 other sired talents he possesses. The heir must be at least 5th level before choosing this talent.

Children of the Night (Su): An heir with this talent can cast his choice of *summon monster II* or *summon swarm*, summoning a fiendish wolf or a swarm of bats or rats, respectively. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) He can use this ability once per day plus once per day for every 2 other sired talents he possesses. The heir must be at least 3rd level before choosing this talent. If he chooses sired as his second adventuring goal at 10th level, the heir can use this ability to summon 1d4+1 wolves or 1 fiendish dire wolf (as *summon monster IV*), or 2 swarms instead.

Dominant (Su): An heir with this talent can cast *dominate person*. He can use this ability once per day plus once per day for every 2 other sired talents he possesses. The heir must be at least 11th level before choosing this talent.

Gaseous Form (Su): An heir with this talent can cast *gaseous form*. He can use this ability once per day plus once per day for every 2 other sired talents he possesses. The heir must be at least 5th level before choosing this talent.

Spider Climb (Su): An heir with this talent can cast *spider climb*. He can use this ability once per day plus once per day for every 2 other sired talents he possesses.

New Prospects: If the dhampir chooses sired as his second adventuring goal, his damage reduction increases to DR 5/magic and silver, and his fast healing increases to 5, to a maximum of 5x his heir apparent level in hit points regained each day. He gains darkvision out to 60 feet or increases the range of his darkvision by 60 feet.

Elves

Chaos Hunter (Slayer Archetype)

I have sacrificed my very soul to prepare for this battle.

The chaos hunters are an elite group of slayers, dedicated to destroying the minions of the Chaos, and they won't let anything get in their way. Through ritual mutilation and magical transformation, they turn themselves into what they believe is the ultimate weapon against the Chaos and the monsters that bow to it.

Class Skills: A chaos hunter adds Knowledge (arcana), Knowledge (planes), and Spellcraft to her list of class skills and removes Disguise, Heal, and Ride.

Weapon and Armor Proficiency: A chaos hunter is proficient with all simple and martial one-handed weapons and double weapons. She is proficient with light armor, but not with shields.

War Training (Ex): Chaos hunters begin play with Two-Weapon Fighting as a bonus feat and gain specialized training which allows them to wield a double weapon as a one-handed weapon or dual wield two such weapons with no additional penalty. Doing so allows the chaos hunter to add her Dexterity bonus (if any) to her Intimidate skill checks in place of Charisma.

A chaos hunter who dual wields double weapons can attack with any of the four ends during combat, though this doesn't grant any more attacks than normally allowed by Two-Weapon Fighting or a high base attack bonus.

Chaos hunters usually enchant each end of their double weapons with different enchantments, such as frost or demon bane, or craft them of different materials, such as silver or adamantite. Some chaos hunters craft their own double weapons so that they can easily change the ends out and rebalance them while spellcasters prepare their spells for the day.

High Jump (Ex): A chaos hunter adds her level as a bonus on all Acrobatics checks to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when attempting Acrobatics checks to jump.

This ability replaces track.

Gliding Wings (Ex): Starting at 2nd level, a chaos hunter takes no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, she can move up to 5 feet in any horizontal direction for every 1 foot she falls, at a speed of 60 feet per round. The chaos hunter cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, the chaos hunter can take advantage of the updraft to increase the distance she can glide.

This ability replaces the slayer talent gained at 2nd level.

Superior Vision (Su): At 4th level, as a full-round action, a chaos hunter can create a *see invisibility* effect, as the spell, which lasts for as long as she concentrates, plus up to 1 round per slayer level after.

While superior vision is active, the chaos hunter becomes immune to figment and glamor effects and can also peer through up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. This allows the chaos hunter to see creatures and objects on the other side as if she were looking at the area in normal light, even if there is no illumination, though low-light vision and darkvision have no effect on her ability to see.

This ability replaces the slayer talent gained at 4th level.

Consume Magic (Sp): As an immediate action, a chaos hunter can cast *dispel magic*, but only to counterspell. Her effective spellcaster level is equal to her chaos hunter level + her Intelligence modifier. If she successfully counters a spell in this way, the chaos hunter gains temporary hit points equal to 4x the spell's level.

The chaos hunter can use consume magic a number of times per day equal to half her chaos hunter level (minimum 1) + her Intelligence modifier.

This ability replaces stalker.

Hold Monster (Sp): As a standard action, a chaos hunter can cast *hold monster* as a 5th-level spell, but she can only target animals, humanoids, and outsiders. Any act by the chaos hunter or her apparent allies that threatens the held creature breaks the effect. A creature that has been targeted with the chaos hunter's *hold monster* is immune to the same chaos hunter's effect for up to 1 minute after the effect ends.

This ability replaces swift tracker.

Throw Weapon (Sp): The chaos hunter conjures a pair of ghostly weapons which she throws at her enemies. As a standard action, the chaos hunter chooses up to 3 targets within 30 feet of each other and no more than 60 feet away from her. She makes one melee attack and compares it to each target's AC, dealing her weapon's damage on a hit. The chaos hunter can apply her studied target bonuses and sneak attack damage to any of the targets if she normally could with a ranged attack. This ability replaces quarry.

Transformation (Sp): As a full-round action, a chaos hunter can cast *transformation*, as the spell. While this effect is active, the chaos hunter's consume magic ability grants her temporary hit points equal to 6x the spell's level, and she can use her throw weapon ability against up to 5 targets within 60 feet of each other and no more than 120 feet away from her. When the effect ends, the chaos hunter becomes fatigued for 2 rounds for every round she was transformed. The chaos hunter cannot use *transformation* while fatigued or exhausted, and the effect ends if she is knocked unconscious.

This ability replaces improved quarry.

Feat: Crescent Blade Training [Combat; Elf]

You are adept at wielding the elven crescent blade, which grants you added use for the weapon.

Prerequisites: Proficiency with the elven crescent blade, elf.

Benefit: Elven crescent blades you wield gain the disarm and trip properties. These only apply when you attack with the weapon in melee.

Weapon: Elven Crescent Blade

(60 gp)

Both ends of this circular blade meet at the pommel, giving it a moon-like shape.

Weapon Groups: Heavy blade

Type: Exotic, one-handed slashing.

Damage/Crit: 1d8 (medium) / 18-20 x2

Range: 20 ft.

Weight: 4 lbs.

Special: Finesse, thrown. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven crescent blade sized for you, even though it isn't a light weapon.

Minotaurs

Minotaurs are known to most as wild, dangerous monsters who sometimes roam stone mazes for their next victims. Within their own tribes, however, minotaurs can be shamanistic warriors who revere the land and worship the sun as a patron deity who brings life and defends against the darkness that encroaches in its absence. They often adorn their horns with jewelry, tattoos, or etchings, rather than using them as weapons.

Racial Traits (11 RP)

+2 Strength, +2 Wisdom, –2 Dexterity: Minotaurs are strong and capable, but not as quick to react as some races.

Monstrous Humanoid: As monstrous humanoids, minotaurs gain darkvision out to 60 feet.

Medium: Minotaurs are Medium creatures and thus have no bonuses or penalties due to their size.

Speed: Minotaurs have a base speed of 30 feet. They gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Naturalist: Minotaurs receive a +2 racial bonus on Knowledge (nature) checks and can make those checks untrained.

Cunning: Minotaurs gain a +2 racial bonus on saving throws against mind-affecting effects, and effects that would physically trap them, such as *forcecage*, *imprison*, or *maze*.

Blessing of Ancestral Strength: A minotaur with a Wisdom score of 11 or higher can cast *lead blades* 3 times per day, but only targeting one weapon in its possession with each cast. The minotaur's caster level is its character level.

Languages: Minotaurs begin play speaking Common and Giant. Minotaurs with high Intelligence scores can choose Aklo, Draconic, Dwarven, Elven, Gnomish, Orc, or Sylvan.

Alternate Racial Traits

Blessing of the Sun's Comfort: A minotaur with a Wisdom score of 11 or higher can cast *goodberry* once per day. Its caster level is its character level. When eaten, the berries created by this spell also remove one of the following conditions, to a maximum of one such condition per creature in a 24-hour period: Fatigued, shaken, or sickened.

This replaces blessing of ancestral strength.

Dungeoneer: Some minotaurs prefer caves and structures over plains and nature. They receive a +2 racial bonus on Knowledge (dungeoneering) checks and can make those checks untrained. This replaces naturalist.

Ostrich Companion (Ranger Hunter's Bond Option)

Minotaur rangers add ostriches to the list of animals they can choose from with the hunter's bond class feature.

A minotaur ranger can select an ostrich as his animal companion at 1st level. If he does, his effective druid level is equal to his ranger level, but he doesn't gain his 1st favored enemy or his 1st favored terrain.



2

Classes

A reality-shattering war looms on the horizon. Fundamental powers churn and rip apart the landscape with terrible, uncaring precision and reckless abandon, each trying to gain the upper hand. In the eye of the storm, heroes rise to protect their worlds, their homes. These brave souls come from all walks of life, and while they may stand on different sides of the conflict, they all seek to contain it so that their ways of living can go on.

This chapter introduces several classes spread across the different areas of influence. Base classes, such as the battle augur, heir apparent, necromancer, and truenamer, find their place among the legendary tropes of fantasy. Alternate classes, such as the accelerist, offer a new way to look at existing rules. And hybrid classes like darkseeker, dúlra, and midnight legate find exciting ways to explore the union of multiple classes into a unique option that expands what player characters are capable of.

When the dust settles, and the war is won, the meek won't inherit what remains of the world. The brave, the daring, and the unconventional, however, will have a good chance to.

Divine Classes: Those with faith in the gods find themselves blessed with amazing gifts. Divine power flows within them, steeling their hearts and vexing their enemies.

Every god has his or her own way of battling the Chaos. Even those whose alignment would, to a mortal's understanding of the concept, place them in allegiance with it struggle against the destructive power to preserve reality and cultivate their followers. What follows are examples of the power of the gods themselves, gifted to the creatures who continue to have faith, even when told that it is the gods who should revere them. Divine classes include the convoker, darkseeker, necromancer, and witchblade.

Eldritch Classes: Eldritch secrets whisper to those willing to listen of worlds and powers beyond mortal senses. They speak of the fabric from which the universe was cut, and teach its manipulation to any who risk mind and body to learn.

Before the Chaos returned, the mortal world referred to many of these eldritch practices as occult study. Many still do, and the terms remain interchangeable, but the powers granted through mortal theft of eldritch secrets when compared to the truths found in giving one's self to them are like pouring water into a cup through the eye of a needle. Eldritch classes include the invoker and the truenamer.

Faerie Classes: The Fae are not without their gifts. Those who entreat them with pure intent are rewarded with natural power and primal ability. They are the protectors of nature and order and they are the heroes of the Fae. Faerie classes include the dúlra, midnight legate, and nature warden.

Mortal Classes: Mortals are anything but helpless. When left to its own devices, particularly in life or death situations, a mortal will almost always find a way. Countless are the stories told among the denizens of other realms about a human in a tough spot who miraculously gets out of it at the last possible moment. When asked how, the human offers little more than a shrug and explains that he had something hidden somewhere for just such an occasion. Mortal classes include the accelerist, battle augur, and heir apparent.

In that same vein, mortal classes accentuate the quick thinking, risk taking traits commonly found in the races that call the material plane their home. From specialized use of skills and teamwork, to breaking sound barriers with tools usually reserved for gods, mortals are profoundly unpredictable. In the end, mortal ingenuity will play one of the most important roles in the war with chaos itself.

Accelerist

Run, kid. Run!

Magic does a lot of misunderstood things. At times, it can feel like it's a gift from the gods. Other times, a curse. Some see magic as a fundamental power in the universe, others are born with it the same way a human is born with the ability to see and feel.

When magic awakens within an accelerist, whether through natural growth, careful study and practice, or alchemical happenstance, it brings with it the drive to go faster.

Every accelerist is unique. Some develop specific powers early and build them up over time to be better than others with them. Others take a more general approach, gaining flexibility and versatility in many different situations. One thing remains constant, however. All accelerists yearn to be the fastest there is.

Note: The accelerist is an alternate class for the unchained monk.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 3d6 x 10 gp (average 105 gp)

Class Skills

The accelerist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sleight of Hand (Dex).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the accelerist.

Weapon and Armor Proficiency: Accelerists are proficient with all simple weapons, but not with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, an accelerist loses her AC bonus, as well as her fast movement and flurry abilities.

AC Bonus: When unarmored and unencumbered, the accelerist adds her accelerant modifier (see below) to her AC and CMD. In addition, an accelerist gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four accelerist levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the accelerist is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Accelerant: Accelerists can gain their supernatural speed from a variety of sources, each of which provides a different mix of benefits. At 1st level, the accelerist chooses an accelerant. As she gains levels, her accelerant becomes more potent, granting her even more power.

Alchemy: The accelerist gains Knowledge (nature) (Int) and Use Magic Device (Cha) as class skills, and her accelerant modifier is Intelligence. At 1st level, she discovers how to create a personalized tincture that she can imbibe in order to heighten her speed at the cost of her personality. It takes 1 hour to brew a dose of this tincture, and once brewed, it remains potent until used. An accelerist can only maintain one dose of tincture at a time—if she brews a second dose, any existing tincture becomes inert. A tincture that is not in an accelerist's possession becomes inert until an accelerist picks it up again.

It's a standard action to drink a tincture. Upon being imbibed, the tincture causes the accelerist to appear lithe and ready to act, granting her a +4 alchemical bonus to her Dexterity score and increasing her land speed by +20 feet for 10 minutes per accelerist level. In addition, while the tincture is in effect, the accelerist takes a –2 penalty to her Wisdom.

Table: Accelerist

Base						Velocity Damage	AC Bonus	Speed Bonus
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1st	+1	+0	+2	+0	Accelerant, flurry	+1d6	+0	+0 ft.
2nd	+2	+0	+3	+0	Bonus feat, evasion	+1d6	+0	+0 ft.
3rd	+3	+1	+3	+1	Fast movement, momentum	+1d6	+0	+10 ft.
4th	+4	+1	+4	+1	Rapid processing, speed power	+1d8	+1	+10 ft.
5th	+5	+1	+4	+1	Accelerated metabolism, speed strike (1/ round)	+1d8	+1	+10 ft.
6th	+6/+1	+2	+5	+2	Bonus feat, speed power	+1d8	+1	+20 ft.
7th	+7/+2	+2	+5	+2	Adaptation	+1d8	+1	+20 ft.
8th	+8/+3	+2	+6	+2	Speed power	+1d10	+2	+20 ft.
9th	+9/+4	+3	+6	+3	Improved evasion, speed strike	+1d10	+2	+30 ft.
10th	+10/+5	+3	+7	+3	Bonus feat, speed power	+1d10	+2	+30 ft.
11th	+11/+6/+1	+3	+7	+3	Flurry (bonus attack)	+1d10	+2	+30 ft.
12th	+12/+7/+2	+4	+8	+4	Speed power	+2d6	+3	+40 ft.
13th	+13/+8/+3	+4	+8	+4	Speed strike	+2d6	+3	+40 ft.
14th	+14/+9/+4	+4	+9	+4	Bonus feat, speed power	+2d6	+3	+40 ft.
15th	+15/+10/+5	+5	+9	+5	Speed strike (2/round)	+2d6	+3	+50 ft.
16th	+16/+11/+6/+1	+5	+10	+5	Speed power	+2d8	+4	+50 ft.
17th	+17/+12/+7/+2	+5	+10	+5	Speed strike	+2d8	+4	+50 ft.
18th	+18/+13/+8/+3	+6	+11	+6	Bonus feat, speed power	+2d8	+4	+60 ft.
19th	+19/+14/+9/+4	+6	+11	+6	Flawless processing	+2d8	+4	+60 ft.
20th	+20/+15/+10/+5	+6	+12	+6	Perfect speed, speed power	+2d10	+5	+60 ft.

A non-accelarist who drinks a tincture must make a Fortitude save (DC 10 + 1/2 the accelerist's level + the accelerist's Intelligence modifier) or become nauseated for 1 hour—a non-accelarist can never gain the benefit of a tincture, but an accelerist can gain the effects of another accelerist's tincture if she drinks it. (Although if the other accelerist creates a different tincture, the effects of the "stolen" tincture immediately cease.) The effects of a tincture do not stack. Whenever an accelerist drinks a tincture, the effects of any previous tincture immediately end.

Bloodline: The accelerist gains Bluff (Cha) and Knowledge (arcana) (Int) as class skills and her accelerant modifier is Charisma. She also gains Weapon Finesse as a bonus feat. Starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the accelerist from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The accelerist can select a second weapon at 11th level and a third at 19th level. Finally, she gains fast movement sooner than other accelerists, which increases her speed by +20 feet at 1st level, and +10 feet at 3rd level and every 3 levels thereafter, to a maximum of +80 ft. at 18th level.

Divine: The accelerist gains Heal (Wis) and Knowledge (religion) (Int) as class skills and her accelerant modifier is Wisdom. She also gains the Air domain (or one of its subdomains) as a cleric of her accelerist level. As a swift action, the accelerist can spend 1 use of lightning arc or wind blast to move up to 30 feet. At 3rd level, she can also spend points of momentum to cast her domain spells when she gains them. Each spell cast costs 1 point per spell level.

Occult: The accelerist gains Knowledge (planes) (Int) as a class skill and Improved Unarmed Strike as a bonus feat. Her accelerant modifier is Constitution. Any time the accelerist spends momentum, she also takes 1 point of nonlethal damage per character level (referred to by some occult followers as burn). She cannot become immune to nonlethal damage or otherwise ignore its effects. As a move action, the accelerist can move up to

twice her speed. When she does, she cannot use this ability again until she spends one round without taking a move action (She can still use her standard action to move during the round she uses to regain this ability).

In addition, As a standard action, the accelerist can unleash a blast of air that deals velocity damage at a single target up to a range of 30 feet. She must have at least one hand free to aim the blast (or one prehensile appendage, if she doesn't have hands). All damage from an air blast is treated as air, bludgeoning, and magic for the purpose of bypassing damage reduction. Air blasts count as a weapon for the purpose of feats such as Weapon Focus. The accelerist is never considered to be wielding or gripping the air blast and she can't use Vital Strike feats with air blasts. Even the weakest air blast involves a sizable mass of energy, so air blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). A readied air blast can be used to counterspell any spell of equal or lower level that shares its descriptor.

Flurry (Ex): At 1st level, an accelerist can flurry as a full-attack action. When using flurry, the accelerist can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from haste and other similar effects. When using this ability, the accelerist can make these attacks with any combination of her unarmed strikes and one-handed weapons with which she is proficient. She takes no penalty for using multiple weapons when she flurries, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from haste and similar effects).

At 11th level, an accelerist can make an additional attack at her highest base attack bonus whenever she flurries. This stacks with the first attack from this ability and additional attacks from haste and similar effects.

Velocity (Ex): At 1st level, an accelerist can move fast enough that her weapons become an extension of her speed. When attacking with an unarmed strike or a weapon with which she is proficient, the accelerist can use the velocity damage listed on



Table: Accelerist instead of the base damage for that weapon (for example, a 5th-level Medium accelerist wielding a punching dagger deals 1d8 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The accelerist can decide to use the weapon's base damage instead of her adjusted velocity damage—this must be declared before the attack roll is made. An accelerist's size does not change her velocity damage.

Bonus Feat: At 2nd level, and every 4 levels thereafter, an accelerist can select a bonus feat. These feats must be taken from the following list: Acrobatic, Agile Maneuvers, Combat Reflexes, Deflect Arrows, Deft Hands, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Nimble Moves, Quick Draw, Rapid Reload, Run, Spider Step, Step up, Strike Back, Swap Places, Weapon Finesse. The accelerist must still meet all prerequisites for her bonus feats.

At 6th level, she adds feats with the above as prerequisites to the list (a 6th-level accelerist could take Mobility as a bonus feat if she has Dodge or Spring Attack if she had Dodge and Mobility).

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

Fast Movement (Ex): At 3rd level, and every 3 levels thereafter, an accelerist gains a +10 foot enhancement bonus to her land speed. An accelerist in armor or carrying a medium or heavy load loses this extra speed.

Momentum (Su): At 3rd level, an accelerist learns how to build momentum quickly to disperse in many different ways. The amount of momentum an accelerist can build up is equal to 1/2 her accelerist level + her accelerant modifier.

By spending 1 point of momentum as a swift action, an accelerist can make one additional attack at her highest attack bonus when using flurry. This bonus attack stacks with all bonus attacks gained from flurry, as well as those from haste and similar effects. An accelerist gains additional powers that consume points from her momentum as she gains levels. Momentum is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Rapid Processing (Ex): At 4th level, an accelerist gains a +2 bonus on saving throws against illusion spells and effects.

Speed Power (Su): At 4th level and every 2 levels thereafter, an accelerist can select one speed power. Unless otherwise noted, an accelerist cannot select an individual speed power more than once. Once a speed power is selected, it cannot be changed. The list of speed powers can be found at the end of this section.

Accelerated Metabolism (Ex): At 5th level, an accelerist gains immunity to all diseases, including supernatural and magical diseases.

Speed Strike (Ex): Beginning at 5th level, as long as she has at least 1 point of momentum, an accelerist can make a speed strike. Whenever she flurries, she can designate one of her melee attacks as a speed strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. At 9th level, and every 4 levels thereafter, an accelerist



learns an additional speed strike. She must choose which speed strike to apply before the attack roll is made. At 15th level, she can designate up to two of her attacks each round as a speed strike, and each one can be a different type. The accelerist can choose from any of the following strikes.

Dashing Strike: The accelerist leaps through the air to strike a foe. Before the attack, the accelerist can move a distance equal to her fast movement bonus. This movement is made as part of the accelerist's flurry and does not require an additional action. At the end of this movement, the accelerist must make an attack against an adjacent foe. This movement may be between attacks. This movement provokes an attack of opportunity as normal.

Defensive Speed: The accelerist speeds about, confounding her foe. If the attack hits, the accelerist gains a +4 dodge bonus to AC against any attacks made by the target of the speed strike until the start of her next turn. This bonus does not stack with itself.

Hurried Smash: The accelerist follows up an attack with a strike from her elbow or knee. If the attack hits, the accelerist can make an additional unarmed attack using the same attack bonus at a –5 penalty. If this second attack hits, it deals damage as normal, but all of the damage is nonlethal.

Knock-Back: The accelerist attempts to knock her foe back. If the attack hits, the accelerist can attempt a free combat maneuver check against the foe (using the base attack bonus of the attack used to hit the foe). If the check is successful, the foe is knocked 10 feet directly away from the accelerist. This distance increases by 10 feet for every 5 by which the check exceeds the foe's CMD, to a maximum distance equal to the accelerist's fast movement bonus. This movement does not provoke an attack of opportunity. The foe stops moving if it strikes another creature, barrier, or otherwise solid object. The creature is not knocked prone by this movement.

Sweep: The accelerist attempts to sweep her foe's leg, knocking the opponent down. If the attack hits, the accelerist can make a free trip attempt against the target of this strike (using the base attack bonus of the attack used to hit the foe). This trip attempt does not provoke an attack of opportunity.

Shattering Strike: The accelerist delivers a brutal strike that can penetrate defenses. If the attack hits, it bypasses any of the target's damage reduction or hardness.

Sudden Strike: The accelerist delivers a strike her foe did not expect. The accelerist makes her attack against the foe's flat-footed AC. Creatures with the uncanny dodge class feature or a similar effect cannot be caught flat-footed by this speed strike.

Adaptation (Ex): At 7th-level, an accelerist can choose to take a penalty to her AC bonus and gain a bonus on all damage rolls while flurrying. The penalty can be any amount up to her AC bonus, and the bonus to damage is twice that amount. This bonus does not stack with similar bonuses, such as from Power Attack or Deadly Aim.

Improved Evasion (Ex): At 9th level, an accelerist's evasion ability improves. She still takes no damage on successful Reflex saving throws against attacks, but henceforth she takes only half damage on failed saves. A helpless accelerist does not gain the benefit of improved evasion.

Flawless Processing (Ex): At 19th level, whenever she attempts a Will save, the accelerist can roll twice and take the better result. If she fails a Will saving throw against a spell or effect that has a duration longer than 1 hour, the accelerist can attempt a new saving throw at the end of each hour to end the effect.

Perfect Speed: At 20th level, the accelerist's speed becomes legendary. The accelerist can take her turn at any point during a round (she still rolls initiative against other accelerists with this ability) as if she won initiative and held her action. Spells and

effects that have duration always last until the end of the final round of their duration, regardless of when the accelerist acts.

In addition the accelerist can rest for up to 10 minutes to regain 1 point of momentum, to her maximum.

Speed Powers

Speed powers allow the accelerist to perform amazing feats of haste and acrobatic prowess by expending points of momentum. Some speed powers require the accelerist to be of a specific level or higher before they can be chosen. Unless otherwise noted, an accelerist cannot select an individual speed power more than once.

When a speed power mimics a spell, the accelerist's caster level for the effect is equal to her accelerist level.

Accelerist Tricks (Sp): An accelerist with this ability learns several minor tricks that can take non-accelerists years to master. Using one of these tricks is identical to casting the spell of the same name, costs 1 point of momentum per spell level (minimum 1), and the saving throw DC (if any) is always 10 + the spell's level + the accelerist's accelerant modifier. *Anticipate peril (self only), blurred movement, expeditious retreat, feather fall, memorize page (self only), mage hand, open/close, scoop.*

Advanced Accelerist Tricks (Sp): An accelerist with this ability learns more powerful tricks that she can use as spells of the same name. *Bladed dash, blur, heightened awareness, investigative mind, kinetic reverberation, protection from arrows, tactical acumen.* The accelerist must have the accelerist tricks speed power before selecting this speed power.

Aerodynamics (Su): An accelerist with this ability can spend 1 point of momentum as a swift action to increase the range increment of any thrown or ranged weapon she wields by 20 feet. Apply this benefit before doubling the range increment with the Far Shot feat.

Burst of Speed (Su): An accelerist with this speed power can move so fast as to seemingly disappear from one place only to appear in another, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points of momentum. The accelerist can spend additional points of momentum to include other creatures at a rate of 1 point per Medium creature. An accelerist must be at least 8th level before selecting this speed power.

Feather Balance (Ex): An accelerist with this ability can spend 1 point of momentum as a swift action to achieve perfect balance. While this is active, the accelerist treats any Acrobatics attempt made to balance as if she had rolled a 20. This ability lasts for 1 minute.

Gate (Sp): An accelerist with this ability can spend 5 points of momentum as a standard action to create a *gate*, as the spell, but only for planar travel. The accelerist must be at least 18th level and have the accelerist tricks and plane shift speed powers before selecting this speed power.

Haste (Sp): An accelerist with this ability can spend 3 points of momentum as a standard action to gain the effects of *haste*. The accelerist must be at least 6th level and have the accelerist tricks speed power before selecting this speed power.

High Jump (Ex): An accelerist with this speed power adds her level as a bonus on all Acrobatics checks to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when attempting Acrobatics checks to jump. By spending 1 point of momentum as a swift action, the accelerist gains a +20 bonus on Acrobatics checks to jump for 1 round.

Ignore Armor (Ex): As long as she has at least 1 point remaining in her momentum, as a standard action, an accelerist with this power can make an unarmed strike against a foe as a touch attack. She adds 1/2 her accelerist level as a bonus on the damage roll.

She can spend 1 point of momentum to double this bonus for that attack. An accelerist must be at least 12th level before selecting this speed power.

Immediate Defense (Ex): By spending 1 point of momentum as an immediate action, an accelerist with this speed power can grant herself a +4 dodge bonus to AC until the end of her next turn. An accelerist must be at least 7th level before selecting this speed power.

Light Steps (Ex): An accelerist with this speed power can move effortlessly across nearly any surface. Whenever the accelerist activates her feather balance speed power, she can also ignore all difficult terrain. In addition, while active, she can cross any solid surface, even if it would normally not support her weight. This does not allow her to walk on liquids. An accelerist must be at least 8th level and have the feather balance speed power before selecting this speed power.

Out of Phase (Su): An accelerist with this speed power gains the ability to assume an ethereal state for 1 minute as though using the spell *ethereality*. Using this ability is a move action that consumes 3 points from the accelerist's momentum. This ability affects only the accelerist and cannot be used to make other creatures ethereal.

Phase Transition (Su): An accelerist who selects this speed power must select one type of energy: cold, electricity, or fire. Once this choice is made, it cannot be changed. The accelerist can expend 1 point of momentum as a swift action to imbue her attacks with this energy, causing them to deal 1d6 points of damage of the chosen type for a number of rounds equal to 1/2 her accelerist level. An accelerist must be at least 6th level before selecting this speed power.

Plane Shift (Su): An accelerist with this ability can spend 5 points of momentum as a standard action to create a *plane shift* effect. The accelerist must be at least 10th level and have the accelerist tricks speed power before selecting this speed power.

Rapid Healing (Su): An accelerist with this speed power can heal her own wounds as a standard action. By spending 2 points of momentum, she can heal an amount of damage equal to 1d8 + her accelerist level.

Rapid Recovery (Su): By spending 1 point of momentum, an accelerist with this power can remove one toxin from her body as if using *neutralize poison*. She can remove only one poison in this way per use of this ability. An accelerist must be at least 8th level before selecting this speed power.

Ricochet Magic (Su): When a targeted spell or spell-like ability fails to overcome the accelerist's spell resistance from shunt magic, she can spend 2 points of momentum as an immediate action to send that spell back at its caster as *spell turning*. An accelerist must be 16th level or higher and possess the shunt magic speed power before selecting this speed power.

Shared Momentum (Su): An accelerist with this ability can spend 1 point of momentum as a standard action and choose an adjacent ally. As long as the accelerist and her ally are adjacent, the ally shares the benefits of whichever of the AC bonus, evasion, high jump, improved evasion, speed strike, perfect speed, and rapid processing abilities the accelerist possesses. An accelerist must be at least 6th level before selecting this speed power.

Shunt (Ex): By spending 1 point of momentum as a swift action, the accelerist gains DR 2/—. At 16th level, the damage reduction increases to 4/—. At 19th level, it increases to DR 6/—. This DR lasts for 1 minute. An accelerist must be at least 12th level before selecting this speed power.

Shunt Magic (Ex): An accelerist can spend 2 points of momentum as a swift action to gain spell resistance equal to her accelerist level + 10. This spell resistance lasts for a number of

rounds equal to the accelerist's level. An accelerist must be at least 12th level before selecting this speed power.

Slow Fall (Su): An accelerist within arm's reach of a wall can use it to slow her descent by expending 1 point of momentum. When she uses this ability, she takes no damage from the fall (as if using feather fall), but she must be adjacent to a wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

Speed Blocker (Su): An accelerist with this ability can spend 1 point of momentum as a free action before making an attack against a foe. If the attack hits, the accelerist can interrupt the target's momentum. If the accelerist successfully damages the target of her attack, that opponent's cost to activate abilities with momentum increases by 1 point of momentum for 1 hour. If the accelerist spends 2 points of momentum, she can use this ability to affect the target's arcane pool, arcane reservoir, grit points, inspiration, ki pool, or panache points instead of its momentum. The effects of this ability do not stack, but multiple hits increase the duration by 1 hour for each hit. An accelerist must be at least 10th level before selecting this speed power.

Speed Guardian (Su): As an immediate action before she rolls a saving throw against a targeted effect that also targets other allies or an area effect whose area includes other allies, an accelerist with this ability can spend any amount of momentum and designate a number of adjacent allies equal to the amount of momentum spent. The accelerist rolls one saving throw for each designated ally, using her bonus instead of the ally's. For each successful saving throw, the corresponding ally treats the effect as if that ally had succeeded at the saving throw, and for each saving throw failed, the corresponding ally treats the effect as if that ally had failed the saving throw. If the accelerist fails any of the saving throws (including her own original saving throw), the accelerist treats the effect as if she had failed the saving throw. An accelerist must be at least 6th level before selecting this speed power.

Speed Hurricane (Ex): As a full-round action, an accelerist with this ability can move up to twice her speed. At any point in that movement, the accelerist can spend 1 point of momentum to make the first attack in her flurry. She can later spend another point of momentum to make the next attack in her flurry, and so on, until she either stops spending points of momentum or has exhausted all the attacks from her flurry. An accelerist must be at least 10th level and possess the sudden speed power before selecting this speed power.

Speed Memories (Su): An accelerist with this ability often sees visions of events she has yet to live in her dreams. On any given night during which the accelerist dreams, she can use this ability to gain the benefits of a *divination*. If she does, she spends 2 points of momentum from the next day's total. An accelerist must be at least 10th level before selecting this speed power.

Spider Climb (Sp): An accelerist with this ability can spend 1 point of momentum as a standard action to gain the effects of *spider climb*, but only while moving. When standing on a wall or ceiling, if the accelerist doesn't move at least 5 feet on her turn, she falls. The accelerist must have the accelerist tricks speed power before selecting this speed power.

Sudden Speed (Su): An accelerist with this speed power can spend 1 point of momentum as a swift action to grant herself a sudden burst of speed. This increases the accelerist's base land speed by 30 feet for 1 minute.

Time Stop (Sp): An accelerist with this ability can spend 5 points of momentum as a standard action to gain the effects of *time stop*. The accelerist must be at least 18th level and have the accelerist tricks speed power before selecting this speed power.

Vanish (Sp): An accelerist with this ability can spend 2 points of momentum as a standard action to gain the effects of *vanish*. The accelerist must have the accelerist tricks speed power before selecting this speed power.

Vibrating Palm (Su): An accelerist can set up vibrations within the body of another creature that can thereafter be fatal if the accelerist so desires. Using this ability is a standard action that costs 4 points of momentum, and the accelerist must announce her intent to use this ability (and spend the points of momentum) before making the attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the attack hits and the target takes damage from the blow, the vibrating palm attack succeeds. Thereafter, the accelerist can try to slay the victim at any time within a number of days equal to her accelerist level. To make such an attempt, the accelerist merely wills the target to die (a free action); unless the target succeeds at a Fortitude saving throw (DC = 10 + 1/2 the accelerist's level + the accelerist's accelerant modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular vibrating palm attack, but it can still be affected by another one at a later time. An accelerist can have no more than one vibrating palm in effect at one time. If an accelerist uses vibrating palm while another is still in effect, the previous one is negated. An accelerist must be at least 16th level before selecting this speed power.

Water Sprint (Su): An accelerist with this speed power can spend 1 point of momentum as a swift action to gain the ability to walk on water, as if under the effects of *water walk*. Once activated, this ability lasts for 1 minute per accelerist level. An accelerist must be at least 6th level before selecting this speed power.

Windy Escape (Sp): An accelerist with this ability can spend 2 points of momentum as a standard action to gain the effects of *windy escape*. The accelerist must have the accelerist tricks speed power before selecting this speed power.

Wind Jump (Su): An accelerist with this speed power can spend 1 point of momentum as a move action to grant herself a fly speed (with perfect maneuverability) equal to her base land speed. She must end her movement each round on solid ground (or some other surface that can support her weight) or fall as normal. Once activated, this ability lasts for 1 minute. An accelerist must be at least 8th level and have the high jump speed power before selecting this speed power.

Favored Class Bonuses

The following races are particularly well-suited to becoming accelerists and gain additional options when choosing it as their favored class.

Android: Add +1/2 damage when using adaptation, to a maximum total damage of 3x the penalty to AC.

Catfolk: Add +10 minutes to the duration of the alchemy accelerant's tincture.

Elf: Add +1 to the accelerist's base speed. This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Human: Add +1/4 point to the accelerist's momentum.

Ratfolk: Add a +1 bonus on Acrobatics checks made to move through threatened squares.

Sylph: Add 1/3 point of damage to the occult accelerant's blast of air or to the damage of the divine accelerant's lightning arc or wind blast.

Tiefling: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Vanara: Add a +1 bonus on Acrobatics checks made to jump.

Table: Battle Augur

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Battle augury 1/day, studied target	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Studied strike +1d6	4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Echoes of battle	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Battle augury 2/day	6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Studied strike +2d6, Studied target (+2)	6	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5	Augur's shield	6	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Battle augury 3/day, studied target (swift)	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6	Studied strike +3d6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Swift augury	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Battle augury 4/day, studied target (+3)	6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Studied strike +4d6	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8	Challenging augury	6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Battle augury 5/day	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9	Studied strike +5d6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Studied target (+4)	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+5	+10	Battle augury 6/day	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+5	+10	Studied strike +6d6	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+6	+11	Augur's shield, perfect augury	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	Battle augury 7/day	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Studied strike +7d6, studied target (+5)	6	6	6	6	6	6	6	6	6

Battle Augur

A battle augur is a spellcaster who watches his enemies closely, then mimics their actions to produce similar effects. Sometimes referred to as a blue mage, these masters of monstrous abilities have become quite popular with kingdoms looking to train their soldiers to fight specific creatures.

As a group, battle augurs respect all creatures. To them, all things are magic in some way, even if only the magic of creation. Those who work together will often trade stories and suggestions for how to learn a particularly difficult technique. Coincidentally, most battle augurs wish only to capture their foes, so that others like them can learn similar abilities. Traveling circuses and zoos have started to crop up in some nations of the world, run by battle augurs as schools for their trade.

Role: Battle augurs are neither frontline warriors, nor background spellcasters. They quest to find enemies with special abilities that can be used later against another threat.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 2d6 x 10 gp (average 70 gp)

Class Skills

The battle augur's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the battle augur.

Weapon and Armor Proficiency: A battle augur is proficient with all simple weapons, light armor, and shields (except tower shields). A battle augur can cast battle augur spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a battle augur wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass battle augur still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A battle augur casts arcane spells drawn from the battle augur spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a battle augur must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a battle augur's spell is 10 + the spell level + his Intelligence modifier.

Like other spellcasters, a battle augur can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: battle augur. In addition, he receives bonus spells per day if he has a high Intelligence score.

The battle augur's selection of spells is extremely limited. A battle augur begins play knowing four 0-level spells and two 1st-level spells of the battle augur's choice. At each new battle augur level, he gains one or more new spells, as indicated on Table: Battle Augur Spells Known. (Unlike spells per day, the number of spells a battle augur knows is not affected by his Intelligence score (See Table: Ability Modifiers and Bonus Spells).

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

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

Battle Augury (Sp): Once per day, a battle augur can tap into his magic to mimic the abilities of a creature with whom he interacts. After witnessing a creature cast a spell or use one of its spell-like, supernatural, or extraordinary abilities, the augur can use a standard action within 1 minute to add that ability to his list of spells known. The effective spell level of the ability gained is equal to a spell of the same name, or half the hit dice of the creature using it (minimum 1) if no such spell exists. If the equivalent spell exists at different levels, the augur uses the highest level at which it could be gained.



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Table: Battle Augur Spells Known

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

Battle Augur Spell Scrolls

Battle augurs with Scribe Scroll will sometimes write down spells they learn from abilities gained with battle augury. These scrolls can be used by other battle augurs, either once like any scroll or to add as a pattern for an ability. It takes 1 hour of study per spell level to pattern an ability from a scroll, and at the end of that time, the scroll itself is consumed as if used.

Abilities with limited uses (1/day, every 1d4 rounds, etc...) are similarly limited for the augur, in addition to requiring a spell slot. Any ability learned with battle augury counts as a spell when used by the augur and uses the augur's Intelligence modifier in place of another (grit, for example, normally uses Wisdom). Abilities gained more than once do not stack. Constant abilities last a number of hours equal to the battle augur's class level before they must be cast again. Abilities with no spell equivalent are mimicked exactly as they were used, except that any save DCs are replaced by the augur's spell save DC for the level used to cast them.

A battle augur can know one ability per daily use of battle augury. If he uses battle augury and he already knows his maximum number of abilities, the augur must choose one ability to lose.

Studied Target (Ex): A battle augur can study an opponent he can see as a move action. The augur then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of battle augur class abilities against that opponent increase by 1. A battle augur can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the augur studies a new target.

If the augur uses battle augury or deals damage to a flat-footed target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to the DCs of battle augur abilities against a studied target increase by 1. In addition,

at each such interval, the augur is able to maintain these bonuses against an additional studied target at the same time. The augur may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a battle augur can study an opponent as a move or swift action.

Studied Strike (Ex): At 2nd level, a battle augur can choose to make a studied strike against his studied target as a free action, upon successfully hitting his studied target with a melee attack or ranged attack within 30 ft., to deal additional damage. The damage is 1d6 at 2nd level, and increases by 1d6 for every 3 levels thereafter (to a maximum of 7d6 at 20th level). The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

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

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

Echoes of Battle (Ex): At 3rd level, a battle augur learns how to pattern a small number of abilities he has mimicked so that he can recall them after resting. When he uses battle augury, the augur can now choose to learn or pattern an ability he would gain. The augur can pattern up to a maximum number of abilities equal to his Intelligence modifier + 1/2 his level (minimum 1). If he has reached his maximum abilities known, he can pattern one of those abilities to learn the new ability in its place. When he regains spells per day, the augur can also swap which abilities he has patterned and known.

For example, if a battle augur with an 18 Intelligence wants to use battle augury to learn a monster's breath weapon, but he already knows 5 abilities, he can either pattern breath weapon or learn breath weapon and pattern one of those abilities as part of the same action.

Once a battle augur has patterned his maximum number of abilities, he cannot pattern more unless he either gives up one of those he has already or relearns it as described above.

Augur's Shield (Ex): At 6th level, and again at 18th level, a battle augur gains a +3 bonus to his choice of Fortitude or Reflex saving throws.

Swift Augury (Sp): Starting at 9th level, a battle augur can also use battle augury as a swift action, so he can learn a new ability, then use a standard action to cast it as a spell; or he could use a swift action to learn one ability and a standard to learn another.

Challenging Augury (Sp): At 12th level, a battle augur learns a necessary trick to gaining abilities of creatures with more hit dice than he has. When he uses battle augury to gain the ability of a creature with more hit dice than his class level, the augur can still use that ability as a full-round action by expending one spell slot of the highest level he can cast plus one or more additional spell slots until the total number of spell levels equals or exceeds half the creature's total hit dice. The augur always uses his highest available spell slots first, and if he has no spells left for the day of his highest level, he can't use this ability. Abilities with an equivalent spell can't be cast with challenging augury.

For example, if a 12th-level augur uses battle augury to gain poison from a purple worm, that poison is considered an 8th-level spell, but the augur can cast it as a full-round action by

expending a 6th-level spell slot and a 2nd-level spell slot. If he has no 6th-level spell slots remaining, he cannot use purple worm poison. When he reaches 14th level, the augur can use the purple worm's poison by expending a 7th-level spell slot and a 1st-level spell slot. If he has no 7th-level spell slots remaining, he cannot use purple worm poison.

Another example is if a 20th-level battle augur gains a great wyrm blue dragon's breath weapon. The ability becomes a 14th-level spell, which the augur can cast as a full-round action with a 9th-level spell slot and a 5th-level spell slot. The DC for the breath weapon is still 19 + the augur's Intelligence modifier (not 32 as with the monster), and it deals 24d8 electricity damage in a 140-ft. line. If the dragon casts *reverse gravity*, the battle augur can learn it as a 7th-level spell, since *reverse gravity* is already a 7th-level wizard spell.

Perfect Augury (Sp): At 18th level, a battle augur can also use battle augury as a free action once per round, so he can now learn up to three abilities in the same round if he has enough uses of battle augury to do so using a standard action, a swift action, and a free action.

Favored Class Bonuses

These races make particularly good battle augurs.

Android: Add +1 hour to the duration of constant abilities cast as battle augur spells.

Changeling: Add 1/6 of a new witch's hex.

Gripli: Add +1 to the battle augur's energy resistance (maximum +10). As a free action, the augur can change his resistance to a different energy type by casting or being hit by an effect of that type. This occurs after the effect.

Half-Elf: Choose a class and gain 1/6 of its variable multiclass option.

Human: Gain any fractional human favored class bonus with an associated class feature. At 1 full bonus, the human gains that class feature a new patterned ability.

Kobold: Add one spell known from the draconic sorcerer bloodline. This spell must be at least one level below the highest spell level the kobold can cast.

Samsaran: Choose a spellcasting class and add one spell known from its spell list. This spell must be at least one level below the highest spell level the samsaran can cast. The choice cannot be changed later.

Skinwalker: Gain 1/6 of a new rogue talent, treating the skinwalker as a 2nd-level rogue. Talents that normally modify sneak attack can be applied directly when the skinwalker attacks with its claws.

Tengu: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The tengu adds +1/2 to the number of uses per day of that bloodline power. This cannot be used to gain powers from multiple bloodlines.

Convoker

A stalwart follower of her god who crafts powerful allies in its image to defeat enemies.

Paladins are tied to their deity by more than even their cleric allies. A pact of sorts is formed between the paladin and her god which not only gives her access to magic, it also grants her divine health and power with which to lay her enemies low. Convokers take this gift and apply it to the literal creation of idols representing their beliefs and granting physical form to their faith.

Role: Like paladins, convokers have a driving need to protect others. Like summoners, they achieve this by fighting alongside their avatar or sending it to handle one threat while they focus on another.

Alignment: Lawful Good

Hit die: d8

Parent Classes: Paladin and summoner.

Starting Wealth: 3d6 x 10 gp (average 100 gp).

Table: Convoker

Level	Base					Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Aura of good, avatar, detect evil, life link	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Divine grace, lay on hands	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Aura of courage, bond senses, smite evil 1/day	—	—	—	—	—	—
4th	+3	+4	+1	+4	Shield ally	0	—	—	—	—	—
5th	+3	+4	+1	+4	Righteous convocation	1	—	—	—	—	—
6th	+4	+5	+2	+5	Smite evil 2/day	1	—	—	—	—	—
7th	+5	+5	+2	+5	Divine plea	1	0	—	—	—	—
8th	+6/+1	+6	+2	+6	Transposition	1	1	—	—	—	—
9th	+6/+1	+6	+3	+6	Smite evil 3/day	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wrathful convocation	2	1	0	—	—	—
11th	+8/+3	+7	+3	+7	Aura of resolve	2	1	1	—	—	—
12th	+9/+4	+8	+4	+8	Greater shield ally, smite evil 4/day	2	2	1	—	—	—
13th	+9/+4	+8	+4	+8	Divine aspect	3	2	1	0	—	—
14th	+10/+5	+9	+4	+9	Aura of justice	3	2	1	1	—	—
15th	+11/+6/+1	+9	+5	+9	Smite evil 5/day	3	2	2	1	—	—
16th	+12/+7/+2	+10	+5	+10	Invoke magic	3	3	2	1	0	—
17th	+12/+7/+2	+10	+5	+10	Aura of faith	4	3	2	1	1	—
18th	+13/+8/+3	+11	+6	+11	Smite evil 6/day	4	3	2	2	1	—
19th	+14/+9/+4	+11	+6	+11	Invoke greater magic	4	3	3	2	1	0
20th	+15/+10/+5	+12	+6	+12	Greater divine aspect, perfect convocation	4	4	3	3	1	1



Class Skills

The convoker's skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the convoker.

Weapon and Armor Proficiency: Convokers are proficient with all simple weapons and light armor as well as their deity's favored weapon (if any).

Aura of Good (Ex): The power of a convoker's aura of good (see the *detect good* spell) is equal to her convoker level.

Avatar: A convoker begins play with the ability to summon to her side an avatar of her god. This avatar is an outsider that forms a link with the convoker, who forever after summons an aspect of the same creature. This ability functions like the unchained summoner eidolon ability, except as noted here.

The first time a convoker summons her god's avatar, she chooses a subtype within one step of her alignment to give it. The convoker's avatar can never be chaotic or evil, and once the subtype has been chosen, it can't be changed.

Starting at 5th level, a convoker can use lay on hands through her avatar. At 10th level, she can also use smite evil.

The avatar does not always follow the commands of its convoker, rather it listens to them and considers them. If the avatar deems its orders outside of its own needs it will ignore them and do as it sees fit. For this reason, convokers are particularly careful not to displease their gods, lest their avatar ignore them entirely.

Detect Evil (Sp): At will, a convoker can use *detect evil*, as the spell. A convoker can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the convoker does not detect evil in any other object or individual within range.

Life Link (Su): Starting at 1st level, a convoker forms a close bond with her avatar. Whenever the avatar takes enough damage to send it back to its home plane, the convoker can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the avatar. This can prevent the avatar from being sent back to its home plane.

In addition, the avatar and the convoker must remain within 100 feet of one another for the avatar to remain at full strength. If the avatar is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%.

If the avatar is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are

reduced by 75%. If the avatar is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the avatar gets closer to its convoker, but its maximum hit point total does return to normal.

Divine Grace (Su): At 2nd level, a convoker gains a bonus equal to her Charisma bonus (if any) on all Saving Throws.

Lay on Hands (Su): Beginning at 2nd level, a convoker can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her convoker level plus her Charisma modifier. With one use of this ability, a convoker can heal 1d6 hit points of damage for every two convoker levels she possesses. Using this ability is a standard action, unless the convoker targets herself, in which case it is a swift action. Despite the name of this ability, a convoker only needs one free hand to use this ability.

Alternatively, a convoker can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the convoker possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Aura of Courage (Su): At 3rd level, a convoker is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the convoker is conscious, not if she is unconscious or dead.

Bond Senses (Su): Starting at 2nd level, a convoker can, as a standard action, share the senses of her avatar, hearing, seeing, smelling, tasting, and touching everything the avatar does. She can use this ability a number of rounds per day equal to her convoker level. There is no range to this effect, but the avatar and the convoker must be on the same plane. The convoker can end this effect as a free action.

Smite Evil (Su): Starting at 3rd level, a convoker can call out to the powers of good once per day to aid her in her struggle against evil. As a swift action, the convoker chooses one target within sight to smite. If this target is evil, the convoker adds her Cha bonus (if any) to her attack rolls and adds her convoker level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the convoker possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the convoker gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the convoker targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the convoker rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the convoker may smite evil one additional time per day, as indicated on Table: Convoker, to a maximum of seven times per day at 19th level.

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

At 12th level, whenever an ally is within reach of the convoker's avatar, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the convoker, these bonuses increase to +4. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

Spells: Beginning at 4th level, a convoker gains the ability to cast a small number of divine spells which are drawn from the paladin or unchained summoner spell list. A convoker must choose and prepare her spells in advance.

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

Like other spellcasters, a convoker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Convoker. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Convoker indicates that the convoker gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A convoker must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A convoker may prepare and cast any spell on the paladin or unchained summoner spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a convoker has no caster level. At 4th level and higher, her caster level is equal to her convoker level – 3.

Righteous Convocation: At 5th level, a convoker's avatar either its base save bonus or the convoker's (as calculated from all her classes), whichever is better. The avatar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the convoker might have to saves. This also applies to the convoker's base attack bonus and skill ranks.

Divine Plea (Su): At 7th level, as a standard action, a convoker can call her avatar to her side. This functions as *dimension door*, using the convoker's caster level. When this ability is used, the avatar appears adjacent to the convoker (or as close as possible if all adjacent spaces are occupied). If the avatar is out of range, the ability is wasted. The convoker can use this ability once per day at 7th level, plus one additional time per day at 10th, 14th, and 18th level.

Transposition (Su): At 8th level, a convoker can use her maker's call ability to swap locations with her avatar. If the avatar occupies more squares than the convoker, the convoker can appear in any square occupied by the avatar. The avatar must occupy the square that was occupied by the convoker if able, or as close as possible if it is not able.

Wrathful Convocation: At 10th level, the avatar's base attack bonus is equal to the convoker's level and it gains +1 hit point per hit die it possesses. In addition, the convoker may smite evil through the avatar.

Aura of Resolve (Su): At 11th level, a convoker is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the convoker is conscious, not if she is unconscious or dead.

Divine Aspect (Su): At 13th level, a convoker can divert up to 2 points from her avatar's evolution pool to add evolutions to herself. She cannot select any evolution that the avatar could not possess, and she must be able to meet the requirements as well (except for subtype requirements, so long as her avatar meets the subtype

requirement). She cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the avatar's evolution pool (reducing the total number available to the avatar). The convoker can change the evolutions granted by these points anytime she can change the avatar's evolutions.

At 20th level, a convoker can divert more of her avatar's evolutions to herself. The maximum number of evolution points the convoker can divert increases to 6. In addition, the avatar loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the convoker instead of losing 1 point from the evolution pool for each point diverted.

Aura of Justice (Su): At 14th level, a convoker can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the convoker's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Invoke Magic: At 16th level, a convoker's magical ability is greatly increased by her connection to her deity. She gains access to 5th-level spells, chosen from the unchained summoner spell list. She can cast 0 5th-level spells (plus any gained from a high ability modifier) per day at 16th level, and 1 spell per day at 17th level.

Divine Codes of Conduct

A convoker must be of lawful good alignment and loses all class features except proficiencies if she ever willingly commits an evil act. The same is true of a witchblade who allows herself to become too chaotic in nature.

Addition ally, both a convoker's code and a witchblade's requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with good or neutral allies, a convoker avoids working with evil characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a convoker can ally with evil associates, but only to defeat what she believes to be a greater evil. A convoker should seek an atonement spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. A convoker may accept only henchmen, followers, or cohorts who are lawful good.

A witchblade has no such moral restriction. Instead, she treats chaotic creatures who fall out of line too often the same as a paladin treats evil. While she's willing to work with chaotic creatures to get a job done, she will not hesitate to put them in their place if they become too troublesome.

Ex-Convokers: A convoker who ceases to be lawful good, who willfully commits an evil act, or who violates the code of conduct loses all convoker spells and class features (including the service of her god's avatar, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a convoker. She regains her abilities and advancement potential if she atones for her violations (see *atonement*), as appropriate.

Ex-Witchblades: A witchblade who ceases to be lawful neutral, who willfully commits a chaotic act, or who violates her code of conduct suffers the same fate as convokers described above.

At 19th level, the convoker gains access to 6th-level spells, prepared from the unchained summoner spell list. She can cast 0 6th-level spells per day at 19th level, and 1 spell per day at 20th level.

Aura of Faith (Su): At 17th level, a convoker's weapons are treated as good-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming Damage Reduction.

This ability functions only while the convoker is conscious, not if she is unconscious or dead.

Perfect Convocation: The convoker has become a true conduit for her god's divine power. Her base attack bonus is now equal to her level, and her hit die becomes a d10. She may now use the better of her or her avatar's attacks, saving throws, and skill bonuses. Magical bonuses are still not shared in this way.

Favored Class Bonuses

The following races are particularly well-suited to becoming convokers and gain additional options when choosing it as their favored class.

Asimar: Add +1 to the convoker's energy resistance to one kind of energy (maximum +10).

Deep One Hybrid: Add +1 hit point to the convoker's avatar.

Drow: Add DR 1/good to the convoker's avatar. Each additional time the convoker selects this benefit, the DR/good increases by +1/2 (maximum DR 10/good).

Dwarf: Add a +1/4 natural armor bonus to the AC of the convoker's avatar.

Elf: The amount of time the convoker must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.

Gnoll: Add DR 1/lawful to the convoker's avatar. Each additional time the convoker selects this benefit, the DR/lawful increases by +1/2 (maximum DR 10/lawful).

Goblin: Add +1 skill rank to the convoker's avatar.

Kobold: The amount of time the convoker must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.

Nagaji: Add +1 skill point to the convoker's avatar.

Orange-Pendak: The amount of time the convoker must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.

Orc: Add a +1/4 natural armor bonus to the AC of the convoker's avatar.

Shabti: The amount of time the convoker must spend to summon his avatar is reduced by 1 round, to a minimum of 1 round.

Syrinx: Add +1/4 to the summoner's shield ally bonus (maximum +2).

Tiefling: Add +1 to the convoker's energy resistance to one kind of energy (maximum +10).

Trox: Add a +1/4 natural armor bonus to the AC of the convoker's avatar.

Vanara: Add +1 skill rank to the convoker's avatar.

Yaddithian: Choose an energy type. Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that deal energy damage of the chosen type or protect the eidolon from it (for example, resistance, energy attacks, immunity, breath weapon, and so on).

Darkseeker

Shh.

Very little is known about the Priests of the Shadow's Path, except that they continue to worship the former god of secrets many years after his death at the hands of his creations, the seekers. In an effort to protect what is rightly theirs, the new gods of secrets have given the order for their mortal kin to begin training darkseekers; agents of shadow who blend mysticism and tactics usually reserved for those connected to the hivemind.

Alignment: Neutral or any lawful.

Hit Die: d8.

Parent Classes: Cleric and rogue.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The darkseeker's 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), Stealth, Sleight of Hand, and Spellcraft (Int).

Skill Ranks per Level: 6 + Int Modifier.

Class Features

All of the following are class features of the darkseeker.

Weapon and Armor Proficiencies: Darkseekers are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). They are also proficient with one martial or exotic melee weapon of their choice.

Aura (Ex): A darkseeker of an, evil, good, or lawful alignment has a particularly powerful aura corresponding to that alignment (see *detect evil* for details).

Spells: A darkseeker casts divine spells which are drawn from the cleric spell list. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs. A darkseeker must choose and prepare her spells in advance.

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

Like other spellcasters, a darkseeker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Darkseeker. In addition, she receives bonus spells per day if she has a high Wisdom score.

Darkseekers meditate or pray for their spells. Each darkseeker must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a darkseeker can prepare spells. A darkseeker may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Domain: A darkseeker's deity influences her alignment, what magic she can perform, her values, and how others see her. A darkseeker chooses one domain from the following list: Artifice, air, darkness, glory, knowledge, luck, travel, and trickery. In addition, a darkseeker can select an alignment domain if her alignment matches that domain.

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

In addition, a darkseeker gains the listed powers from her domain, if she is of a high enough level. Unless otherwise noted, activating a domain power is a standard action.

Spontaneous Casting: A darkseeker can channel stored spell energy into cleric or wizard spells with the [darkness] or [shadow]

Table: Darkseeker

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Aura, domain, spontaneous casting, shadowed strike	1+1	—	—	—	—	—
2nd	+1	+0	+3	+3	Finesse training, seeker talent	2+1	—	—	—	—	—
3rd	+2	+1	+3	+3	Shadow armor training	3+1	—	—	—	—	—
4th	+3	+1	+4	+4	Shadowed strike +1d6	3+1	1+1	—	—	—	—
5th	+3	+1	+4	+4	Finesse training	4+1	2+1	—	—	—	—
6th	+4	+2	+5	+5	Shadowed armor	4+1	3+1	—	—	—	—
7th	+5	+2	+5	+5	Shadowed strike +2d6, shadow armor training	4+1	3+1	1+1	—	—	—
8th	+6/+1	+2	+6	+6	Seeker talent	4+1	4+1	2+1	—	—	—
9th	+6/+1	+3	+6	+6	Finesse Training	5+1	4+1	3+1	—	—	—
10th	+7/+2	+3	+7	+7	Shadowed strike +3d6	5+1	4+1	3+1	1+1	—	—
11th	+8/+3	+3	+7	+7	Shadow armor training	5+1	4+1	4+1	2+1	—	—
12th	+9/+4	+4	+8	+8	Improved shadowed armor	5+1	5+1	4+1	3+1	—	—
13th	+9/+4	+4	+8	+8	Finesse training, shadowed strike +4d6	5+1	5+1	4+1	3+1	1+1	—
14th	+10/+5	+4	+9	+9	Seeker talent	5+1	5+1	4+1	4+1	2+1	—
15th	+11/+6/+1	+5	+9	+9	Shadow armor training	5+1	5+1	5+1	4+1	3+1	—
16th	+12/+7/+2	+5	+10	+10	Shadowed strike +5d6	5+1	5+1	5+1	4+1	3+1	1+1
17th	+12/+7/+2	+5	+10	+10	Finesse Training	5+1	5+1	5+1	4+1	4+1	2+1
18th	+13/+8/+3	+6	+11	+11	Greater shadowed armor	5+1	5+1	5+1	5+1	4+1	3+1
19th	+14/+9/+4	+6	+11	+11	Shadowed strike +6d6	5+1	5+1	5+1	5+1	5+1	4+1
20th	+15/+10/+5	+6	+12	+12	Seeker talent, shadowed assassin	5+1	5+1	5+1	5+1	5+1	5+1

descriptors that she did not prepare ahead of time. The darkseeker can “lose” any prepared spell or unspent spell slot in order to cast one of these spells of the same spell level or lower (most of these spells have “darkness” or “shadow” in their name).

Shadowed Strike (Su): A darkseeker can also channel stored spell energy into a light or one-handed finesse weapon (such as a rapier). As a standard action, the darkseeker can “lose” any prepared spell or unspent spell slot in order to allow her attacks with that weapon to target touch AC for a number of attacks equal to the spell level + her Wisdom modifier.

At 4th level, and every 3 levels thereafter, attacks made with shadowed strike can also deal additional sneak attack damage, as indicated on Table: Darkseeker. This functions as the rogue ability.

Finesse Training (Ex): At 2nd level, a darkseeker gains Weapon Finesse as a bonus feat. In addition, starting at 5th level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the darkseeker from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The darkseeker can select an additional weapon at 9th level, 13th level, and 17th level.

Seeker Talents: As a darkseeker gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a darkseeker gains one seeker talent. She gains an additional seeker talent for every 6 levels of darkseeker attained after 2nd level. Unless stated otherwise, a darkseeker cannot select an individual talent more than once.

Shadow Armor Training (Ex): A darkseeker does not typically possess the natural armor of her god. Instead, she must learn to survive with manufactured equipment. Starting at 3rd level, whenever she is wearing armor, the darkseeker reduces its armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a darkseeker can also move at her normal speed while wearing medium armor.

Shadowed Armor (Su): At 6th level, a darkseeker can spend 2 attacks from shadowed strike as a swift action to weave shadow magic into her armor, adding her armor bonus to her touch AC for 1 minute. At 12th level, she need only spend 1 attack from shadowed strike. At 18th level, she gains shadowed armor as long as she has at least 1 attack with shadowed strike remaining.

Shadowed Assassin (Su): At 20th level, a darkseeker can spend 3 attacks from her shadowed strike as a free action to double the threat range of her weapon for 1 minute. This stacks with similar effects such as Improved Critical or the keen magic weapon property. She can also spend 3 attacks as a free action to increase the critical multiplier by 1, or 6 attacks total as part of the same free action for both.

Darkseeker Talents

Channel Energy (Su): A darkseeker with this talent can spend 2 attacks from her shadowed strike to channel energy, as the cleric ability. The amount of d6 channeled is equal to the darkseeker’s sneak attack damage (minimum 1d6).

Domain Power: A darkseeker with this talent can select an additional domain from those available to her. She gains that domain’s 1st-level benefits and power immediately.

Domain Power, Greater: A darkseeker with this talent gains the additional power granted by the domain she chose with domain power. She must have domain power to choose this talent.

Domain Spells: A darkseeker with this talent can select an additional domain from which to draw domain spells. She can now prepare domain spells not on the cleric spell list.

Improved Shadowed strike (Su): A darkseeker with this talent treats her weapon as a magic weapon for the purpose of overcoming damage reduction. Her weapon is also treated as cold iron and silver for the purpose of overcoming damage reduction if she loses a 2nd-level or lower spell to use shadowed strike. Her weapon is also treated as lawful for the purpose of overcoming damage reduction if she loses a 4th-level or lower spell to use shadowed strike. Her weapon is treated as adamantite for the purpose of overcoming damage reduction and bypassing hardness if she loses a 6th-level or lower spell to use shadowed strike.

Rogue Talent: A darkseeker with this talent can choose one rogue talent as a rogue of her level.

Rogue Training: A darkseeker with this talent gains one of the following rogue abilities: Danger sense +1, evasion, improved uncanny dodge (requires uncanny dodge), uncanny dodge, rogue’s edge, and trapfinding. This talent can be chosen more than once. Its effects stack when applicable.

Shadow Armor Mastery (Su): A darkseeker with this talent grants her armor the shadow magic armor property while using shadowed armor.

At 12th level, the armor gains improved shadow instead. At 18th level, the armor gains greater shadow instead.



Shadowed Fortitude (Su): A darkseeker with this talent can spend 2 attacks from her shadowed strike to substitute her Will save for her Fortitude save for 1 minute.

Shadowed Resilience (Su): A darkseeker with this talent can spend 2 attacks from her shadowed strike as an immediate action to gain DR 5/magic for 1 minute. She gains DR 5/cold iron or silver if she loses a 2nd-level or lower spell to use shadowed strike. She gains DR 10/lawful if she loses a 4th-level or lower spell to use shadowed strike. She gains DR 10/adamantine if she loses a 6th-level or lower spell to use shadowed strike. This ability does not allow the darkseeker to bypass similar DR to her own. She can choose to take any lower DR in place of another (magic instead of lawful, etc).

Shadowed Resistance (Su): A darkseeker with this talent can spend 2 attacks from her shadowed strike as an immediate action to gain spell resistance equal to 11 + her darkseeker level for 1 minute.

Shadowed Sneak Attack (Su): A darkseeker with this talent can spend 2 attacks from her shadowed strike as a free action to increase her sneak attack damage by 1d6 for 1 minute. This effect does not stack with itself. While this effect is active, the darkseeker can deal sneak attack damage with any attack.

Favored Class Bonuses

The following races are particularly well-suited to becoming darkseekers and gain additional options when choosing it as their favored class.

Any Race: Gain a +1 bonus to saves against spells with the shadow descriptor (maximum +5).

Dhampir: Add +1/2 to damage rolls the darkseeker makes with weapon attacks against undead.

Duergar: Add a +1/2 bonus on checks made to craft magic items.

Drow: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Fetchling: Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

Gnome: Add a +1/2 bonus on Bluff checks to feint and Knowledge (religion) to recognize an obscure deity's symbol or clergy.

Half-Orc: Add +1/6 on critical hit confirmation rolls made while using shadowed strike (maximum bonus of +5). This bonus does not stack with Critical Focus.

Halfling: Add a +1/2 bonus on Survival checks to track and Diplomacy checks to gather information.

Human: Add +1/2 to damage rolls the darkseeker makes with weapon attacks against an opponent she is flanking or an opponent that is denied its Dexterity bonus to AC.

Ratfolk: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Rougarou: Add a +1/2 bonus on Survival checks to track and Diplomacy checks to gather information.

Svirfneblin: Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

Tengu: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Shadow and its native creatures.

Tiefling: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Wayang: Add +1/2 use per day of the wayang's light and dark racial trait.

Dúlra

The natural world needs guardians, too. We are the barrier that stands against true chaos.

For so long, the gods' attention has been drawn away by war with greater demons, elemental lords, and archdevils. While they battled in the upper realms, the world of mortals became tainted by chaos. Human nations rose and fell within generations, often taking other races with them.

The Fae, a faction of fairy folk bound to the Overrealm, recognized the underlying destruction behind their mortal kin's actions and decided to do something about it. Failing to make the fey lords that ruled the Overrealm see what they saw, the Fae began reaching out to the mortal world themselves, seeking knights who could uphold their cause. These nature priests would act as a shield against the chaos until the gods could return to put an end to it.

Role: What dúlra lack in martial training they make up for in spiritual power and natural strength. Shillelagh in hand, they guard allies against the chaos that threatens to consume all with a blend of magic granted them by the Fae.

Alignment: Any non-chaotic.

Hit Die: d8.

Parent Classes: Cleric and druid.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The dúlra's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Int), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the dúlra.

Weapon and Armor Proficiency: Dúlra are proficient with the following weapons: club, dagger, longbow, quarterstaff, scythe, sickle, shortbow, shortspear, sling, and spear.

Dúlra are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A dúlra may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. Dúlra are proficient with shields (except tower shields) but must use only those crafted from wood.

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

Aura (Ex): Neutral good or evil dúlra have a particularly powerful aura corresponding to that alignment. A lawful dúlra's aura is always strongest, overshadowing her moral alignment.

Spells: A dúlra casts divine spells, which are drawn from the dúlra spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs. A dúlra must choose and prepare her spells in advance.

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

Like other spellcasters, a dúlra can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Dúlra. In addition, she receives bonus spells per day if she has a high Wisdom score.

Table: Dúlra

Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura, faerie friend, orisons, shillelagh	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Nature sense, wild empathy	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Resist chaos	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Faerie friend	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Fae entreaty (1/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Fae entreaty (2/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Fae entreaty (3/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Fae entreaty (4/day, greater entreaty)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Fae entreaty (5/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Fae entreaty (6/day, grand entreaty)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Fae entreaty (7/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Fae entreaty (8/day)	4	4	4	4	4	4	4	4	4	4

A dúlra must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A dúlra may prepare and cast any spell on the dúlra spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

A dúlra with the hag faerie friend (see below) must commune with her familiar for 1 hour and prepare only the spells it knows instead.

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

Faerie Friend (Su): A dúlra’s initiation into the host of the Fae is always accompanied by an invitation from a specific patron who has chosen her as its champion. This initiation brings with it a few minor talents that become more potent as the dúlra masters them.

The Beast: At 1st level, a dúlra with this faerie friend gains the animal cleric domain and domain spell slots as a cleric of her dúlra level.

The Changeling: At 1st level, a dúlra with this faerie friend gains two of the following domains of her choice. She adds the domain spells to her spell list, but does not gain additional domain spell slots with which to cast them. Alternatively, she can choose only one domain and gain the domain spell slots as well. Liberation, luck, protection, travel, trickery.

The Hag: At 1st level, a dúlra with this faerie friend gains a witch’s familiar. This functions as the class feature of the same name, except the dúlra gains additional 1st-level spells equal to her Wisdom modifier to store in her familiar. At 4th level, and every 4 levels thereafter, the dúlra gains a hex of her choice. At 20th level, the dúlra gains a major hex.

The Lady: At 1st level, a dúlra with this faerie friend gains the lame oracle curse and applies the arcane bond wizard class feature to her shillelagh (see below). Beginning at 4th level, the dúlra also applies the divine bond paladin class feature to her shillelagh (see the sidebar on the next page).

The Satyr: At 1st level, a dúlra with this faerie friend can inspire courage in her allies. This functions as the bardic performance of the same name, except the dúlra can use it a number of rounds per day equal to 4 + her Wisdom modifier.

Beginning at 4th level, the dúlra gains the bardic performance class feature as a bard of her level –3.

The Unicorn: At 1st level, a dúlra with this faerie friend gains an aura of *calm animals* that extends out 5 feet. This functions as the spell and can be activated or suppressed as a swift action. The DC to save against this effect is 10 + 1/2 the dúlra’s level + her Wisdom modifier. A creature that saves against her aura’s effect is immune to the dúlra’s aura for 24 hours. As a standard action, the dúlra can end her aura’s effect until the next time she regains spells. If she does, she heals herself and each of her allies within the aura for 1d6 hit points per 2 levels. At 4th level, the aura also counts as a *calm emotions* effect and extends out by 5 feet, +5 ft. every 4 levels thereafter, to a maximum of 30 feet at 20th level.

Shillelagh (Su): At 1st level, the dúlra is gifted an enchanted club or staff by the Fae. When wielded by the dúlra, this weapon gains the effects of a *shillelagh* spell (+1 magic weapon, 2d6 damage for medium creatures).

The dúlra must wield her shillelagh in at least one hand to cast dúlra spells. If she attempts to cast a spell without her shillelagh in hand, she must make a concentration check or lose the spell. The DC for this check is 20 + the spell’s level.

If her shillelagh is destroyed, the dúlra loses the use of this ability for 24 hours, or until she gains a level, whichever comes first. During this 24-hour period, she takes a –1 penalty on attack and weapon damage rolls.

Nature Sense (Ex): At 2nd level, a dúlra gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): At 2nd level, a dúlra can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The dúlra rolls 1d20 and adds her dúlra level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

The Fae

Taking a cue from human kingdoms, the archfey have started dividing their realm up into areas dedicated specifically to them. The Lord of Winter, for example, guards his territory against the encroaching Summer and her treant allies. As a result of this selfishness, the larger purpose of the faerie folk has lost focus, and the people who call the Overrealm their home have taken to joining factions of like-minded beings.

The Fae is one such faction. Congregating under the banner of keeping the Overrealm's purpose at heart, they have started training mortals for a battle that looms with the Chaos; eldritch beings with alien power beyond that of even the gods. The leaders of the Fae seek individuals who live up to their ideals and show them the truth. But even these beings aren't beyond their own personal tastes. Six among them have been more prominent in garnering followers. They are the Beast, the Hag, the Lady, and the Satyr.

The Beast believes that might can win the battle against Chaos. A warrior maiden, she seeks brave souls willing to lay their lives down for family first.

The Changeling is the closest representative of chaos among the Fae, and the others use his gifts to learn more about their enemy. The changeling's *dúlra* are as diverse as he is, both in personality and ability.

The Lady, by contrast, takes those who would uphold order and the rules by which she guides them. She is swift to mark her kind, and can be punitive, but hers are amongst the most devoted of *dúlra*.

The Hag, while not inherently evil, attracts the like in her search for worshipers. So long as they hold back the tide of chaos that threatens everything, she is willing to grant them her blessings.

Sitting opposite the Hag is the Satyr, self-made lord of all things beautiful and creative. An arrogant trickster by nature, the Satyr's methods are nonetheless effective against his foes, and his *dúlra* are equally gifted of tongue and technique.

Finally, the Unicorn acts as the peace keeper for his brethren, and is seen as a loving father figure to the Beast's wild woman. Where she gathers strong, fierce warriors to protect the natural world, he encourages those who would keep it whole and healthy without resorting to so much violence.



To use wild empathy, the *dúlra* and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A *dúlra* can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Resist Chaos (Ex): Starting at 4th level, a *dúlra* gains a +4 bonus on saving throws against the spell-like and supernatural abilities of aberrations. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Fae Entreaty (Su): At 6th level, a *dúlra* gains the ability to plea with the Fae for aid in her quest. This allows the *dúlra* to cast a subset of spells on herself as a supernatural ability. When used, this ability functions like the spell of the same name, except the effect lasts for 1 hour per *dúlra* level, or until the *dúlra* ends it or changes the spell. She can only have one fae entreaty active at a time.

When she uses fae entreaty, a *dúlra*'s faerie friend also bolsters her by granting her a +4 enhancement bonus to 1 ability score. The bonus increases to +6 at 12th level and +8 at 16th level.

Friend	Ability Granted
The Beast	Strength
The Changeling	Dexterity
The Hag	Intelligence
The Lady	Constitution
The Satyr	Charisma
The Unicorn	Wisdom

This bonus does not stack with other bonuses granted by fae entreaty to the same ability score.

A *dúlra* can use this ability once per day at 6th level, and again every two levels thereafter, for a total of eight times at 20th level.

Fae Entreaties: *Alacrity, aspect of the nightingale, bear's endurance, bull's strength, chameleon stride, cat's grace, eagle's splendor, fox's cunning, lighten object, owl's wisdom, protection from chaos.*

The Lady's Gifts

The dúlra gains abilities similar to a few classes, based on her faerie friend. In the case of the Lady, these gifts compound the benefits (and restrictions) of a couple classes to suit her theme. For ease of play, those abilities are restated here.

Oracle's Curse - Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion).

At 10th level, your speed is never reduced by armor.

At 15th level, you are immune to the exhausted condition.

Arcane Bond - Shillelagh: Your shillelagh is a masterwork staff which can be used once per day to cast any one dúlra spell, even if the spell is not prepared. This spell is treated like any other spell you cast, including casting time, duration, and other effects dependent on your level. This spell cannot be modified by metamagic feats or other abilities.

Starting at 5th level, you can add additional magic abilities to your staff as if you had the Craft Magic Arms and Armor feat.

Divine Bond - Shillelagh: You can enhance your staff as a standard action by calling upon the Lady's aid for 1 minute per dúlra level. When called, the Lady causes the staff to shed light as a torch. At 5th level, she grants the staff a +1 enhancement bonus. For every three levels beyond 5th, the staff gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the staff, stacking with existing staff bonuses to a maximum of +5, or they can be used to add any of the following staff properties: axiomatic, brilliant energy, defending, disruption, evil, flaming, flaming burst, holy, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the staff already has (including the +1 bonus from the *shillelagh* effect), but duplicate abilities do not stack. The bonus and properties granted by the Lady are determined when she is called and cannot be changed until she is called again. The Lady imparts no bonuses if the weapon is held by anyone other than you. These bonuses apply to only one end of the staff per use. You can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Favored Class Bonuses

The following races are particularly well-suited to becoming dúlra and gain additional options when choosing it as their favored class.

Aquatic Elf: Gain a +1/5 enhancement bonus to Charisma when using fae entreaty to cast *eagle's splendor*.

Catfolk: Gain a +1/5 enhancement bonus to Dexterity when using fae entreaty to cast *cat's grace*.

Centaur: Gain a +1/5 enhancement bonus to Strength when using fae entreaty to cast *bull's strength*.

Changeling: Gain 1/6 of a new witch's hex.

Dwarf: Add +1/4 to the dúlra's level when determining the effects of her faerie friend ability.

Elf: Add +1 minute to the duration of the dúlra's fae entreaty.

Gnome: Add one domain spell slot or one spell from a domain spell list offered by the Changeling faerie friend to the dúlra's spell list. The spell or domain slot must be at least one level below the highest spell level the dúlra can cast. The dúlra can still only have one domain slot per spell level.

Ghoran: Gain a +1/5 enhancement bonus to Constitution when using fae entreaty to cast *bear's endurance*.

Gripli: Gain a +1/5 enhancement bonus to Wisdom when using fae entreaty to cast *owl's wisdom*.

Half-Elf: Add +1/4 to the dúlra's level when determining the effects of her faerie friend ability.

Half-Orc: Reduce the non-proficient penalty for one weapon by 1. When the non-proficient penalty for a weapon becomes 0 because of this ability, the dúlra is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Halfling: Add +1/4 to the dúlra's level when determining the effects of her faerie friend ability.

Human: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Kitsune: Gain a +1/5 enhancement bonus to Intelligence when using fae entreaty to cast *fox's cunning*.

Lizardfolk: Target 1/6 additional creatures within 30 feet with the spell cast when using fae entreaty.

Minotaur: Gain a +1/5 enhancement bonus to Strength when using fae entreaty to cast *bull's strength*.

Orang-Pendak: Treat the dúlra's level as +1/2 higher for the purpose of determining the effects of the Lady faerie friend ability.

Skinwalker: Add +1/2 to the dúlra's level when determining the effects of the Beast faerie friend ability, to a maximum of the dúlra's character level.

Strix: Gain a +1/5 enhancement bonus to Charisma when using fae entreaty to cast *eagle's splendor*.

Syrinx: Gain a +1/5 enhancement bonus to Wisdom when using fae entreaty to cast *owl's wisdom*.

Vine Leshy: Add +1/2 to the dúlra's level when determining the effects of the Satyr faerie friend ability, to a maximum of the dúlra's character level.

Wyrwood: Add +1 foot to the size of the dúlra's *calm animals* and *calm emotions* class features. This only has an effect for every 5-foot increment added.



Heir Apparent

Heirs apparent are the children of wealthy, land-holding nobles. They get the best training gold can buy, and use that training to become heroes in their own right.

When an heir apparent leaves home to adventure, he may do so to prove his worth and put his inheritance to good use, right some wrong that was done to his family, or for the thrill of doing something more than ruling over the people who owe fealty to his parents. Whatever his reasoning, the heir uses his family's affluence to keep himself safe and show that he's worth more than just his gold.

Role: Heirs apparent can afford to fill one role well at a time. Some use their wealth to become expert detectives, while others prefer to take care of others through philanthropy. Some focus on their athletic builds, and yet more pay the world's finest bards or wizards to teach them to use magic.

Alignment: Any.

Hit Die: d6.

Starting Wealth: 5d8 x 10 gp (average 220 gp)

Class Skills

The heir apparent's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (nobility), Perform (Cha), Profession (Cha), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the heir apparent. Adventuring goals and training talents can be found at the end of this section.

Weapon and Armor Proficiency: An heir apparent is proficient with all simple weapons, plus one martial or exotic weapon of his choice. He is not proficient with any armor, or with shields.

Adventuring Goals: Every heir apparent has decided to step out of the noble lifestyle to become a hero, but doing so is an expensive endeavor that requires rigorous training from only the best.

At 1st level, an heir apparent picks an adventuring goal. This goal gives the heir something to strive for as he continues his growth as an adventurer.

Personal Training (Ex): In his need to fill the role of adventurer, an heir apparent trains himself harder than any teacher or master could. Starting at 1st level, the heir gains one training talent. He gains an additional training talent for every 2 levels of heir apparent attained after 1st level. Unless otherwise noted, an heir cannot select an individual talent more than once. At 20th level, the heir gains a personal achievement.

Stipend (Ex): Heirs apparent are allowed to become adventurers only because their families accept that decision, but there's a catch. The heir is given an allowance of gold, called a stipend, that he must track against his other investments and purchases. Should he fail to report these accurately, the heir risks being cut off and losing access to his stipend until he makes up for his mistake.

At every level, an heir apparent receives a payment, in gold or platinum, from his family's considerable wealth. The heir may use this gold to purchase anything that benefits him personally, such as a horse, room and board, or a magic item he intends to use. The heir cannot use his stipend to pay for the care of another, nor can he purchase equipment for others. Doing so gets back to the heir's family, who takes that value out of his next stipend as punishment.

In addition, the heir can never accept any combination of gold or items from others equaling more than his total stipend for his level. If the heir goes over his total, the difference is taken out of his next stipend. For this purpose, the heir counts half the cost of items he receives toward his total, as if he were selling them.

Capital Expense (Ex): At 2nd level, and every three levels thereafter, an heir gains a magic item of his choice whose cost is no more than the amount listed in parentheses on Table: Heir Apparent. The item is delivered at the same time the heir receives his stipend for the level. If he requests a potion, the heir receives up to 50 of the same potion. If he requests a spell scroll, the heir receives up to 5 of the same scroll.

With enough time and effort, the heir can usually get anything he seeks sent to him, even rare magic items. This represents the heir's family paying some other group of adventurers to actually find the item so that they can give it to the heir. The GM has final say on whether an item can truly be found in this way, and requests for plot-centric items always fail, since that would put the heir at odds with another group who may harm him for the item they don't know is meant to be his.

Table: Heir Apparent
Base

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Stipend (gp)	Total Stipend
1st	+0	+0	+0	+2	Adventuring goals, personal training	500	500
2nd	+1	+0	+0	+3	Capital expense (2,500 gp)	750	1,250
3rd	+1	+1	+1	+3	Personal training	1,000	2,250
4th	+2	+1	+1	+4	Find a way	1,500	3,750
5th	+2	+1	+1	+4	Personal training, capital expense (4,500 gp)	2,000	5,750
6th	+3	+2	+2	+5	Influential	2,750	8,500
7th	+3	+2	+2	+5	Personal training	3,750	12,250
8th	+4	+2	+2	+6	Capital expense (11,250 gp)	4,750	17,000
9th	+4	+3	+3	+6	Personal training	6,250	23,250
10th	+5	+3	+3	+7	New prospects	8,250	31,500
11th	+5	+3	+3	+7	Personal training, capital expense (24,750 gp)	10,250	41,750
12th	+6/+1	+4	+4	+8	Share the wealth	13,250	55,000
13th	+6/+1	+4	+4	+8	Personal training	16,500	71,500
14th	+7/+2	+4	+4	+9	Capital expense (52,250 gp)	22,500	94,000
15th	+7/+2	+5	+5	+9	Personal training	28,500	122,500
16th	+8/+3	+5	+5	+10	Find a way, investment maturity	37,500	160,000
17th	+8/+3	+5	+5	+10	Personal training, capital expense (113,500 gp)	47,500	207,500
18th	+9/+4	+6	+6	+11	Liquidation	60,000	267,500
19th	+9/+4	+6	+6	+11	Personal training	75,000	342,500
20th	+10/+5	+6	+6	+12	Capital expense (232,500 gp), personal achievement	97,500	440,000

Find a Way (Ex): At 4th level, and again at 16th level, an heir apparent better understands how adventuring really works. He gains a +3 bonus to Fortitude or Reflex saves.

Influential (Ex): At 6th level, an heir apparent's family becomes so well known that nobles can recognize the heir by name. When entering a new location for the first time, the heir can make a Diplomacy check (DC 30 - the heir's level). Success indicates that somebody recognizes the heir and offers to do something for him, such as gathering information, finding supplies, or setting up a room at the local inn. Other, reasonable tasks can be specified by him, and the heir is still responsible for paying any costs incurred. For every 5 points by which the heir beats the DC, he can make an additional request of the same or another person who recognizes him.

New Prospects (Ex): At 10th level, an heir apparent can choose a second adventuring goal. He can choose the same goal a second time. If the heir has two goals that improve his attack bonus and his hit dice, his base attack is now equal to his level and his hit die becomes a d10.

Share the Wealth (Ex): Starting at 12th level, an heir apparent has proven his reliability to his family. He can now spend his stipend to assist others or use his capital expense to find them a magic item without being punished for doing so. If he later gets the value of that assistance or item back, it doesn't count against his total stipend.

An heir apparent with the sycophant adventuring goal instead treats locations he visits as one category larger for the purpose of finding equipment, magic items, or services.

Investment Maturity (Ex): At 16th level, an heir apparent has proven himself, at least to his family. He gains a modest keep of his own, which has been built in secret over time in a location of his choosing and revealed to him when he receives his stipend at that level. The keep is functional as a base of operations for the heir and his companions, and he does not need to pay any fees (taxes or otherwise) for its basic upkeep. Any additions made to the keep must still be paid for by the heir.

**Note*:* The heir is encouraged to use the rules presented in the Pathfinder Roleplaying Game: Ultimate Campaign book to build his keep, which begins as a noble villa. Otherwise, the keep itself counts as a permanent *mage's magnificent mansion* except that there is no magical component to it. The staff is real, and the keep can be returned to at any time to receive its benefits.

Liquidation (Sp): At 18th level and beyond, an heir apparent can quickly turn his assets into gold. His family grants him access to a specially constructed closet that can instantly transport materials and items to the heir's keep, where they are sold for half their cost. The heir receives his gold or platinum immediately upon sending an item away, assuming his family will find a way to sell it.

The closet is small, but when activated by speaking a command word it grows to form a space 5 feet square and 10 feet high. Creatures, living or otherwise, cannot be transported in this way, and are unharmed by standing in the closet when it is used (though their equipment might be taken away).

Adventuring Goals

If his goal gives him a skill that is already a class skill, the heir gains a +2 bonus to it. Items in Suggested Capital Expenses not found in the Pathfinder Roleplaying Game Core Rulebook are referenced later in Items and Equipment.

Savage

The heir wants to experience the dangerous world and learn how to survive in it like the wild people who live beyond the safety of the city. He gains the following:



- 3/4 base attack bonus, as the rogue, and d8 hit die.
- Climb, Intimidate, Survival, and Swim as class skills.
- Proficiency with light and medium armor.
- He can enter a rage, as the barbarian ability, for up to 2 rounds per day.
- Starting at 3rd level, he can use personal training to gain rage powers. For each rage power gained in this way, the heir can rage for 2 additional rounds each day.

Suggested Capital Expenses by Level: +1 greataxe (2nd), cloak of resistance +2 (5th), +3 hide armor (8th), ring of freedom of movement (11th), +4 keen greataxe (14th), eyes of the dragon (17th), manual of gainful exercise +5 (20th)

Savant

The heir wants to learn everything he can about the world and its creatures. He gains the following:

- +2 skill ranks per level.
- A bonus equal to 1/2 his level to untrained skill checks.
- At 2nd level, he gains a bonus equal to his Intelligence bonus (if any) on all Saving Throws.
- All Knowledge skills and Linguistics as class skills.

Suggested Capital Expenses by Level: bladed belt (2nd), sipping jacket (5th), potion of *barkskin* x9 (8th), ring of protection +3 (11th), +4 keen bladed belt (14th), ring of regeneration (17th), tome of clear thought +5 (20th)

Savior

The heir seeks piety and strength in his faith without giving up his worldly possessions to the church. He gains the following:

- 3/4 base attack bonus, as the rogue, and d8 hit die.
- Proficiency with light armor, medium armor, and shields (but not tower shields). If he already has proficiency, he gains Combat Expertise as a bonus feat.
- Spells per day as a paladin of his level. He draws spells from the cleric spell list, and his spellcasting modifier is Wisdom. He gains 0 1st-level spells per day at 1st level.
- Spontaneous casting as a cleric.



New Prospects: Instead of increasing his attack bonus, the heir can gain spells per day (but not spells known) as a bard of his level. He can still prepare any spell from the cleric spell list.

Suggested Capital Expenses by Level: +1 mace (2nd), +1 shield of light fortification (5th), +3 chainmail (8th), orb of golden heaven (11th), major cloak of displacement (14th), scepter of heaven (17th), crown of heaven (20th)

Scrapper

The heir wants to learn how to fight dirty when the need arises, getting his attacks in when he can but otherwise staying back. He gains the following:

- Catch Off-Guard or Throw Anything as a bonus feat. He does not need to meet the prerequisites for the chosen feat.
- Improved Unarmed Strike as a bonus feat. The heir's unarmed strikes deal 1d6 damage.
- Escape Artist, Sleight of Hand, and Stealth as class skills.

Suggested Capital Expenses by Level: ring of protection +1 (2nd), ghost touch amulet of mighty fists (5th), shoes of lightning leaping (8th), blind man's fold (11th), greater belt of mighty hurling (14th), bracers of armor +8 (17th), body wrap of mighty strikes +6 (20th)

Seeker

The heir wants to comb dungeons in search of rare artifacts and fight off the monsters that guard them jealously. He gains the following:

- +2 skill ranks per level.
- Trapfinding, as the rogue ability.
- When wearing light or no armor and not using a shield, the heir adds 1 point of his Wisdom bonus (if any) per class level to his Dexterity bonus to his Armor Class. If he is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.
- Disable Device, Knowledge (dungeoneering), and Perception as class skills.

Suggested Capital Expenses by Level: goggles of minute seeing (2nd), burglar's boots (5th), collar of the true companion (8th), belt of equilibrium (11th), smuggler's collapsible robe (14th), cloak of etherealness (17th), tome of understanding +5 (20th)

New Prospects: The heir gains trap sense or danger sense, as the rogue ability, beginning at +3.

Shepherd

The heir wants to train monsters to work for him, lavishing them with treats and presents so they stay. He gains the following:

- A familiar, as the wizard class feature. The heir's effective wizard level is equal to his heir apparent level -3 (minimum 1).
- Wild empathy, as the druid class feature.
- Starting at 3rd level, the heir can use personal training to learn how to change his familiar into a monster he has fought in battle as a supernatural ability. After defeating a creature without class levels whose Challenge Rating (or CR) is lower than his effective wizard level, the heir apparent can choose to retain a memory of that creature. As a full-round action, he can change his companion into that creature, as though using *beast shape I*. He can have 1 memory of a creature for each personal training he devotes to this.

Suggested Capital Expenses by Level: +1 scorpion whip (2nd), amulet of elemental strife (5th), cloak of resistance +3 (8th), greater monster almanac (11th), headband of alluring charisma +6 (14th), +5 advancing scorpion whip (17th), iron flask (20th)

New Prospects: If he picks shepherd a second time, the heir gains access to the spells his familiar would grant a monster trainer of his level. He gains spells per day as a bard of his level, and can cast those spells without preparing them first. If his familiar can change into other monsters, it grants him those monsters' spells instead while changed into them.

Shooter

The heir wants to become an expert marksman, with a keen eye and the ability to impress others with his mastery of ranged combat. He gains the following:

- 3/4 base attack bonus, as the rogue, and d8 hit die.
- Far Shot, Focused Shot, Gunsmithing, Point Blank Shot, Precise Shot, or Rapid Shot as a bonus feat. He does not need to meet the prerequisites for the chosen feat.
- Sneak attack +1d6, as the rogue ability, but only with ranged weapons.
- Starting at 2nd level, the heir can use personal training to gain rogue talents that modify his sneak attack. For every rogue talent gained in this way, his sneak attack increases by +1d6, to a maximum of 5d6 sneak attack.

Suggested Capital Expenses by Level: +1 longbow (2nd), bracers of falcon's aim (5th), cloak of resistance +3 (8th), sniper goggles (11th), gunman's duster (14th), +5 longbow of endless ammunition (17th), manual of quickness in action +5 (20th)

Sleuth

The heir wants to become a great detective who can use his critical eye to discover the truth of any situation. He gains the following:

- +2 skill ranks per level
- Proficiency with the armored coat, which he treats as light armor with a maximum Dex bonus of +5.
- An insight bonus to damage rolls equal to his Intelligence modifier when using a light melee weapon or ranged weapon within 30 feet of his target. This bonus damage is precision damage. Creatures immune to sneak attack are immune to the heir's bonus damage.
- Half his level (minimum 1) to Knowledge (local) skill checks made to follow clues in civilized areas.
- Knowledge (history), Knowledge (local), and Perception as class skills.

Suggested Capital Expenses by Level: ring of sustenance (2nd), sandals of quick reaction (5th), robe of blending (8th), belt of fallen heroes (11th), ring of protection +5 (14th), monocle of the investigator (17th), headband of mental superiority +6 (20th)

New Prospects: The heir gains Leadership as a bonus feat. His followers are contacts from whom he can gain important information quickly, granting the heir a +5 bonus to his Knowledge (local) checks when dealing with them. If he already has Leadership, or gains it later, the heir gains great renown because of this ability.

Soldier

The heir wants to fight like the heroes of legend, strong and confident, respected by his fellow combatant. He gains the following:

- 3/4 base attack bonus, as the rogue, and d8 hit die.
- Proficiency with light armor, medium armor, heavy armor, and shields (but not tower shields). If he already has proficiency, he gains Combat Expertise or Power Attack as a bonus feat.
- A +1 bonus on Reflex saves when using a shield. This increases by +1 at 6th level and every 4 levels thereafter.
- Intimidate, Perception, and Ride as class skills.

Suggested Capital Expenses by Level: +1 half-plate (2nd), sash of the war champion (5th), minotaur belt (8th), cloak of resistance +4 (11th), amulet of natural armor +5 (14th), gauntlets of the weaponmaster (17th), manual of bodily health +5 (20th).

Soothsayer

The heir wants to be a preeminent potions master. He gains the following:

- Brew Potion as a bonus feat.
- Knowledge (arcana), Knowledge (nature), and Spellcraft as class skills.
- A number of 1st-level spells equal to his Intelligence modifier that can be brewed into potions. The heir counts as having those spells for the purpose of brewing potions.
- Once per day, the heir can brew a free potion as a full-round action. Once created, he can store the potion, drink the potion himself or use a standard action to administer to an adjacent creature. The heir can store up to 1 of these free potions at a time plus 1 for each soothsayer training talent he has. If he tries to brew a new potion while at his maximum, the oldest potion he created expires.

Suggested Capital Expenses by Level: ring of arcane signets (2nd), immovable rod (5th), bracers of armor +3 (8th), ring of spell knowledge III (11th), staff of obstacles (14th), bracers of armor +8 (17th), efreeti bottle (20th)

New Prospects: If the heir picks soothsayer a second time, he gains extracts as an alchemist of his level -5. The heir increases his effective alchemist level by +1 (to a maximum of his heir apparent level) for each soothsayer training talent he has.

Spellcaster

The heir wants to practice magic so that he can create impressive displays of power and show that he has a natural talent with the arcane or divine. He gains the following:

- Choose a spellcasting class. The heir gains spells known and spells per day as a bard. He draws spells from the spell list of the chosen class, and his spellcasting modifier is the same as members of that class.

Suggested Capital Expenses by Level: eyes of the eagle (2nd), minor metamagic rod (5th), bracers of armor +3 (8th), ring of protection +3 (11th), ring of wizardry type II (14th), wyvern cloak (17th), headband of mental superiority +6 (20th)

New Prospects: If spellcaster is chosen twice, the heir can choose the same or a different class. If he chooses the same class, his spellcasting becomes equivalent to a sorcerer of his level. He gains any additional spells known and per day that he did not have already and can learn up to 9th-level spells. If both spellcasting classes are bard, the heir instead adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Sycophant

The heir wants to make those around him happy and comfortable with his decision to use his money to adventure, in order to avoid backlash and petty name-calling. He gains the following:

- Share the wealth (see below).
- The ability to roll Bluff or Diplomacy checks twice, keeping either result. The heir can do this a number of times per day equal to 1/2 his level + his Charisma modifier (minimum 1).
- Bluff, Heal, and Sleight of Hand as class skills.

Suggested Capital Expenses by Level: feather step slippers (2nd), eyes of the owl (5th), (8th), jailer's dungeon ring and 4 prisoner's rings (11th), charlatan's cape (14th), belt of stoneskin (17th), tome of leadership and influence +5 (20th)

New Prospects: If he picks sycophant a second time, the heir and each of his allies gains a bonus teamwork feat. They do not need to meet the prerequisites for that feat unless it requires a class feature or other feat to activate.

Personal Training

In place of a personal achievement, an heir apparent can choose 2 training talents.

General Training Talents

Combat Feat: You gain a bonus combat feat and count your total heir apparent levels as fighter levels for the purpose of qualifying for feats. You must have either the scrapper or soldier adventuring goal before choosing this talent.

Companion (Ex): You form a close bond with an animal companion. You can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, you may choose a shark instead. This animal is a loyal companion that accompanies you on your adventures as appropriate for its kind.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that your effective druid level is equal to your heir apparent level –3. You must be at least 5th level before choosing this talent. You can choose this talent twice. The second time, your effective druid level is equal to your total levels as an heir apparent and you may choose any animal companion.

Skill Training: You gain up to 4 skill ranks. You can choose this talent multiple times.

Uncanny Dodge (Ex): You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to armor class if immobilized. You can still lose your Dexterity bonus to armor class if an opponent successfully uses the feint action against you. You must be at least 3rd level before choosing this talent.

If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead.

Uncanny Dodge, Improved (Ex): You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than your heir apparent level.

If you already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you. You must be at least 7th level and have uncanny dodge before choosing this talent.

Savage Training Talents

Greater Rage (Ex): You gain greater rage, as the barbarian ability, and can rage for 2 additional rounds. You must be at least 11th level before choosing this talent.

Personal Achievement: You gain tireless rage, as the barbarian ability and can rage for 2 additional rounds.

Savant Training Talents

Cunning Initiative (Ex): You gain an insight bonus to your initiative equal to your Intelligence modifier.

Extensive Knowledge (Ex): You add half your class level (minimum 1) to all Knowledge skill checks and can make all Knowledge skill checks untrained.

Personal Achievement: You gain quivering palm, as the monk ability, except that you can make the attack with any light melee weapon or ranged weapon within 30 feet of your target. The save DC is 10 + 1/2 your heir apparent level + your Intelligence modifier.

Savior Training Talents

Healer (Su): You can use lay on hands, as the paladin ability, a number of times per day equal to your Wisdom modifier and can use personal training to gain mercies for which you qualify. For each mercy gained in this way, you can channel positive energy for +1d6 healing.

Personal Achievement: You gain the healing and protection cleric domains and domain spell slots for each spell level you are able to cast.

Scrapper Training Talents

Martial Flexibility (Ex): You can take a move action to gain the benefit of a combat feat you don't possess. This effect lasts for 1 minute. You must meet all the feat's prerequisites. You can use this ability twice per day.

You can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Unarmed Master (Ex): You gain the monk's unarmed strike ability, treating your monk level as your heir level for calculating unarmed strike damage. You must be at least 5th level before choosing this talent.

Personal Achievement: Your first successful attack each round threatens a critical hit if your target is flat-footed.

Seeker Training Talents

Evasion (Ex): You can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion if you are helpless. You must be at least 3rd level before choosing this talent.

Improved Evasion (Ex): Your evasion ability improves. You still take no damage on a successful Reflex saving throw against attacks, but henceforth you take only half damage on a failed save. You must be at least 9th level and have evasion before choosing this talent.

Personal Achievement: You gain an advanced rogue talent.

Shepherd Training Talents

Animal Familiar: Your familiar is instead an animal companion, as the druid class feature. Treat your effective druid level as your heir apparent level –3 (minimum 1st).

Monster Familiarity: Your familiar can change into another monster as a standard action instead of a full-round action. You must be at least 5th level and have retained the memory of a monster you've defeated before choosing this talent.

Improved Change: When your familiar changes into another monster, treat it as using *beast shape II* instead. You can choose this training talent up to 3 times. Treat your familiar as using *beast shape III* the second time, and *beast shape IV* the third.

Personal Achievement: Your effective wizard or druid level is now equal to your heir apparent level, and your familiar can use the extraordinary abilities of the monsters it changes into.

Shooter Training Talents

Archery Combat Style: You gain an archery combat style feat, as the ranger ability. You must be at least 2nd level before choosing this talent. You can choose this talent up to 3 times. The second time, you must be at least 6th level, and you add the 6th-level feats to your list. The third time, you must be at least 10th level, and you add the 10th-level feats to your list.

Grit: You gain a number of grit points, as the gunslinger ability, equal to your Wisdom modifier (minimum 1) and one deed of your level or lower. You can use personal training to gain additional deeds for which you meet the level requirements.

Personal Achievement: As a full-attack action, you can make one ranged attack at your highest base attack bonus that threatens a critical hit and deals additional damage. Roll the weapon's damage dice for the attack once for each attack you can make as part of a full-attack action and add the results together before adding ability bonuses, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Sleuth Training Talents

Inspiration (Ex): You gain an inspiration pool, as the investigator ability, equal to your Intelligence modifier (minimum 1). You can also use personal training to gain investigator talents. For each investigator talent you gain in this way, you gain 2 additional inspiration.

Sleuth's Luck (Ex): You gain a number of luck points, as the sleuth investigator ability, equal to your Charisma modifier (minimum 1) and one deed of your level or lower. You can use personal training to gain additional deeds for which you meet the level requirements. You must be at least 5th level and have inspiration before choosing this talent.

Personal Achievement: When you use the attack action, you can make one melee attack with a light or one-handed weapon at your highest base attack bonus that threatens a critical hit and deals additional damage. Roll the weapon's damage dice for the attack once for each attack you can make as part of a full-attack action and add the results together before adding ability bonuses, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Soldier Training Talents

Armor Training (Ex): Whenever you are wearing armor, you reduce its armor check penalty by 1 (to a minimum of 0) and increases its maximum Dexterity bonus by 1. You can also move at your normal speed while wearing medium armor. You must be at least 3rd level before choosing this talent. You can choose this talent twice. The second time, you must be at least 7th level, it improves by 1, and you can move at your normal speed while wearing heavy armor.

Tower Shield Training: You gain Tower Shield Proficiency as a bonus feat and are given a tower shield with identical enhancements to any shield you may have received from capital expense or purchased with your stipend.

Personal Achievement: Select one weapon with which you are proficient. Whenever you attack with that weapon, you gain a +4 bonus on attack and damage rolls. You also add this bonus to any combat maneuver checks made with the weapon, and the bonus applies to your Combat Maneuver Defense when defending against disarm and sunder attempts made against you when wielding that weapon.

Soothsayer Training Talents

Extract Discovery: You learn 1 alchemist discovery that affects extracts. You must have the soothsayer new prospects to choose this option. You can select it more than once.

Potion Discovery: You learn 1 alchemist discovery that affects potions. You can select this option more than once.

Spell Speaker: When using a magic item, such as a scroll, staff, or wand, you always count as having the spells associated with that magic item. If the highest spell level is equal to half your heir apparent level, you can also recharge any spell on a staff that has been in your possession for at least 24 hours as if you were able to cast that spell.

Gunslingers and Sleuths

What follows is a summary of gunslinger grit and the sleuth investigator archetype. The full versions of these abilities can be found in the Pathfinder Roleplaying Game Ultimate Combat book and the Pathfinder Roleplaying Game Advanced Class Guide, respectively.

At 1st level, you have a number of grit or luck points equal to your Wisdom or Charisma modifier (minimum 1). Feats, magic items, and spells that grant either grit or panache points can also grant luck points equal to the amount of grit or panache they grant. You spend these points to accomplish deeds (see below), and regain points as such.

Grit

Critical Hit with a Ranged Weapon: Each time you confirm a critical hit with a ranged attack while in the heat of combat, you regain 1 grit point.

Killing Blow: When you reduce a creature to 0 or fewer hit points with a ranged attack while in the heat of combat, you regain 1 grit point.

Confirming a critical hit on, killing, or destroying an unattended object, a helpless or unaware creature, or a creature that has fewer Hit Dice than half your character level does not restore any grit.

Luck

Rolling a Natural 20: While on an investigation, you regain luck by uncovering secrets. Rolling a natural 20 on Knowledge or Sense Motive skill checks while actively investigating causes you to regain 1 luck point.

Rolling a 6 or Higher on an Inspiration Roll: When you roll an inspiration die while on an investigation and the die comes up a 6 or higher, you regain 1 luck point. (If you roll multiple inspiration dice at a time, you regain 1 luck point if the total is 6 or higher.)

Skill checks or inspiration rolls made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not regain luck. It is possible for you to regain 2 luck points on the same Skill check, if both the qualifying skill check is a natural 20 and any inspiration roll made is a 6 or higher. The GM is the final arbitrator for what rolls qualify.

Heir Apparent Deeds

These deeds can be chosen as either shooter or sleuth training talents and count as both.

Apparent Initiative: At 3rd level, as long as you have at least 1 grit point, you gain the following benefits. First, you gain a +2 bonus on initiative checks. Furthermore, if you have the Quick Draw feat, your hands are free and unrestrained, and your weapon is not hidden, you can draw a single one-handed or light weapon as part of the initiative check.

Earshot (Ex): When a ranged attack is made against you, you can spend 1 point to move 5 feet as an immediate action; doing so grants you a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, you can drop prone to gain a +4 bonus to AC against the triggering attack. You can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Student of Magic: Add up to 2 spells to your potion brewing spell list. Spells learned in this way can only be of a spell level equal to half your heir apparent level, and no higher than 3rd level. You can select this option more than once.

Spellcaster Training Talents

Alchemist Training: Your spells known and per day are now drawn from the alchemist formulae list, and you can use personal training to gain discoveries. If you choose spellcaster twice, you do not gain spellcasting as a sorcerer. Instead, you gain either bomb 1d6 or mutagen. For each discovery you gain in this way, increase your bombs by +1d6.

Arcanist Training: You gain a spellbook in which you can scribe the spells you know and up to 3 additional 1st-level spells. At each level beyond 1st, you can scribe up to 1 additional spell of a level you can cast into your spellbook, and you can research or copy spells like a wizard. Each morning, you pick a number of spells from your spellbook equal to the number of spells you would know without this talent. Those become your spells known for the day.

Magus Training: Your spells known and per day are now drawn from the magus spell list, and you gain an arcane pool with a number of points equal to your Intelligence modifier. You can use personal training to gain spellstrike and magus arcana. For every such ability gained in this way, you gain 2 additional points in your arcane pool. If you choose spellcaster twice, you do not gain spellcasting as a sorcerer. Instead, you gain proficiency with light armor, 3/4 base attack bonus, as the rogue, and d8 hit die. Your spells do not suffer arcane spell failure in light armor.

Personal Achievement: Choose a cleric domain, oracle mystery, or sorcerer bloodline. You gain the spells granted by that ability, and 1 domain slot of every spell level you can cast with which to use them. If you have alchemist training, you can instead make a grand discovery.

Sycophant Training Talents

Favored Nation (Ex): Select a country with whose courtly graces you are wholly versed and studied. You gain a +2 bonus on Bluff, Diplomacy, Knowledge, Perception, Sense Motive, and Survival checks against courtiers, officials, nobles, and gentry from that nation. Likewise, you gain a +2 bonus on weapon attack and damage rolls against them. You can attempt the appropriate Knowledge checks untrained to identify such people from the selected country. You can choose this talent twice. The second time, choose a second country or increase the bonus with the first by +2.

Teamwork Feat: You gain a bonus teamwork feat for which you meet the prerequisites. Once per day, you can allow an ally to benefit from your teamwork feat as well for up to one minute.

Personal Achievement (Ex): You gain a circumstance bonus to AC, saves, attack rolls, and opposed checks equal to your Charisma bonus (if any) until the first time you take a hostile action against a creature. Once you do, you lose that bonus against creatures who saw or heard you.

Favored Class Bonuses

The following races are particularly well-suited to becoming heirs apparent and gain additional options when choosing it as their favored class.

Aasimar: Add a +1/2 bonus on Diplomacy checks made to influence good outsiders. At +5, the heir can take 10 when using influential in a community of good outsiders.

Aquatic Elf: Add a +1/2 bonus on Diplomacy checks made to influence elves and merfolk. At +5, the heir can take 10 when using influential in an elven or merfolk community.

Dhampir: Add a +1/2 bonus on Diplomacy checks made to influence humans and undead. At +5, the heir can take 10 when using influential in a human or undead community.

Drow: Pick 2 underground races and add a +1/2 bonus on Intimidate checks made to influence them. At +5, the heir can take 10 when using influential in a community primarily made up of those races.

Dwarf: Pick 2 underground races and add a +1/2 bonus on Diplomacy checks made to influence them. At +5, the heir can take 10 when using influential in a community primarily made up of those races.

Goblin: Reduce the price of items purchased with the heir's stipend by 1%.

Half-Elf: Pick 2 humanoid races and add a +1/2 bonus on Diplomacy checks made to influence them. At +5, the heir can take 10 when using influential in a community primarily made up of those races.

Halfling: Gain a +1/2 bonus on skill checks made with skills granted by the heir's adventuring goals.

Human: Add a +1/2 bonus on Diplomacy checks made to barter for goods or services.

Ifrit: Gain the stipend for the next level instead of this one. This has no effect at 20th level and doesn't change the heir's total stipend.

Kasatha: Gain 1/6 of a new personal training.

Lashunta: Pick 2 outsider subraces and add a +1/2 bonus on Diplomacy checks made to influence them. At +5, the heir can take 10 when using influential in a community primarily made up of those races.

Shabti: Add a +1/2 bonus on Appraise checks made to guess the value of a pile of coins or other trade goods.

Undine: Gain a +1/2 bonus on skill checks made with skills granted by the heir's adventuring goals.

Vishkanya: Gain 1/6 of a new personal training.

Invoker

I am a seeker of knowledge far older and more esoteric than even your vast intellect could comprehend.

The original Warlocks of the Fifth Path were more than students of eldritch power. They were practitioners of occult magic who had been broken down and rebuilt into invokers, recognized by their patrons for their genuine sacrifice and servitude. Great was their strength, but greater was their fall when the gods severed their source of power.

With the resurgence of the Chaos, eldritch beings have returned from all corners of the multiverse to cultivate new generations of invokers, granting them power in exchange for the slightest lip service. These less focused, but still potent warlocks are then encouraged to spread chaos, even going so far as to treat other members of their covens as enemies when one's faith is no longer deemed of use in strengthening the pathways between realities.

Role: Invokers rely heavily on their patrons to give them the strength they need to defeat their enemies. As they grow in power, they access stronger gifts and spellcasting that allows them to warp the very fabric of reality.

Alignment: any Chaotic.

Hit Die: d8.

Starting Wealth: 2d6 × 10 gp (average 70 gp.)

Class Skills

The invoker's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int Modifier.

Class Features

All of the following are class features of the invoker.

Weapon and Armor Proficiency: Invokers are proficient with all simple weapons and light armor. They aren't proficient with any shields.

Otherworldly Patron: Invokers have been given power to manipulate reality, bending it to their will, but at the cost of their loyalty to an eldritch patron. While there are innumerable creatures in existence strong enough to grant the power invokers seek, four such patrons are recognized as the most common, being the Council of Fiends, the Faerie Court, the Great Old Ones, and the Undying Masters.

At 1st level, an invoker chooses her patron and gains the benefits of that being's pact, including access to additional spells only taught to followers of that path. She gains additional pact features at 5th, 9th, and 14th level. Patron descriptions can be found at the end of this section.

Spells: An invoker casts psychic spells drawn from the invoker spell list. She can cast any spell she knows without preparing it ahead of time. Every invoker spell has a thought component; the invoker must accurately picture the effect she wishes to create in order for the alien mind of her patron to understand and grant her request. To learn or cast a spell, an invoker must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against an invoker's spell is 10 + the spell level + the invoker's Charisma modifier.

Like other spellcasters, an invoker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: invoker. She also receives bonus spells per day if she has a high Charisma score.

The invoker's selection of spells is extremely limited. An invoker begins play knowing four 0-level spells and two 1st-level spells of the invoker's choice. At each new invoker level, she gains one or more new spells, as indicated on Table: Invoker Spells Known. (Unlike spells per day, the number of spells an invoker knows is not affected by her Charisma score.)

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

An invoker need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Invokers learn a number of knacks, or 0-level spells, as noted on Table: Invoker Spells Known. These spells are cast like any other spell, but they don't consume any slots and can be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Energy Blast (Su): As a standard action, an invoker can channel the power of her patron into a physical ranged attack that targets the AC of a single creature within 60 feet. The blast deals 1d6 bludgeoning damage when not channeled through a weapon. She can use energy blast at will, but only once per round.

Beginning at 4th level, the invoker can expend one of her invoker spell slots as a move action when using energy blast to increase its damage by +2d6 per spell level. At 7th level, she can do this as a swift action instead.

Invocations (Sp): At 2nd level, and every even level thereafter (4th, 6th, and so on), an invoker gains an invocation for which she qualifies.

As long as an invoker has an unspent spell slot of an invocation's spell level or higher, she gains the benefits of the invocation.

Table: Invoker Base

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Energy blast, knacks, otherworldly patron	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Invocations	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Pact boon	3	—	—	—	—	—
4th	+3	+1	+1	+4	Energy blast (enhancement), invocation	3	1	—	—	—	—
5th	+3	+1	+1	+4	Pact feature	4	2	—	—	—	—
6th	+4	+2	+2	+5	Invocation	4	3	—	—	—	—
7th	+5	+2	+2	+5	Energy blast (swift enhancement)	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Invocation	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Pact feature	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Invocation	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Mystic arcanum	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Invocation	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Mystic arcanum	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Invocation, pact feature	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Mystic arcanum	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Invocation	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Mystic arcanum	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Invocation	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Mystic arcanum	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Eldritch master, invocation	5	5	5	5	5	5

Some invocations have a variable effect. An invoker sets the minimum spell level and chooses any other options related to those invocations when she prepare spells. For example, the invoker can choose to *invoke the dark one* with a minimum 4th-level spell slot, applying the +8 luck bonus to her Fortitude saves until the next time she prepares spells. Once she has cast all of her 4th-level and higher spells for the day, the invoker no longer gain the benefits of that invocation.

If an invoker possesses multiple invocations with the same minimum spell level, she chooses which of those invocations to stop using as she runs out of spell slots. For example, if the invoker can *channel darkness* and *invoke the banshee*, but only has one 3rd-level or higher spell slot available, she must choose which of those invocations she can no longer use until she regain her spell slots.

An invoker can only ever have one of each invocation active at a time, and she can only ever have one invocation that creates or summons a creature active at a time.

Pact Boon (Ex or Sp): At 3rd level, an invoker's otherworldly patron grants her additional strength, as a reward for her loyalty, in the form of a powerful boon. Once this boon is chosen, it cannot be changed. The boons presented below are commanding leash, eldritch weapon, and tome of secrets, but other boons may be available through other sources.

Commanding Leash (Ex): An invoker with this boon gains an arcane familiar, as the wizard's arcane bond class feature. Her effective wizard level is equal to her invoker level -2.

Eldritch Weapon (Sp): An invoker with this boon gains proficiency in a martial weapon of her choice. As a standard action, the invoker can create and wield any weapon with which she is proficient. This weapon is conjured as a supernatural ability, and functions as a nonmagical, masterwork weapon sized appropriately for the invoker. The weapon persists until the invoker dismisses it as a free action or fails to retrieve it within 1 minute of letting it go.

Upon reaching 5th level, the invoker's eldritch weapon is able to draw more of her patron's power into it, becoming stronger. The invoker can enhance her weapon as a standard action by calling upon her otherworldly patron's aid for 1 minute per invoker level. When empowered, the weapon sheds light as a torch.

At 5th level, the invoker's patron grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: anarchic, brilliant energy, disruption, flaming, flaming burst, ghost touch, keen, speed, stalking, and wounding. Adding these properties consumes an amount of bonus equal to the property's cost. Duplicate abilities do not stack. At least a +1 enhancement bonus must be added before any other properties can be added.

The bonus and properties granted by the invoker's patron are determined when the weapon is empowered and cannot be changed until a new weapon is conjured. These bonuses apply to only one end of a double weapon. An invoker can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Tome of Secrets: An invoker with this boon chooses an arcane or psychic class and adds up to 3 arcane cantrips or psychic knacks granted by that class to her list of spells known. This doesn't count against the invoker's normal progression of spells known. At 6th level, and again at 9th, 12th, 15th, and 18th level, the invoker can choose another arcane or psychic spell granted by the chosen class to add to her tome. The spells she chooses must be of a

Table: Invoker Spells Known

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

level 1 less than the highest spell level she can cast (if she can cast 4th-level spells, she can add a 3rd-level or lower spell to her tome of secrets, and so on), and cannot be changed later.

Mystic Arcanum (Ex): At 11th level, and every 2 levels thereafter, an invoker's research into the occult leads her to a well of powerful secrets collectively known as mystic arcanums. Mystic arcanums can be used to strengthen the invoker's bond to her otherworldly patron, her pact boon, or her own internal reservoir of power.

A complete list of mystic arcanums can be found at the end of this section.

Eldritch Master (Su): By 20th level, an invoker's devotion has been tested time and again only to prove unwavering. She gains the ability draw on the strength of her otherworldly patron directly. Once per day, the invoker can spend 1 minute beseeching her patron for its blessing. At the end of this minute, the invoker gains a pool of psychic energy equal to her Charisma score that she immediately uses to regain expended spell slots. Magic items that increase the invoker's Charisma when worn do not add to this pool. Each slot recovered in this way uses a number of points equal to its spell level.

The invoker cannot maintain her connection for long, and must either spend all of her available points immediately or lose them.

Otherworldly Patrons

Council of Fiends: An invoker who makes a pact with the Council of Fiends adds the following spells to her invoker spell list.

- 1st *burning hands, command*
- 2nd *blindness/deafness, scorching ray*
- 3rd *fireball, stinking cloud*
- 4th *fire shield, wall of fire*
- 5th *flame strike, unhallow*

At 1st level, if the invoker damages a creature with an attack or a spell and that creature dies before the start of her next turn, she gains temporary hit points equal to her Constitution modifier + that creature's total hit dice. If not lost, these temporary hit points last until the invoker regains spells.

At 5th level, as a supernatural ability, the invoker can gain a luck bonus equal to her Constitution modifier on one attack roll, saving throw, ability check, skill check, or weapon damage roll. She can use this ability once per day at 5th level and twice per day at 14th level.

Starting at 9th level, the invoker gains a permanent *resist energy* effect as a supernatural ability. Once per day, she can change the type of energy she resists as a full-round action. After resisting damage equal to 5 x her level in a single day, the effect is suppressed until the invoker rests for at least 8 hours.

At 14th level, once per day, the invoker can send an enemy she damages with an attack or spell to the abyss to be judged by her otherworldly patron as a spell-like ability. A successful Will save (DC 10 + 1/2 the invoker's level + her Constitution modifier) negates this effect. On a failed save, the creature disappears from combat until the start of the invoker's next turn. Upon its return, the creature suffers 1d6 damage per invoker level. This is a conjuration (teleportation) effect.

Faerie Court: An invoker who makes a pact with the Faerie Court adds the following spells to her invoker spell list.

- 1st *faerie fire*, *sleep*
- 2nd *calm emotions*, *mirror image*
- 3rd *blink*, *plant growth*
- 4th *dominate animal*, *greater invisibility*
- 5th *dominate person*, *seeming*

At 1st level, the invoker can cast one of the following spells once per day as a spell-like ability: *Charm person* or *cause fear*. Starting at 9th level, she can use this ability twice per day and adds *charm monster* and *fear* to this list.

At 5th level, when the invoker takes damage, she can use an immediate action to turn invisible until the start of her next turn and teleport up to 60 feet to an unoccupied space. This is a spell-like ability that functions as both *vanish* and *dimension door*, except as noted above. The invoker can use this ability once per day at 5th level, and twice per day at 14th level.

Starting at 9th level, the invoker gains a permanent *spell turning* effect that only functions against charm effects. This is a supernatural ability.

At 14th level, once per day, the invoker can warp the mind of an enemy she can see within 60 feet as a spell-like ability. A successful Will save (DC 10 + 1/2 the invoker's level + her Charisma modifier) negates this effect. On a failed save, the creature becomes confused, as the spell, for 1 round per invoker level. Alternatively, the invoker can cast *charm monster* or *fear*, requiring the saving throw above instead of the normal DC.

Great Old Ones: An invoker who makes a pact with the Great Old Ones adds the following spells to her invoker spell list.

- 1st *comprehend languages*, *hideous laughter*
- 2nd *detect thoughts*, *touch of idiocy*
- 3rd *clairaudience-clairvoyance*, *suggestion*
- 4th *black tentacles*, *shadow conjuration*
- 5th *sending*, *telekinesis*

At 1st level, the invoker is able to mentally communicate with any creature within 30 feet with whom she shares a language. Otherwise this ability is identical to the *telepathy* spell. Starting at 9th level, she can use this ability to communicate with any creature that has a language, even if they do not share a language.

At 5th level, as a supernatural ability, when the invoker saves against an effect or is missed by an attack, she can choose to gain a luck bonus equal to her Intelligence modifier on her next attack roll against the creature that created the effect or made the attack. Alternatively, she can increase the saving throw DC of her next spell cast that targets that creature by the same amount (the spell cannot also have an increased DC from another effect such as the Heightened Spell metamagic feat). The invoker can use this ability once per day at 5th level, and twice per day at 14th level.

Starting at 9th level, the invoker gains a permanent *misdirection* effect as a supernatural ability, except the effect affects divination spells with a level equal to half her invoker level. Once the effect is triggered, it is suppressed until the invoker rests for at least 8 hours. The invoker is immediately aware of when the effect triggers.

At 14th level, the invoker can turn an unwilling creature into her thrall as a spell-like ability. A successful Will save (DC 10 + 1/2 the invoker's level + her Charisma modifier) negates this effect. On a failed

save, the creature is affected by *geas-quest*, as the spell. In addition to any other conditions that would end the *geas*, it ends if the invoker successfully uses this ability on another creature. When the effect ends or a creature saves against it, that creature becomes immune to the same invoker's *geas* for 24 hours.





Merciless Sea: An invoker who makes a pact with the Merciless Sea adds the following spells to her invoker spell list.

- 1st *obscuring mist, shocking grasp*
- 2nd *fog cloud, gust of wind*
- 3rd *lightning bolt, water breathing*
- 4th *control water, elemental body I* (water elemental only)
- 5th *call lightning storm, summon monster V* (air or water elementals only)

At 1st level, the invoker learns *create water* as a 0-level invoker spell in addition to the other knacks she chooses. As a supernatural ability, she can use a standard action to cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using the invoker's level + her Strength modifier as the CMB. If successful, the invoker may pull or push the creature as if using the bull rush or drag combat maneuver. She can use this ability a number of times per day equal to 3 + her Strength modifier.

At 5th level, when not wearing armor, the invoker gains a +3 natural armor bonus as tiny scales develop across her skin. a creature that hits the invoker with an unarmed strike or natural attack takes slashing damage equal to the invoker's total natural armor bonus. This bonus increases to +6 at 14th level.

Starting at 9th level, the invoker gains a swim speed of 30 feet, or increases her swim speed by 30 feet. She also takes no penalties for fighting under water.

At 14th level, while standing in at least 1 inch of clean water, the invoker has fast healing 5 as a supernatural ability. She can regain up to 5 x her level's worth of hit points, after which this ability is suppressed until she rests for at least 8 hours.

Undying Masters: An invoker who makes a pact with the Undying Masters adds the following spells to her invoker spell list.

- 1st *detect undead, ray of sickening*
- 2nd *false life, silence*
- 3rd *speak with dead, vampiric touch*
- 4th *crushing despair, death ward*
- 5th *contagion, legend lore*

At 1st level, the invoker learns *stabilize* as a 0-level invoker spell in addition to the other knacks she chooses. Once per day as a supernatural ability, she can use an immediate action to cause an undead creature that tries to attack her to flee. Undead receive a Will save (DC 10 + 1/2 the invoker's level + her Charisma modifier) to negate the effect. On a failed save the undead flees for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. She can do this twice per day at 9th level.

At 5th level, the invoker gains a supernatural ability that she can use once per day as a free action. When she does, the invoker's next *stabilize* effect counts as *cure light wounds* when cast on a dying ally. Alternatively, if the invoker is reduced to fewer than 0 hit points, she stabilizes and regains an amount of hit points up to 1d8 + her invoker level (maximum +5), as *cure light wounds*.

Starting at 9th level, the invoker gains a permanent *water breathing* effect as a supernatural ability. She can also go without food or water for 4x the amount of time of a normal member of her race.

At 14th level, as a spell-like ability, the invoker can use a swift action to regain an amount of hit points up to 1d8 + her invoker level. When she does, she can also reattach a severed body part as part of the same action. She can do this twice per day.

Mystic Arcanums - General

Deceiver (Ex): When you select this mystic arcanum, you can take 10 on Bluff and Use Magic Device checks.

Faerie Court Invokers

Three of the classes presented within these pages break the mold of what it means to fight the Chaos. They are the witchblade, the midnight legate, and the invoker.

At first glance, an invoker whose pact is with the Faerie Court may contradict everything those patrons stand for. But, just as wizards study different schools of magic and sorcerers possess different bloodlines, none of which makes them evil by their very existence, the invoker class acts as a conduit through which the Court's power can be channeled. It is neither chaotic, nor evil, in the same way an antipaladin is.

None of the three versions of the invoker presented here interact with each other in any meaningful capacity, and in many cases, they are enemies who share nothing more than a means of enacting their power.

Free Flowing Energy (Ex): When you select this mystic arcanum, you can increase the damage of your energy blast as a free action, instead of a swift action. In addition, the blast now counts as magical for the purpose of overcoming damage reduction.

Imbue with Power (Ex): When you select this mystic arcanum, you gain a bonus item creation feat of your choice. While actively crafting a permanent magic item (as opposed to single-use items or those with charges), you can use that item the next day as if it were fully functional. You can do this either by devoting 8 hours during downtime or 4 hours while adventuring. If the item leaves your possession, it reverts to its unfinished state.

Invocation Slot (Ex): Each time you select this mystic arcanum, you gain an additional spell slot of a spell level you can cast. That spell slot can only be used to designate an invocation and cannot be expended to cast a spell or improve your energy blast. If you select this mystic arcanum when your invoker level is at least 16, 18, or 20, you can choose to gain a 7th, 8th, or 9th-level invocation slot, respectively.

Mind Blast (Sp): When you select this mystic arcanum, your energy blast counts as *mind thrust I* and you can expend a spell slot as a swift action to change it into a *mind thrust* of that spell level. This can be further modified by free flowing energy.

Soulbound (Sp): When you select this mystic arcanum, you gain the ability to preserve your soul in the event of your death. This functions as a *contingency* spell that casts *magic jar* if you would die. You must either carry a gem worth 100 gp, or have a familiar, eidolon, or other willing companion into which you would place your soul while your body is returned to a state in which you can enter back into it. Sharing a companion's body in this way suppresses its consciousness, rather than shunting it into a gem or killing it, and you can willingly suppress your consciousness as a move action to allow the companion to interact normally.

Mystic Arcanums - Commanding Leash

False Form (Sp): When you select this mystic arcanum, your familiar gains the ability to transform into your likeness, as *alter self*. It can do this once per day per 2 levels of invoker you possess. If you select this mystic arcanum twice, you and your familiar can teleport and switch places as a move action while it is using false form, within 60 feet of you, and in your line of sight.

Greater Purpose (Ex): When you select this mystic arcanum, choose a familiar archetype. Your familiar gains the benefits of that archetype as it levels up, without replacing its other abilities.

Parrot (Ex): You gain the Companion Spell metamagic feat and can cast spells modified by that feat through your familiar without increasing their spell level. In addition, your familiar



can speak, imitating your voice and mannerisms perfectly even if it doesn't have a language of its own. A successful Sense Motive (DC 10 + your invoker level + your familiar's Charisma modifier) recognizes the trick. A familiar with ranks in Disguise can substitute a Disguise check for the Sense Motive DC. You can only select this mystic arcanum if your familiar has the speak with master ability.

Mystic Arcanums - Council of Fiends

Corrupted Invigoration (Sp): When you select this mystic arcanum, you gain the ability to heal yourself or an ally. Twice per day, if you would gain temporary hit points as a result of your otherworldly patron class feature, you can instead heal yourself or another creature within 30 feet of you that you can see for half that amount.

Fiendish Resistance (Su): When you select this mystic arcanum, you no longer have a limit to the amount of energy you can resist with your otherworldly patron class feature.

Mystic Arcanums - Eldritch Weapon

Copy Enchantment (Su): When you have a magic weapon or item which grants weapon properties, you can apply any or all of those properties to your eldritch weapon as you create it, if it can have them. This occurs before you empower the weapon.

Divided Focus (Sp): Each time you select this mystic arcanum, you can use your eldritch weapon pact boon to create one additional weapon that you can use. If you also have the eldritch armor mystic arcanum, you can instead create both a weapon and a suit of armor. You must divide your enhancement bonus between your created weapons and armor when empowering them.

Eldritch Armor (Sp): When you select this mystic arcanum, you gain the ability to shape your pact boon into a suit of medium or light armor instead of a weapon. You are treated as proficient with the armor, which grants you its armor bonus and check penalty, but not the spell failure or speed penalty. The armor counts as light, regardless of its type. When you empower your armor, you can add the following properties: Bitter, ghost touch, grinding, fortification (any), shadow (any), spell resistance (any), and spell storing. In addition, if you also have the copy enchantment mystic arcanum, you can apply the properties of armor you carry before empowering your eldritch armor.

Eldritch Combat Training (Ex): Each time you select this mystic arcanum, you gain a bonus fighter feat of your choice. Your effective fighter level is equal to half your invoker level when meeting prerequisites for the chosen feat.

God-Killer Weapon: When you select this mystic arcanum, your empowered eldritch weapon gains the ability to ignore mythic damage reduction.

Mystic Arcanums - Faerie Court

Blood Marker (Su): You can use a full-round action and sacrifice 1 hit point per invoker level to leave a blood marker in your space. The marker disappears from sight once created, but detects as moderate conjuration and can be destroyed with a targeted *dispel magic* or similar effect.

For up to 1 day per 2 invoker levels, you can choose to unerringly teleport back to your blood marker space when you cast any teleportation spell that could travel to it. If you use *dimension door* or a similar effect to return to that space, you can still take actions afterward. When you use this mystic arcanum, willing creatures within 5 feet of you can also sacrifice 1 of their hit points per hit die they possess, allowing them to travel with you, should you teleport back to this location with a spell that could transport you all.

Controlled Glamer (Sp): When you select this mystic arcanum, you gain one extra use of your 5th-level otherworldly patron class feature. You can use that feature as a standard action, instead of an immediate action. Finally, when you use that feature, you can choose to become invisible without teleporting. If you do, treat the *invisibility* as the spell of the same name, both for function and duration.

Hostile Juxtaposition (Sp): When you select this mystic arcanum and use your 5th-level otherworldly patron class feature, you can choose to remain visible and instead treat your teleportation effect as *hostile juxtaposition*, which functions as the spell of the same name.

Mystic Arcanums - Great Old Ones

Enthrall (Sp): When you select this mystic arcanum, you gain your 14th-level otherworldly patron class feature, except that a creature which fails its save is affected by *lesser geas*, as the spell. Starting at 14th-level the ability functions normally, and you can also use the lesser ability described here, giving you a total of 2 creatures, one of which has 7 or fewer hit dice, under your thrall.

Shared Luck (Su): When you select this mystic arcanum, you gain an additional use of your 5th-level otherworldly patron class feature. When that feature would trigger for you, you can instead grant the luck bonus to any creature you can see.

Potent Misdirection (Su): When you select this mystic arcanum, your *misdirection* effect is no longer suppressed after triggering.

Mystic Arcanums - Merciless Sea

Barracuda (Ex): When you select this mystic arcanum, you gain a primary bite attack that deals 1d6 (medium) piercing damage plus 1-1/2 times your Strength modifier.

Blood in the Water (Ex): When you select this mystic arcanum, you gain the ability to enter a rage, as the barbarian class feature. Your effective level of barbarian is equal to your invoker level. You can only select this mystic arcanum if you possess the barracuda mystic arcanum. You can select this mystic arcanum up to three times. The second time, you gain a +2 inherent bonus to your Strength, and the third time you gain greater rage.

Shark's Skin (Ex): When you select this mystic arcanum, your natural armor bonus increases to +5. At 14th level, it becomes +9. You can enchant your natural armor as if it were masterwork breast plate. Enhancement bonuses added in this way are considered natural armor bonuses and do not stack with effects such as from an amulet of natural armor.

Shipwright (Ex): When you select this mystic arcanum, you gain a bonus equal to half your invoker level on profession (sailor) checks and gain Signature Skill (profession) as a bonus feat, but only for Profession (sailor) checks.

Mystic Arcanums - Tome of Secrets

Eighth Secret: Each time you select this mystic arcanum, you add an 8th-level spell from the class you chose with your tome of secrets pact boon to your invoker spells known list. You may cast these 8th-level spells once per day each. If you have bonus 8th-level spells from a high Charisma score, you can use the bonus spell slots to cast any of your chosen 8th-level spells. You can only select this mystic arcanum if you have an Intelligence score of 18 or higher and are a 17th-level or higher invoker who possesses the seventh secret mystic arcanum.

Ninth Secret: This mystic arcanum functions as the eighth secret, except you add a 9th-level spell and you can only select this mystic arcanum if you have an Intelligence score of 19 or higher, are 19th-level or higher and possess both the eighth secret and seventh secret mystic arcanums.

Secrets of the Divine: The first time you select this mystic arcanum, choose a divine class. Each time you select this mystic arcanum, you add 1 spell from that class with a level no higher than the highest spell level you can cast –1 to your invoker spells known.

Seventh Secret: This mystic arcanum functions as the eighth secret, except you add a 7th-level spell and you can only select this mystic arcanum if you have an Intelligence score of 17 or higher and are 15th-level or higher invoker.

Mystic Arcanums - Undying Masters

Among the Dead (Su): When you select this mystic arcanum, you gain a permanent *hide from undead* effect. Suppressing or reactivating this ability is a swift action. Once per day, you can cast *undead anatomy I* as a spell-like ability.

Defy Death (Sp): When you select this mystic arcanum, you can use your 5th-level otherworldly patron class feature one additional time per day. It counts as *cure critical wounds* instead of *cure light wounds*, healing you or a dying ally for an amount of hit points equal to 4d8 + your invoker level.

Undying Nature (Ex): When you select this mystic arcanum, you no longer take penalties to your ability scores for aging and cannot be magically aged. For every 5 years that pass, your body only physically ages by 1 year. Age bonuses still accrue, and you still die of old age when your time is up.

Favored Class Bonuses

The following races make particularly good invokers. Spells gained as a favored class bonus must be at least one level below the highest spell level the invoker can cast.

Centaur: Add one spell known from the druid spell list as an invoker spell.

Deep One Hybrid: Add one spell known from the psychic spell list as an invoker spell.

Dhampir: Gain +1 temporary hit point after successfully using the *stabilize* Undying Masters otherworldly patron class feature.

Drider: Add one spell known from the invoker spell list.

Duergar: Gain 1/6 of a new invocation.

Dwarf: Gain +1 temporary hit point when using the 1st-level Council of Fiends otherworldly patron ability.

Fetchling: Gain 1/6 of a new invocation.

Ganzi: Increase one luck bonus granted by the invoker's otherworldly patron by +1/2.

Gathlain: Add one spell known from the druid spell list as an invoker spell.

Ghoran: Gain a +1/2 bonus on 2 Knowledge checks of the invoker's choice.

Gnome: Add one spell known from the bard spell list as an invoker spell.

Half-Orc: Gain a +1/3 natural armor bonus while the invoker has temporary hit points granted by her otherworldly patron.

Hobgoblin: Gain +1 temporary hit point when using the 1st-level Council of Fiends otherworldly patron ability.

Ifrit: Gain 1/6 of a new invocation.

Kuru: Add one spell known from the invoker spell list.

Munavri: Increase one luck bonus granted by the invoker's otherworldly patron by +1/2.

Merfolk: Choose the bull rush or drag combat maneuver. Add +1/3 to the invoker's CMB when attempting this maneuver (maximum bonus of +4).

Naiad: Choose the bull rush or drag combat maneuver. Add +1/3 to the invoker's CMB when attempting this maneuver (maximum bonus of +4).

Ogre: Gain +1 temporary hit point when using the 1st-level Council of Fiends otherworldly patron ability.

Orc: Gain a +1/3 natural armor bonus while the invoker has temporary hit points granted by her otherworldly patron.

Reptoid: Add one spell known from the invoker spell list.

Suli: Gain 1/6 of a new invocation.

Vine Leshy: Gain 1/6 of a new invocation.

Yaddithian: Add one spell known from the sorcerer/wizard spell list as an invoker spell.

Midnight Legate

Magic breeds chaos. Therefore, magic users are as much enemies as any aberration.

Not all who battle the Chaos are chosen by the gods to do so. Some extremists, like the midnight legate, take matters into their own hands. Using ancient combat techniques and a specialized skillset, midnight legates aim to put an end to all possible sources of chaos in the world.

Almost in contrast to their viewpoint, midnight legates can be chaotic, and a good many of them are. Such legates recognize their own failings, but have decided to fight fire with fire. When the day comes that they have closed the final door, they understand that their sacrifice is the key that will lock it once and for all. Midnight legates who work closely with magic users hold a similar viewpoint. They will kill them, eventually. Just, not today.

Role: Legates rarely hesitate to take the fight directly to their enemies. Alone or with their hounds at their side, they pay close attention to monsters with supernatural or spell-like abilities. When doing battle with aberrations or powerful spellcasters, many will unleash the full extent of their power to end the threat as quickly as possible and deal with the consequences afterward.

Alignment: Any.

Hit Die: d10.

Parent Classes: Inquisitor and ranger.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The midnight legate's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the midnight legate.

Weapon and Armor Proficiency: A midnight legate is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Favored Enemies (Ex): At 1st level, a midnight legate gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against aberrations. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A legate can make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level, the legate gains a +2 bonus against spellcasters as well, and his bonus against aberrations increases to +4.

At 10th level, the legate gains a +2 bonus against all chaotic creatures, and each of his previous bonuses also increases by +2.

At 15th level, and again at 20th level, each of the legate's bonuses increases by +2. If a specific creature falls into more than one category, the legate's bonuses do not stack; he simply uses whichever bonus is higher.

Grim Pursuit (Ex): A midnight legate receives a morale bonus on all Intimidate and Sense Motive checks, and Survival checks to follow tracks equal to 1/2 his legate level (minimum +1).

Detect Chaos (Su): At 2nd level, a midnight legate can use *detect chaos* at will, as the spell.

Instinctive Initiative: At 2nd level, a midnight legate adds his Wisdom modifier on initiative checks, in addition to his Dexterity modifier.

Counterstrike (Su): Beginning at 3rd level, when the midnight legate hits a creature with a melee attack, he can use a swift action to ready a counterspell against that creature. He can use this ability a number of times per day equal to 1/2 his level + his Wisdom modifier. Failure still counts as one use.

If the creature tries to cast a spell, the legate makes a dispel check (1d20 + his legate level) and compares that to the spell (DC = 10 + the spellcaster's level). If successful, the spell is countered. If the creature is within 30 feet of the legate or his companion (see below), it also takes 1d6 points of damage as its magic violently backlashes. This damage increases by +1d6 at 6th level and every 3 levels thereafter, to a maximum of 6d6 at 18th level.

Starting at 9th level, a midnight legate can use his counterstrike to counter a creature's spell-like abilities. The DC for his dispel check = 10 + the creature's hit dice. At 18th-level, he can use his counterstrike to counter a creature's supernatural abilities at the same DC.

At 12th level, the legate can ready a counterspell as part of an attack action. He can ready as many counterspells against different creatures as he has attacks, but he may still only counter one such spell in this way.

Spellbook: At 3rd level, a midnight legate begins keeping tabs on the spells used by his enemies. He creates a spellbook containing up to 9 0-level, 1st-level, or 2nd-level spells, then adds a number of additional 1st-level spells equal to his Wisdom modifier.

When the legate uses counterstrike, if the creature he readies against uses a spell in his spellbook, the legate can make a Spellcraft check (DC 15 + the spell's level) to identify it as a free action. If the check succeeds, the legate correctly identifies the spell and counters it.

Adding Spells to the Spellbook: Midnight legates can add new spells to their spellbooks the same as wizards, but the spells they add can be for any class. A legate's studies allow him to add 2 spells to his spellbook whenever he gains a level, and he can copy spells (and formulae) from other spellbooks in the same way a wizard does. The highest level spell a legate can write into his spellbook at any time is equal to 1/2 his level (rounded up, like a wizard).

Legates do not practice actual spellcasting, so they are unable to use spells diametrically opposed (*light vs darkness*) to those being cast when attempting to counterspell.

Acumen (Ex): At 4th level, if his target is flat-footed, a midnight legate deals half his counterstrike damage (minimum 1d6) with his melee attacks or ranged attacks within 30 feet. If his target is also a favored enemy, he deals full counterstrike damage instead.

Hunter's Bond (Ex): At 4th level, a midnight legate gains hunter's bond, as the ranger ability of the same name.

Regiment (Ex): A midnight legate's regiment is his preferred method of battle, honed from his experience. At 5th level, and every 3 levels thereafter (to a maximum of 5 at 17th level), a legate gains a bonus combat style or teamwork feat.

The legate's animal companion is treated as if it also possesses any of his teamwork feats for the purpose of determining whether the legate receives a bonus from them. If he opted to rely on his allies instead, they are treated as having the legate's teamwork feats any time the legate grants them his favored enemies bonus. Other creatures don't benefit from the teamwork feat unless they also have it.

Legate's Resistance (Ex): At 6th level, and again at 19th level, a midnight legate gains a +3 bonus on all Fortitude saves.

Monster Lore (Ex): At 7th level, the midnight legate adds his Wisdom modifier on Knowledge skill checks, in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.



Table: Midnight Legate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Favored enemies, grim pursuit
2nd	+2	+0	+3	+3	Detect chaos, instinctive initiative
3rd	+3	+1	+3	+3	Counterstrike (1d6), spellbook
4th	+4	+1	+4	+4	Acumen, hunter's bond
5th	+5	+1	+4	+4	Favored enemies (spellcasters), regiment
6th	+6/+1	+2	+5	+5	Counterstrike (2d6), legate's resistance
7th	+7/+2	+2	+5	+5	Monster lore
8th	+8/+3	+2	+6	+6	Regiment
9th	+9/+4	+3	+6	+6	Counterstrike (3d6, spell-like)
10th	+10/+5	+3	+7	+7	Evasion, favored enemies (chaotic)
11th	+11/+6/+1	+3	+7	+7	Regiment
12th	+12/+7/+2	+4	+8	+8	Counterstrike (4d6, attack action)
13th	+13/+8/+3	+4	+8	+8	Stalwart
14th	+14/+9/+4	+4	+9	+9	Regiment
15th	+15/+10/+5	+5	+9	+9	counterstrike (5d6), favored enemies
16th	+16/+11/+6/+1	+5	+10	+10	Improved evasion
17th	+17/+12/+7/+2	+5	+10	+10	Regiment
18th	+18/+13/+8/+3	+6	+11	+11	Counterstrike (6d6, supernatural)
19th	+19/+14/+9/+4	+6	+11	+11	Exploitation, legate's resistance
20th	+20/+15/+10/+5	+6	+12	+12	Counterstrike master, favored enemies

Evasion (Ex): At 10th level, a midnight legate can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the legate is wearing light armor, medium armor, or no armor. A helpless legate does not gain the benefit of this ability.

Stalwart (Ex): At 13th level, the midnight legate 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 inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of this ability.

Improved Evasion (Ex): At 16th level, the midnight legate's evasion improves. This ability works like evasion, except that while the legate still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless legate does not gain the benefit of this ability.

Exploitation (Ex): At 19th level, the midnight legate learns to take advantage of any opportunity that presents itself. Whenever the legate scores a critical hit, he ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the legate deals damage to a creature with vulnerability, the legate's damage counts as whatever type to which the creature is vulnerable.

Counterstrike Master (Su): At 20th level, a midnight legate gains the ability to counterspell a creature's extraordinary abilities with a dispel check (DC 10 + the creature's hit dice). He can also use a single readied counterspell to counter the spells, spell-like abilities, supernatural abilities, or extraordinary abilities of as many creatures as he hits with melee attacks on his turn, up to his limit. The legate can counter only one spell or ability per creature in this way.

Favored Class Bonuses

The following races are particularly well-suited to becoming midnight legates and gain additional options when choosing it as their favored class.

Caligni: Add +1/2 to damage rolls the legate makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Centaur: Add +1 hit point or +1 skill rank to the legate's animal companion. If the legate ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Dhampir: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against undead.

Duergar: Add a +1/2 bonus on Handle Animal checks to handle animals and magical beasts that live underground.

Gargoyle: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Gillman: Add a +1/2 bonus on Handle Animal checks to handle animals and magical beasts that live in the water.

Gnoll: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against fey.

Half-Orc: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Hobgoblin: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Human: Choose a creature type other than humanoid. Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against creatures of that type.

Lashunta: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Nagaji: Add +1/4 dodge bonus to armor Class against the nagaji's favored enemies.

Orc: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Rougarou: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against animals and magical beasts.

Tiefling: Add +1/4 dodge bonus to armor Class against the tiefling's favored enemies.

Trox: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against monstrous humanoids.

Vishkanya: Add +1/2 to damage rolls the legate makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Wyvaran: Add a +1/2 bonus on Intimidate, Knowledge, and Sense Motive checks made against dragons.

Nature Warden

The mountains would be easier to move.

The nature wardens are a group of stalwart champions chosen by the Fae to protect the natural world. By calling upon primal strength and the spirits of the land itself, these brave warriors stand against the enemies of nature, unyielding in their beliefs. They are conduits of the power that courses through the leylines of the world, and they guard that power with the might of beasts to guide them.

Role: Wardens are guardians who use the gifts of nature to perform their role. As they grow in power, each nature warden learns how to tap into different spiritual sources combined with martial training and the blessings of bestial magic.

Alignment: Any.

Hit Die: d10.

Parent Classes: Druid and fighter.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The nature warden's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the midnight legate.

Weapon and Armor Proficiency: A nature warden is proficient with all simple and martial weapons. She is also proficient with light and medium armor but is prohibited from wearing metal armor; thus, she may wear only padded, leather, or hide armor. The warden may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Wardens are proficient with shields (except tower shields) but must use only wooden ones.

A nature warden who wears prohibited armor or uses a prohibited shield is unable to use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Guardian Might: Each nature warden draws her power from a natural guardian with whom she associates. As she gains levels, her connection to her chosen guardian grants her additional boons. At 1st level, the warden chooses one of the following guardians. This choice cannot be changed later.

Guardian of Earth (Ex): At 1st level, the warden's hit die becomes a d12.

Starting at 4th level, the warden can always attempt an attack of opportunity against a creature that leaves the nature warden's threatened area, even if that creature is withdrawing or otherwise able to avoid attacks of opportunity.

Starting at 8th level, the warden gains the supernatural ability to cast *bear's endurance* a number of times per day equal to 3 + her Wisdom modifier, targeting only herself. At 16th level, she can cast *mass bear's endurance* instead.

Starting at 12th level, when using a light or heavy wooden shield, the nature warden gains the benefits of wielding a tower shield instead, including the +4 shield bonus.

At 20th level, the warden gains the supernatural ability to cast *summon nature's ally IX* once per day, but only to summon 1d4+1 7th-level or lower creatures of the same kind.

Wildblood Guardian (Ex): At 1st level, when unarmored and unencumbered, the nature warden adds her Wisdom bonus (if any) to her AC and her CMD. In addition, a warden gains a +1 bonus



to AC and CMD at 4th level. This bonus increases by 1 for every four nature warden levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the warden is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Starting at 4th level, when the nature warden is affected by an ongoing effect, such as poison or a *hold person* spell, she can attempt a saving throw against that effect at the beginning of each of her turns. If she succeeds, the effect ends and the warden may act normally.

Starting at 8th level, the nature warden gains the supernatural ability to cast *bull's strength* a number of times per day equal to 3 + her Wisdom modifier, targeting only herself. At 16th level, she can cast *mass bull's strength* instead.

Starting at 12th level, the nature warden gains a +1 shield bonus to her Armor Class when wielding a two-handed melee weapon. The warden adds half her weapon's enhancement bonus (if any) to this shield bonus. This shield bonus is lost if the nature warden is immobilized or helpless.

At 20th level, the nature warden's shield bonus increases to +2, and she gains the supernatural ability to cast *heal* or *mass cure serious wounds* once per day.

Table: Nature Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Guardian might, nature sense
2nd	+2	+3	+3	+0	Bonus feat, wild empathy
3rd	+3	+3	+3	+1	Trackless step, woodland stride
4th	+4	+4	+4	+1	Guardian might
5th	+5	+4	+4	+1	Guardian form (1/day)
6th	+6/+1	+5	+5	+2	Bonus feat, bravery +1
7th	+7/+2	+5	+5	+2	Resist nature's lure
8th	+8/+3	+6	+6	+2	Guardian might
9th	+9/+4	+6	+6	+3	Guardian form (2/day)
10th	+10/+5	+7	+7	+3	Bonus feat, bravery +2
11th	+11/+6/+1	+7	+7	+3	Venom immunity
12th	+12/+7/+2	+8	+8	+4	Guardian might
13th	+13/+8/+3	+8	+8	+4	Guardian form (3/day)
14th	+14/+9/+4	+9	+9	+4	Bonus feat, bravery +3
15th	+15/+10/+5	+9	+9	+5	A thousand faces
16th	+16/+11/+6/+1	+10	+10	+5	Guardian might
17th	+17/+12/+7/+2	+10	+10	+5	Guardian form (4/day)
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, bravery +4
19th	+19/+14/+9/+4	+11	+11	+6	Timeless body
20th	+20/+15/+10/+5	+12	+12	+6	Guardian form (5/day), guardian might

Nature Sense (Ex): A nature warden gains a +2 bonus on Knowledge (nature) and Survival checks.

Bonus Feats: At 2nd level, and every 4 levels thereafter, a nature warden gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats, sometimes also called “fighter bonus feats.” When meeting prerequisites for these feats, the warden’s effective fighter level is equal to her nature warden level.

Upon reaching 8th level, and every four levels thereafter (12th, 16th, and so on), a nature warden can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the warden 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 nature warden can only change one feat at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Wild Empathy (Ex): At 2nd level, a nature warden can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The warden rolls 1d20 and adds her warden level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the warden and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A nature warden can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Trackless Step (Ex): Starting at 3rd level, a nature warden leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Woodland Stride (Ex): Starting at 3rd level, a nature warden may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Guardian Form (Su): At 5th level, a nature warden gains the ability to turn herself into any Small or Medium monstrous humanoid and back again once per day. This ability functions like the *monstrous physique I* spell, except as noted here. The effect lasts for 1 hour per nature warden level, or until she changes back. Changing form is a standard action and doesn’t provoke an attack of opportunity. The form chosen must be that of a monstrous humanoid the warden is familiar with.

A nature warden can use this ability an additional time per day at 9th, 13th, 17th, and 20th level. As she gains in levels, this ability allows the warden to take on the form of larger and smaller monstrous humanoids, elementals, and giants. Each form expends one daily usage of this ability, regardless of the form taken.

At 9th level, a nature warden can use guardian form to change into a Large or

Tiny monstrous humanoid or a Small elemental. When taking the form of a monstrous humanoid, a nature warden’s guardian form now functions as *monstrous physique II*. When taking the form of an elemental, the warden’s guardian form functions as *elemental body I*.

At 13th level, a nature warden can use guardian form to change into a Huge or Diminutive monstrous humanoid, a Medium elemental, or a large humanoid creature of the giant subtype. When taking the form of monstrous humanoids, a nature warden’s guardian form now functions as *monstrous physique III*. When taking the form of an elemental, the warden’s guardian form now functions as *elemental body II*. When taking the form of a giant, the warden’s guardian form functions as *giant form I*.

At 17th level, a nature warden can use guardian form to change into a Large elemental or a huge giant. When taking the form of an elemental, the warden’s guardian form now functions as *elemental body III*. When taking the form of a giant, the warden’s guardian form now functions as *giant form II*.

At 20th level, a nature warden can use guardian form to change into a Huge elemental. When taking the form of an elemental, the warden’s guardian form now functions as *elemental body IV*.

Bravery (Ex): Starting at 6th level, a nature warden gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 6th.

Resist Nature’s Lure (Ex): Starting at 7th level, a nature warden gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood.

Venom Immunity (Ex): At 11th level, a nature warden gains immunity to all poisons.

A Thousand Faces (Su): At 15th level, a nature warden gains the ability to change her appearance at will, as if using the alter self spell, but only while in her normal form.

Timeless Body (Ex): After attaining 19th level, a nature warden no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the warden still dies of old age when her time is up.

Favored Class Bonuses

The following races are particularly well-suited to becoming nature wardens and gain additional options when choosing it as their favored class.

Aquatic Elf: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the warden selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Centaur: Gain +1/6 of a use of guardian form per day.

Dwarf: Add +1 use of *bear's endurance* or *bull's strength* granted by guardian's might.

Elf: Add +1/2 to damage rolls the warden makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Gathlain: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Ghoran: Add +1/4 to the warden's natural armor bonus when using guardian form.

Gillman: Add a +1/2 circumstance bonus on critical hit confirmation rolls when using guardian form (maximum bonus +4). This bonus does not stack with Critical Focus.

Gripli: Add a +1/2 circumstance bonus on critical hit confirmation rolls when using guardian form (maximum bonus +4). This bonus does not stack with Critical Focus.

Hobgoblin: Add +1/2 to damage rolls the warden makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Lizardfolk: Add +1 to the nature warden's CMD when resisting two combat maneuvers of the character's choice.

Orang-Pendak: Gain +1/6 of a use of guardian form per day.

Oread: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Reptoid: Add +1 to the nature warden's CMD when resisting two combat maneuvers of the character's choice.

Rougarou: Gain +1/6 of a use of guardian form per day.

Skinwalker: Gain +1/6 of a use of guardian form per day.

Strix: Add +1 use of *bear's endurance* or *bull's strength* granted by guardian's might.

Vanara: Add a +½ bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Vine Leshy: Add +1/4 to the warden's natural armor bonus when using guardian form.

Necromancer

The goddess of death gives power over her dominion as freely as Life brings hers into the world. Wizards and clerics, in particular, master the art of necromancy through the lens of their studies and their faith. Even druids, whose purpose is to maintain balance in the world, have necrolytes they rely on when it comes to communing with Death and her reapers.

But what of those who draw their power directly from the goddess? Who do not merely worship her, but allow her will and her power to suffuse their very beings? These are the true necromancers, the dread followers of Death who carefully walk the line between the mortal concept of living and dead. They see beyond both into the churning heart of reality with the power to breed life and snuff it out in the blink of an eye.

Role: Necromancers are neither the poor fools who must conjure an army of undead to hide behind for safety, nor the pious believers who plea for their goddess to give them a lick of his boot. A true necromancer stands ready for his enemy, necrotic power

playing at his fingertips. When his foe draws too close, or carelessly leaves himself open to his power, he reacts. With a touch, it falls to madness, despair, or dust, and the necromancer moves on, uncaring, to his next victim.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.)

Class Skills

The necromancer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int Modifier.

Class Features

All of the following are class features of the necromancer.

Weapon and Armor Proficiencies: Necromancers are proficient with all simple weapons, light armor, and shields (except tower shields).

Undead Fortitude (Ex): Necromancers are naturally tougher than other spellcasters, even though their combat ability is the same. Their hit die is a d8.



Table: Necromancer

Level	Base				Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Cantrips, chanel touch, dominion	3+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Channel negative energy 1d6	4+1	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3	Command undead, cruelty	5+1	—	—	—	—	—	—	—	—
4th	+2	+4	+1	+4	Necromantic studies, spectral hand	6+1	3+1	—	—	—	—	—	—	—
5th	+2	+4	+1	+4	Fearless	6+1	4+1	—	—	—	—	—	—	—
6th	+3	+5	+2	+5	Channel negative energy 2d6, cruelty	6+1	5+1	3+1	—	—	—	—	—	—
7th	+3	+5	+2	+5	Damage reduction 1/—	6+1	6+1	4+1	—	—	—	—	—	—
8th	+4	+6	+2	+6	Chanel touch (2d8), necromantic studies	6+1	6+1	5+1	3+1	—	—	—	—	—
9th	+4	+6	+3	+6	Cruelty	6+1	6+1	6+1	4+1	—	—	—	—	—
10th	+5	+7	+3	+7	Channel negative energy 3d6, damage reduction 2/—	6+1	6+1	6+1	5+1	3+1	—	—	—	—
11th	+5	+7	+3	+7	Light fortification	6+1	6+1	6+1	6+1	4+1	—	—	—	—
12th	+6/+1	+8	+4	+8	Cruelty, necromantic studies	6+1	6+1	6+1	6+1	5+1	3+1	—	—	—
13th	+6/+1	+8	+4	+8	Damage reduction 3/—	6+1	6+1	6+1	6+1	6+1	4+1	—	—	—
14th	+7/+2	+9	+4	+9	Channel negative energy 4d6	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—	—
15th	+7/+2	+9	+5	+9	Chanel touch (3d8), cruelty	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—	—
16th	+8/+3	+10	+5	+10	Damage reduction 4/—, Necromantic studies	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—
17th	+8/+3	+10	+5	+10	Moderate fortification	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—
18th	+9/+4	+11	+6	+11	Channel negative energy 5d6, cruelty	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1
19th	+9/+4	+11	+6	+11	Damage reduction 5/—	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1
20th	+10/+5	+12	+6	+12	Heavy fortification, necromantic epiphany	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1

Spells: A necromancer casts divine spells drawn primarily from the necromancer spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a necromancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a necromancer's spell is 10 + the spell level + the necromancer's Charisma modifier.

Like other spellcasters, a necromancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Necromancer. In addition, he receives bonus spells per day if he has a high Charisma score.

A necromancer's selection of spells is extremely limited. A necromancer begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new necromancer level, he gains one or more new spells, as indicated on Table: Necromancer Spells Known. (Unlike spells per day, the number of spells a necromancer knows is not affected by his Charisma score; the numbers on Table: Necromancer Spells Known are fixed.) These new spells can be common spells chosen from the necromancer or sorcerer/wizard spell list, or they can be unusual spells that the necromancer has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered necromancer level after that (6th, 8th, and so on), a necromancer can choose to learn a new spell in place of one he already knows. In effect, the necromancer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A necromancer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric a necromancer does not need to prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Cantrips: Necromancers learn a number of cantrips, or 0-level spells, as noted on Table: Necromancer Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Chanel Touch (Su): At 1st level, when a necromancer can make a melee attack, he can use chanel touch instead. Chanel touch is a melee touch attack that deals 1d8 points of damage + 1 point for every two class levels the necromancer possesses. He can use this ability at will, but only once per round. The damage die increases to 2d8 at 8th level and 3d8 at 15th level.

Dominion: Through rigorous practice, a necromancer gains access to a collection of unique spells and powers referred to as his dominion. The necromancer's dominion is identical to a cleric's domain, but does not require worship of a deity to access and use. The necromancer is free to worship a god of his choosing, but that deity has no direct say in how he applies his talents. He gains one dominion of his choice at 1st level, and 1 domain spell slot of each level he can cast.

The dominions a necromancer can gain are blight, darkness, death, madness, repose, and resurrection.

Channel Negative Energy (Su): Regardless of alignment, any necromancer can release a wave of negative energy by channeling his power through his own body. Starting at 2nd level, the necromancer can use this energy to deal damage to living creatures or to heal undead creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the necromancer. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every four necromancer levels beyond 2nd (2d6 at 6th, 3d6 at 10th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the necromancer's level + the necromancer's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A necromancer may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A necromancer can choose to heal herself with this effect, regardless of how he uses it.

Command Undead: At 3rd level, a necromancer gains Command Undead as a bonus feat.

Cruelty (Su): At 3rd level, and every three levels thereafter, a necromancer can select one cruelty. Each cruelty adds an effect to the necromancer's charnel touch ability. Whenever the necromancer uses charnel touch to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the necromancer. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to $10 + 1/2$ the necromancer's level + the necromancer's Charisma modifier.

At 3rd level, the necromancer can select from the following initial cruelties.

Fatigued: The target is fatigued.

Shaken: The target is shaken for 1 round per level of the necromancer.

Sickened: The target is sickened for 1 round per level of the necromancer.

At 6th level, a necromancer adds the following cruelties to the list of those that can be selected.

Dazed: The target is dazed for 1 round.

Diseased: The target contracts a disease, as if the necromancer had cast contagion, using his necromancer level as his caster level.

Staggered: The target is staggered for 1 round per two levels of the necromancer.

At 9th level, a necromancer adds the following cruelties to the list of those that can be selected.

Cursed: The target is cursed, as if the necromancer had cast bestow curse, using his necromancer level as his caster level.

Exhausted: The target is exhausted. The necromancer must have the fatigue cruelty before selecting this cruelty.

Table: Necromancer Spells Known

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

Frightened: The target is frightened for 1 round per two levels of the necromancer. The necromancer must have the shaken cruelty before selecting this cruelty.

Nauseated: The target is nauseated for 1 round per three levels of the necromancer. The necromancer must have the sickened cruelty before selecting this cruelty.

Poisoned: The target is poisoned, as if the necromancer had cast poison, using the necromancer's level as the caster level.

At 12th level, a necromancer adds the following cruelties to the list of those that can be selected.



Chaotic Gods vs. the Chaos

Alignment is a core property of all gods. They exist as pure manifestations of their alignments, with little room for choice. Unlike mortals, whose free will allows them to occasionally commit acts in contrast to their alignment, the consequence of a god changing its alignment is a fundamental transformation of who that deity is. A lawful god who commits even one chaotic act may suddenly find himself without a portfolio as that source of power is severed by his actions, free to be claimed by another god. To lose all of one's portfolios is to lose all but the faintest of divinity.

Why does this matter? Because, chaotic gods, despite their seemingly unpredictable nature, live a dangerous game. If they act against their alignment too strongly, they risk losing the very gifts that keep them worshiped. In contrast, because they are made of the same fundamental elements as the Chaos, a god that becomes too erratic risks becoming a beacon that draws that power to the stolen reality that all gods fought to keep hidden from it.

To mortal comprehension, chaotic gods and their followers can appear to be the enemies when told they are supposed to fight the Chaos. It can be difficult to discern a difference between the two, and those who follow such faiths understand that all too well. They know that the fight is going to be a difficult one, but they fight it all the same, because chaos without order to balance it destroys itself, and only the damned god of gnolls ever came to the conclusion that such was the fate deserved by the gods for their crime against the Chaos.

Blinded: The target is blinded for 1 round per level of the necromancer.

Deafened: The target is deafened for 1 round per level of the necromancer.

Paralyzed: The target is paralyzed for 1 round.

Stunned: The target is stunned for 1 round per four levels of the necromancer.

The necromancer can apply cruelties to his charnel touch a number of times per day equal to $1/2$ his necromancer level + his Charisma modifier. These abilities are not cumulative. For example, a 14th-level necromancer's charnel touch ability deals $2d8+7$ points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased. Once a cruelty is chosen, it can't be changed.

Necromantic Studies: At 4th level, a necromancer delves into a focused area of study that sets him apart from others like him. He chooses one of the following necromantic schools. Once his choice is made, it cannot be changed.

The necromancer's chosen school grants him abilities at 4th level, and every 4 levels thereafter. In addition, he adds a specialized subset of spells to his spell list that he can learn in place of others. Finally, when he gains access to a new level of spells, the necromancer automatically learns 1 spell from his specialized list, in addition to any others he may gain (He gains a 0-level, a 1st-level, and a 2nd-level spell from this list as soon as he reaches 4th level). These schools are detailed at the end of this section.

Spectral Hand (Sp): At 4th level, a necromancer learns *spectral hand*, and can cast it at will as a standard action. He can use the hand to deliver his charnel touch attacks.

Fearless (Su): At 5th level, a necromancer is immune to fear (magical or otherwise). Each ally within 10 feet of the necromancer gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the necromancer is conscious, not if he is unconscious or dead.

Damage Reduction (Ex): At 7th level, a necromancer gains damage reduction. Subtract 1 from the damage the necromancer takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three necromancer levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Fortification (Ex): At 11th level, a necromancer's undead fortitude protects his vital areas more effectively. When a critical hit or sneak attack is scored on the necromancer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The chance increases to 50% at 17th level, and 75% at 20th level.

Necromantic Epiphany (Su): The necromancer knows well what happens to the godless when they die, and he intends to avoid such a terrible fate. At 20th level, the necromancer constructs a phylactery that he then uses to turn herself into a lich.

As a lich, the necromancer gains the following traits:

Type: The necromancer's type changes to undead. Do not recalculate base attack, saves, or skill ranks.

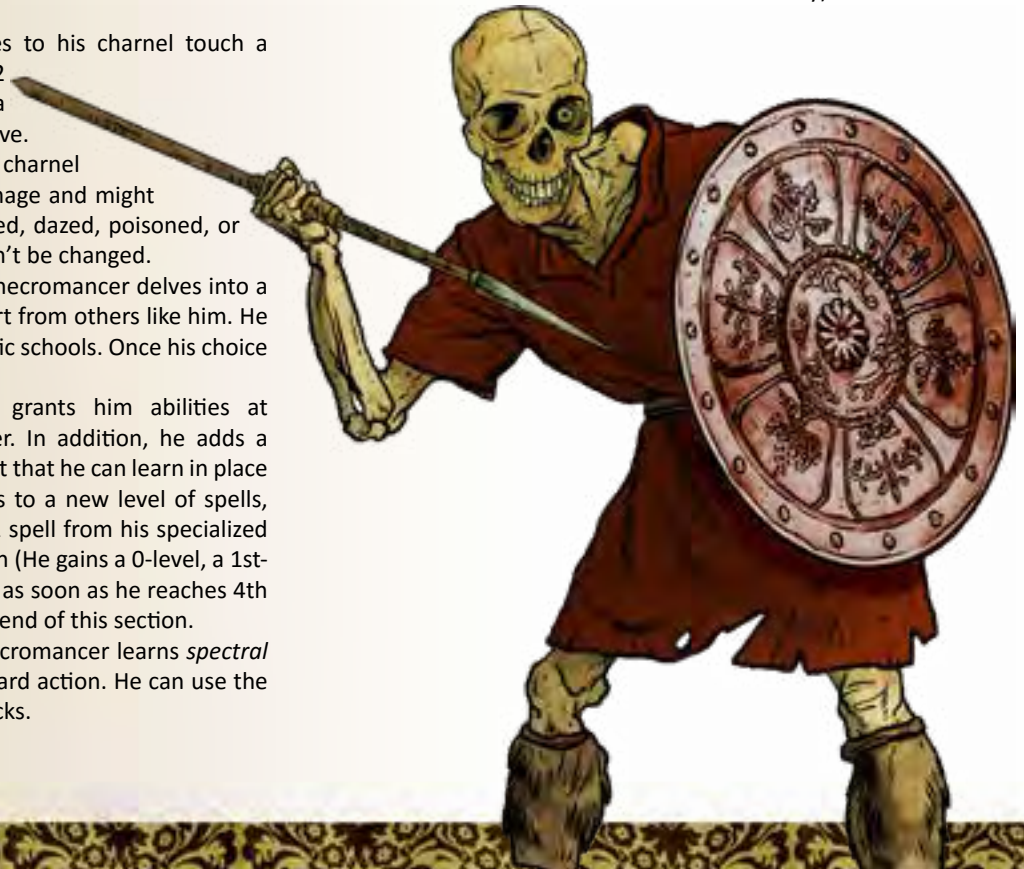
Senses: The necromancer gains darkvision 60 ft.

Armor Class: The necromancer gains a +5 natural armor bonus.

Hit Points: As undead, the necromancer can use his Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: The necromancer gains channel resistance +4 and immunity to cold and electricity damage (in addition to those granted by his undead traits).

Rejuvenation (Su): When the necromancer is reduced to 0 hit points, his body is destroyed. His phylactery immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the necromancer awakens fully healed (albeit without any gear he left behind on his old body).



Dread Necromancy

Dread necromancers strike fear into their enemies, driving them mad and cursing them with ancient power.

Aura of Cowardice (Su): At 4th level, the necromancer radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of a necromancer with this ability. This ability functions only while the necromancer remains conscious, not if he is unconscious or dead.

Misfortune (Su): At 8th level, as a standard action, the necromancer can cause a creature within 30 feet to suffer grave misfortune for 2 rounds. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save (DC 10 + 1/2 the necromancer's level + his Charisma modifier) negates the effect. At 16th level, the duration becomes 3 rounds. This affects all rolls the target must make while the effect lasts. Whether or not the save is successful, a creature cannot be the target of the same necromancer's misfortune again for 1 day.

Aura of Despair (Su): At 12th level, enemies within 10 feet of the necromancer take a –2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice.

This ability functions only while the necromancer is conscious, not if he is unconscious or dead.

Dread Necromancer Spells

- **0-Level:** *haunted Fey aspect*
- **1st-Level:** *discern next of kin, hex ward, hideous laughter, undead's curse*
- **2nd-Level:** *detect thoughts, mad hallucination*
- **3rd-Level:** *bestow curse, healing thief*
- **4th-Level:** *feast on fear, phantasmal killer*
- **5th-Level:** *major curse, symbol of pain*
- **6th-Level:** *harm, symbol of fear*
- **7th-Level:** *insanity*
- **8th-Level:** *symbol of insanity*
- **9th-Level:** *weird*

Fell Necromancy

Fell necromancers are disease-ridden beings who seek to emulate death, even going so far as to transform their flesh in hopes of achieving perfection.

Aura of Evil: Fell necromancy is a tainted art that not even necromancers choose lightly. Regardless of his actual alignment, the necromancer exudes an evil aura equal to his level. He can be affected by spells that target evil creatures.

Plague Bringer (Ex): At 4th level, the necromancer becomes a beacon of corruption and disease. He does not take any damage or take any penalty from diseases, but can still contract them and spread them to others. He is otherwise immune to their effects.

Fell Caster: At 8th level, the necromancer chooses death, famine, pestilence, or war and gains that ability. At 16th level, his choice improves.

Death: When the necromancer casts an *undead anatomy* spell, the duration becomes 1 hour/level.

Famine: As a standard action, the necromancer can impose either starvation or thirst upon a living creature he can see within 30 feet. This requires the creature to make a Constitution check each round (DC 12 + 1 for each previous check) to avoid taking 1d6 points of nonlethal damage. The creature must continue to make these checks until, as a full-round action, it quenches its thirst or sates its hunger. The necromancer can use this ability a number of times per day equal to 3 + his Charisma modifier, but can only apply

it once every 24 hours to any given creature. Creatures that do not need to eat are immune to this effect. At 16th level, the initial DC increases by +3 and the creature takes 3d6 points of nonlethal damage instead.

Pestilence: When the necromancer uses charnel touch, he can also use a swift action to cast *contagion* on his target, if he knows that spell. At 16th level, he can cast *greater contagion* instead.

War: The necromancer's base attack bonus becomes 3/4 of his level, as a rogue, which grants him an extra attack. He gains proficiency with Medium armor and one martial weapon of his choice. He can use charnel touch once as part of a full attack action. At 16th level, he can channel his charnel touch through his weapon attacks. Only the first attack made in this way each round can apply the necromancer's cruelty.

Taste of Power (Sp): At 12th level, the necromancer can transfer some of his power to an ally with a touch. This ability functions as *imbue with spell ability*, except as noted here. The ability only requires one round to cast, and the necromancer can grant a target with at least 10 hit dice one or two 4th-level spells or lower and one 5th-level spell.

Fell Necromancer Spells

0-Level: *detect poison*

1st-Level: *delay disease, invigorate, remove sickness, youthful appearance*

2nd-Level: *disfiguring touch, pox pustules*

3rd-Level: *contagion, undead anatomy I*

4th-Level: *plague carrier, poison*

5th-Level: *greater contagion, undead anatomy II*

6th-Level: *epidemic, undead anatomy III*

7th-Level: *plague storm*

8th-Level: *undead anatomy IV*

9th-Level: *transmute blood to acid*

True Necromancy

True necromancers practice what they believe is the purest form of their magic; raising the dead and using them to do their bidding.

Undead Companion (Ex): At 4th level, the necromancer gains the services of an undead companion. His companion can be a skeleton or a zombie, and its base statistics are noted here. As an undead, the companion uses its Charisma to determine its hit points, instead of Constitution.

Humanoid Skeleton

Size Medium, Speed 40 ft.; AC +2 natural armor; Attack 2 claws (1d4); ability Scores Str 14, Dex 16, Con —, Int —, Wis 10, Cha 10; **Special Qualities** Darkvision 60 ft., undead traits; the skeleton usually starts with a longbow and 20 arrows.

Humanoid Zombie

Size Medium, Speed 20 ft.; AC +4 natural armor; Attack 2 slams (1d6); ability Scores Str 16, Dex 12, Con —, Int —, Wis 8, Cha 12; **Special Qualities** darkvision 60 ft., undead traits

This ability otherwise functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the necromancer's effective druid level is equal to his necromancer level –3. His companion advances at 12th level, gaining +2 Dex and +2 Cha if it is a skeleton or +2 Str and +2 Cha if it is a zombie.

Undead Master: At 8th level, the necromancer gains Undead Master as a bonus feat. If he already has that feat, he gains Spell Specialization (necromancy) instead. These feats are referenced in Chapter 5.

Undead Cohort: At 16th level, the necromancer can select one of the undead on the table below as a cohort in place of his undead companion.

<i>Necromancer Level</i>	<i>Effective Cohort Level</i>	<i>Suggested Companion</i>
16	2	Crawling hand
	4	Festrog
	5	Skinwraith
	7	Ghoul
	8	Ghast
17-19	9	Ghost or giant crawling hand
20	10	Berbalang or mummy

If the undead's effective cohort level is lower than what is allowed by the necromancer's level, the cohort gains class levels equal to the difference. A cohort with 1 class level gains the link and share spells abilities of an animal companion. A cohort with 3 class levels gains the evasion animal companion ability. A cohort with 6 class levels gains the devotion animal companion ability. The undead does not gain any abilities not listed here.

True Necromancer Spells

0-Level: *disrupt undead*

1st-Level: *hide from undead, repair undead, restore corpse, sculpt corpse*

2nd-Level: *blood transcription, haunting mists*

3rd-Level: *animate dead, unliving rage*

4th-Level: *reincarnate, rusting grasp*

5th-Level: *mass repair undead, raise animal companion*

6th-Level: *create undead, undeath to death*

7th-Level: *control undead*

8th-Level: *create greater undead*

9th-Level: *massacre*

Favored Class Bonuses

The following races make good necromancers and gain additional options when choosing it as their favored class.

Astomoi: Add +1/2 to the necromancer's effective druid level when determining the bonuses granted to his undead companion or undead cohort. A cohort with 10 class levels gains +2 Strength and +2 Charisma.

Deep One Hybrid: Add +1 foot to the size of all the necromancer's aura class features. This option has no effect unless the necromancer has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Dhampir: The necromancer's base attack is 3/4, as a rogue. This counts as his favored class bonus every level. If his base attack would increase because of his necromantic studies, the necromancer instead gains Toughness as a bonus feat.

Drider: The necromancer adds +1/4 to the number of cruelties he can inflict.

Drow: The necromancer adds +1/4 to the number of cruelties he can inflict.

Fetchling: Add +1 hit point to the necromancer's undead companion. If the necromancer ever replaces his undead companion, the new undead companion gains these bonus hit points.

Gargoyle: Add +1/2 to the necromancer's effective druid level when determining the bonuses granted to his undead companion or undead cohort. A cohort with 10 class levels gains +2 Strength and +2 Charisma.

Gnoll: The necromancer adds +1/4 to the number of cruelties he can inflict.

Goblin: Add +1/2 to the necromancer's effective druid level when determining the bonuses granted to his undead companion or undead cohort. A cohort with 10 class levels gains +2 Strength and +2 Charisma.

Half-Orc: The necromancer's base attack is 3/4, as a rogue. This counts as his favored class bonus every level. If his base attack would increase because of his necromantic studies, the necromancer instead gains Toughness as a bonus feat.

Kasatha: The necromancer adds +1/4 to the number of cruelties he can inflict.

Kuru: Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

Lizardfolk: Gain +1/3 of a new cruelty.

Nagaji: Increase the saving throw DC of necromancer spells with the poison descriptor by +1/2 (to a maximum of +4). This doesn't stack with Spell Focus.

Shabti: Add +1 hit point to the necromancer's undead companion. If the necromancer ever replaces his undead companion, the new undead companion gains these bonus hit points.

Shobhad: Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

Vishkanya: Increase the saving throw DC of necromancer spells with the poison descriptor by +1/2 (to a maximum of +4). This doesn't stack with Spell Focus.

Wyvaran: Increase the saving throw DC of necromancer spells with the poison descriptor by +1/2 (to a maximum of +4). This doesn't stack with Spell Focus.

Yaddithian: Add one spell known from any necromantic study spell list. The spell must be at least one level below the highest spell level the necromancer can cast.

Truenamer

Did you hear it? Of course not! Reality, itself, calls to me. Begs me to hold it to my heart like a long lost lover found.

A tree is not a leaf, nor a branch, nor a sapling. It is a tree, and a tree it remains until somebody cuts it down and carves its remains into a chair. No longer do you call it a tree, for it has become a chair. This truth is known and easily recognized by any creature capable of processing complex thoughts. But consider this. What if one could take the chair and make it the tree once more? Such is the thinking of a truenamer.

Transmuters have it almost right. They learn to change themselves and others into different creatures, or objects, over time and with many years of practice. Abjurers are similarly close, able to protect against a creature or effect by wrapping magic around themselves and allies. Conjurers? If not for the arcane limits placed by the gods, they might rival truenamers, but they too fall short.

Real truenamers, actual practitioners of the chaotic art of truenaming, stand beyond the reach of the arcane, above even the methodical divine power of the gods. Only for fear of annihilation do mortal truenamers dare not utter the true names of gods.

Role: Truenamers are capable of holding enemies at bay while helping allies and keeping themselves alive. They support their party through the powers they control by learning the truenames that define everything in reality. At higher levels, a truenamer can remove threats as easily as a wizard banishes demons.

Alignment: Any.

Hit Die: d6.

Class Skills

The truenamer's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Fly (Dex), Heal (Wis), Knowledge (all), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the truenamer.

Weapon and Armor Proficiency: Truenamers are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor does not interfere with a truenamer's use of words of power.

Own Truename: A truenamer's introduction to the fabric of reality is the discovery of a portion of his own truename. As he uncovers more about truenaming, his grasp and understanding of that fundamental truth grow with him. When he gains a level of truenamer, he adds his Intelligence modifier to his hit points gained instead of Constitution.

Words of Power: A truenamer speaks words of power he learns as he hones his understanding of truenaming. Words of power are used to generate the effects of certain spells, and are largely different from one truenamer to the next, but can be interpreted and spoken of without invoking their power by associating them with common words such as death, growth, or luck. Truenamers lucky enough to have a mentor are always encouraged to find new combinations of words to be interpreted (see Sidebar: Creating Words of Power). Examples words of power can be found in Chapter 6.

To speak a word of power, the truenamer must have an Intelligence score equal to at least:

10 + the amount of burn accepted

The Difficulty Class for a saving throw against a truenamer's word of power is:

10 + 1/2 the truenamer's level (minimum 1)
+ his Intelligence modifier

Lexicons: Like a wizard, a truenamer carries with him a lexicon, or spellbook, containing his interpretation of truenames. It is from this tome that the truenamer recalls complex words of power used to generate spell effects.

A truenamer begins play with a number of words in his lexicon equal to his Intelligence modifier. At every odd truenamer level, he adds one new word to his lexicon. Because words of power are derived from truenames, each word added actually takes up a number of pages in the lexicon equal to 1/2 the truenamer's level (minimum 1) at the time he gains it. It is also nigh impossible for two truenamers to exchange lexicons, since one's interpretation of a word of power varies greatly from another.

Wordcasting

The truenamer's ability is similar to wordcasting learned by other spellcasters, hence words of power. Truenamers see wordcasters as on the brink of real discovery. They've found the syllables that make up truenames, but jumble them like one might a second language they've just learned.

Still, there's something to be learned from wordcasting. Any spell with an associated word similar to a truenamer's word of power can be substituted in place of the word presented here.

Alternatively, if you would like to utilize the rules for wordcasting, see creating words of power for the burn cost of spells and combine accordingly. By using your constructed word, you accept burn equal to the equivalent one effect word for your combination.

Actually researching new words of power beyond those granted by a truenamer's level is a mind-breaking task that very few (such as the hurried scholar archetype) have ever overcome with some measure of success.

Burn: Speaking truenames through words of power is hard on both the truenamer's physical body and his mind's grasp on reality. Generating effects with his words of power can cause a state of exhaustion referred to as burn. For each point of burn he accepts, a truenamer takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. Nonlethal damage from burn can't be reduced or redirected, and a truenamer incapable of taking nonlethal damage can't accept burn. A truenamer can accept only 1 point of burn per round. This limit rises to 2 points of burn at 6th level, and rises by 1 additional point every 3 levels thereafter. A truenamer can't choose to accept burn if it would put his total points of burn higher than 3 + his Constitution modifier (though he can be forced to accept more burn from a source outside his control). A truenamer who has accepted burn never benefits from abilities that allow him to ignore or alter the effects he receives from nonlethal damage.

Table: Truenamer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Words of Power
1st	+0	+0	+0	+2	Burn, focus own truename	0
2nd	+1	+0	+0	+3	Internal buffer 1	0
3rd	+1	+1	+1	+3	Manifestation of power	+1
4th	+2	+1	+1	+4	Etymology	+1
5th	+2	+1	+1	+4	Internal buffer 2	+2
6th	+3	+2	+2	+5	Etymology	+2
7th	+3	+2	+2	+5		+3
8th	+4	+2	+2	+6	Internal buffer 3	+3
9th	+4	+3	+3	+6	Etymology	+4
10th	+5	+3	+3	+7	Truename expertise	+4
11th	+5	+3	+3	+7	Internal buffer 4	+5
12th	+6/+1	+4	+4	+8	Etymology	+5
13th	+6/+1	+4	+4	+8		+6
14th	+7/+2	+4	+4	+9	Internal buffer 5	+6
15th	+7/+2	+5	+5	+9		+7
16th	+8/+3	+5	+5	+10	Etymology	+7
17th	+8/+3	+5	+5	+10	Internal buffer 6	+8
18th	+9/+4	+6	+6	+11	Etymology	+8
19th	+9/+4	+6	+6	+11		+9
20th	+10/+5	+6	+6	+12	Internal buffer 7, truename mastery	+9



Even if he has a way to reduce the burn of the more expensive effects created by speaking a word of power, the truenamer always compares the original cost to his maximum when determining if he can create an effect. For example, a 10th-level truenamer can't use truenamer expertise to create a *regenerate* effect, since that effect usually costs 6 burn, even if he focuses first.

Focus (Su): If he has his lexicon in hand, a truenamer can open it to a specific word of power as a move action. Revealing the word in this way creates an extremely loud, visible display in a 20-foot radius centered on the truenamer, as cosmic power swirls around his. Focusing in this way allows the truenamer to reduce the total burn cost of a word he speaks in the same round by 1 point. The truenamer can instead focus his power on the word for 1 full round in order to reduce the total burn cost for speaking the word on his next turn by 2 points (to a minimum of 0 points). If he does so, he can also focus once more as a move action during his next turn to reduce the burn cost by a total of 3 points. If the truenamer takes damage during or after focusing and before speaking the word upon which he is focused, he must succeed at a concentration check (DC = 10 + damage taken + original burn cost) or lose focus in a maddening cacophony that forces his to accept a number of points of burn equal to the number of points by which his focus would have reduced the burn cost. This ability can never reduce the burn cost of a word below 0 points.

Internal Buffer (Su): At 2nd level, a truenamer's study of his truenamer and the fabric of reality allow his to form an internal buffer to keep himself sane.

The buffer starts empty and doesn't replenish each day, but the truenamer can accept 1 point of burn to add 1 point to the buffer as a full-round action, to a maximum of 1 point total. This maximum increases by 1 point at 5th level, and every 3 levels thereafter. Once the truenamer adds points to his buffer, they remain indefinitely until he spends them.

When he would otherwise accept burn, a truenamer can spend 1 point from his buffer to avoid accepting 1 point of burn. He cannot spend more than 1 point from his buffer in this way for a single word. This buffer can be used to exceed the limit on the number of points of burn the truenamer can accept in a single turn.

Manifestation of Power (Su): At 3rd level, a truenamer gains the ability to speak a word of power as a standard action to create effects with a casting time of 1 full-round action or greater. The effect still takes the allotted amount of time to occur, and treats the space in which the truenamer stood when speaking it as the point of origin, but the truenamer can move away, take a swift action, or anything else that a character can do after using a standard action. If he wants to reduce the burn accepted by speaking a word with manifestation of power, he must focus before doing so (this ability does not allow his to focus as a standard action).

The truenamer can only have one such effect manifesting at a time. He cannot speak the word *Life* to create the effects of a *regenerate* spell, and speak the word *Creature* to mimic *summon nature's ally* on the following round since *regenerate* usually requires 3 full rounds to finish casting. If the effect is still manifesting during a round in which a creature is able to attempt to counter it, the creature can do so as if the truenamer were still casting a spell of the same name as the effect.

In addition, the truenamer can apply up to one metamagic feat to a word of power effect as a standard action if it would qualify. Doing so increases the burn he suffers by 1 point for +1 or +2 spell levels and by 2 points for +3 or +4 spell levels and causes the effect to manifest as if it required a full-round action to cast.

Etymology (Su): At 4th, level, a truenamer's research into words of power makes it far easier to understand mortal languages. He chooses one path of understanding. Once chosen, this path cannot be changed.

Archivist: The truenamer gains Scribe Scroll as a bonus feat and can scribe scrolls with effects created by his words of power. A truenamer's scrolls count as both arcane and divine for the purpose of activating them. Spellcasters with a spell of the same name on their class spell list can use a truenamer's scrolls without issue.

At 6th level, once per day, the truenamer can scribe a personal scroll for free (except for the cost of parchment or any expensive materials) that possesses a cleric or wizard spell he doesn't know but has seen at least once and could cast if he were a member of either class at his truenamer level. When the truenamer reads from the scroll, he activates the spell as if it were one of his own words of power, accepting the appropriate burn (see the Creating Words of Power sidebar) unless he focuses or uses his internal buffer first. Only the truenamer can use this personal scroll, and he can only have one such scroll at any time.

At 9th, 12th, 16th, and 18th level, the truenamer can scribe an additional personal scroll to use each day. Scribing a personal scroll requires 10 minutes per spell level. Once created, the scrolls are permanent until used, but the truenamer cannot scribe more personal scrolls if he is already at his limit.

Creating Words of Power

Each word of power is a collection of effects that act as spells when the word is spoken. The truenamer who speaks the word chooses what effect to create each time he speaks it, within his limits. There are always six spells that make up a word of power, and each is required to be of a given level, or range of levels, based on its cost.

When a truenamer speaks a word of power and accepts 1 point of burn, he can generate the effect of a 0-, 1st-, or 2nd-level spell.

3rd-level spells cost at least 2 points of burn.

4th-level spells cost at least 3 points of burn.

5th- and 6th-level spells cost at least 4 points of burn.

7th-level spells cost at least 5 points of burn.

8th- and 9th-level spells cost at least 6 points of burn.

In addition, when creating a new word of power, consider the implications of being able to potentially cast that spell an infinite number of times. Given proper time and a safe location, a 9th-level truenamer can focus and create effects equivalent to 4th-level spells without accepting any burn. For this reason alone, a truenamer shouldn't gain some spells (such as summoning and healing spells) before 12th level, when he can accept up to 4 points of burn in a round, thus casting a spell like that still costs him at least 1 point of burn or 1 point from his internal buffer. There are some exceptions to this, and a couple of new spells created with this limitation in mind later in chapter 6.

Cryptologist: The truenamer watches the ebb and flow of reality as words become sentences that result in actions. He learns tricks from his allies and stores them away for use later. He gains one of the following class abilities that he has seen at least once, treating his truenamer levels as levels in the appropriate class when called for. He gains another ability of his choice at 6th, 9th, 12th, 16th, and 18th level. Armor Proficiency (light), bonus combat feat, evasion, fast movement +10 feet, rogue trick, uncanny dodge, trackless step

At 6th level, he adds these to his list.

Armor Proficiency (medium), channel energy +1d6, damage reduction +1/-, danger sense +1, divine health, improved uncanny dodge, venom immunity, weapon training.

At 12th level, he adds these to his list.

Armor Proficiency (heavy), armor training, aura of resolve, camouflage, improved evasion, indomitable will, warrior training (+1 base attack and +1 hp per level)

Linguist: The truenamer gains a permanent *comprehend languages* effect.

At 6th level, he also gains *tongues*.

At 9th level, he also gains *speak with animals*.

At 12th level, he also gains *speak with plants*.

At 16th level, he also gains *speak with dead*.

At 18th level, he also gains *stone tell*.

Truename Expertise: At 10th level, a truenamer can choose one word of power he knows. When he speaks that word to create an effect that requires a saving throw, the DC is increased by +1.

Truename Mastery: At 20th level, a truenamer chooses a second word of power to which he applies his truename expertise, and the DC is increased by an additional +1. He can also use a full-round action to both focus for 3 points and speak one of those words (but not manifest power).



Android: Gain +2 hit points. This doesn't stack with Toughness.

Astomoi: Gain 1/6 of a new word.

Drider: Add +1/4 to the truenamer's max internal buffer.

Fetchling: Once per day, the truenamer can spend +1/4 extra point from his internal buffer (maximum +2).

Ganzi: Gain 1/6 of a new word.

Half-Elf: Add a +1/2 bonus to Diplomacy or Intimidate.

Halfling: Add a +1/2 bonus to Bluff or Diplomacy.

Ifrit: Add 1/3 to the total burn that the truenamer can accept before she can't choose to accept additional burn.

Kitsune: Gain 1/6 of a new word.

Kobold: Add +1/4 point to the truenamer's maximum internal buffer.

Lashunta: Add 1/3 to the total burn that the truenamer can accept before she can't choose to accept additional burn.

Munavri: Gain 1/6 of a new word.

Oread: Add +1/4 to the truenamer's max internal buffer.

Rougarou: Once per day, the truenamer can spend +1/4 extra point from his internal buffer (maximum +2).

Shabti: Add a +1/2 bonus to Bluff or Intimidate.

Suli: Add 1/3 to the total burn that the truenamer can accept before she can't choose to accept additional burn.

Yaddithian: : Gain 1/6 of a new word.

Favored Class Bonuses

The following races make good truenamers and gain additional options when choosing it as their favored class.

Aasimar: Gain 1/6 of a new word.

Witchblade

My patron and I have an understanding. She points me at something, and I kill it.

Witchblades are soldiers of fortune, chosen by their patron to fight the battles that paladins won't. Some, particularly those same holy warriors, see this as evil. Witchblades, however, see it as a necessity. Not every battle requires divine retribution, after all. Sometimes, a precision strike is the best way to deal with a threat; especially when that threat may not be inherently evil by itself.

Role: Like the paladin, a witchblade stands in front of her allies and innocents, protecting them from harm. To this end, she is not above fighting dirty, laying curses upon her enemies and preventing them from continuing to battle by the most efficient means possible; even if that means killing them. Still, most witchblades try to neutralize a target first. After all, what good does it serve anybody to destroy something just because you disagree at this particular moment?

Alignment: Lawful-neutral.

Hit Die: d8.

Parent Classes: Paladin and witch.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The witchblade's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int Modifier.

Class Features

All of the following are class features of the witchblade.

Weapon and Armor Proficiencies: Witchblades are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

Aura of Law (Ex): The power of a witchblade's aura of law (see the *detect law* spell) is equal to her witchblade level.

Curse Strike (Su): Once per day, a witchblade can call out to her patron as she attacks an enemy. When she hits with an attack, the witchblade can spend a swift action to ignore any DR the target possesses.

The target is also cursed. It takes a penalty equal to the witchblade's Cha bonus (if any) to its attack rolls and subtracts the witchblade's level from all damage rolls made against the witchblade. Each round, the penalty to damage on the target's first successful attack against one of the witchblade's allies increases to 2 points of damage per level the witchblade possesses. Multiple curse strike effects on the same target do not stack.

In addition, while curse strike is in effect, the witchblade's attacks against the target continue to ignore any DR it possesses.

The curse strike effect remains until the target of the curse is dead or the next time the witchblade rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the witchblade can curse strike one additional time per day, as indicated on Table: Witchblade, to a maximum of seven times per day at 19th level. At each of these levels, she can also choose another of her allies to ignore the target's DR while the curse persists.

Hand of Justice (Su): Beginning at 2nd level, a witchblade can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her witchblade level plus her Charisma modifier. With one use of this ability, a witchblade can choose to heal 1d6 hit points of damage for every two witchblade levels she possesses. Using this ability is a standard action, unless the witchblade targets herself, in which case it is a swift action.

Alternatively, a witchblade can use this healing power to deal damage to a creature, dealing 1d6 points of damage for every two levels the witchblade possesses. Using hand of justice in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. A creature targeted by hand of justice is allowed a Will save (DC 10 + 1/2 the witchblade's level + her Intelligence modifier) for half damage.

Mantle of Resistance (Su): At 2nd level, a witchblade gains a bonus equal to her Charisma bonus (if any) on saving throws against spells and spell-like abilities. At 9th level and 18th level, she gains a +3 bonus to her choice of Fortitude or Reflex saves.

Table: Witchblade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+0	+0	+2	Aura of law, curse strike	—	—	—	—
2nd	+2	+0	+0	+3	Hand of justice, mantle of resistance	—	—	—	—
3rd	+3	+1	+1	+3	Aura of courage, hex	—	—	—	—
4th	+4	+1	+1	+4	Curse strike 2/day, divine boon, pact spells	0	—	—	—
5th	+5	+1	+1	+4	Channel energy	1	—	—	—
6th	+6/+1	+2	+2	+5	Hex	1	—	—	—
7th	+7/+2	+2	+2	+5	Curse strike 3/day	1	0	—	—
8th	+8/+3	+2	+2	+6	Spell resistance	1	1	—	—
9th	+9/+4	+3	+3	+6	Hex, mantle of resistance	2	1	—	—
10th	+10/+5	+3	+3	+7	Curse strike 4/day	2	1	0	—
11th	+11/+6/+1	+3	+3	+7	Aura of unluck	2	1	1	—
12th	+12/+7/+2	+4	+4	+8	Hex, major hex	2	2	1	—
13th	+13/+8/+3	+4	+4	+8	Curse strike 5/day	3	2	1	0
14th	+14/+9/+4	+4	+4	+9	Aura of judgment	3	2	1	1
15th	+15/+10/+5	+5	+5	+9	Hex	3	2	2	1
16th	+16/+11/+6/+1	+5	+5	+10	Curse strike 6/day	3	3	2	1
17th	+17/+12/+7/+2	+5	+5	+10	Aura of righteousness	4	3	2	1
18th	+18/+13/+8/+3	+6	+6	+11	Hex, mantle of resistance	4	3	2	2
19th	+19/+14/+9/+4	+6	+6	+11	Curse strike 7/day	4	3	3	2
20th	+20/+15/+10/+5	+6	+6	+12	Grand hex, order's champion	4	4	3	3



Aura of Courage (Su): At 3rd level, a witchblade is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the witchblade is conscious, not if she is unconscious or dead.

Hex: Witchblades learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 3rd level, a witchblade gains one hex of her choice. She gains an additional hex at 6th level and for every 3 levels attained after 6th level, as noted on Table: Witchblade. A witchblade cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witchblade's level + her Intelligence modifier.

Divine Boon: Upon reaching 4th level, a witchblade gains a divine boon from her patron deity. A full list of divine boons can be found at the end of this section.

Spells: Beginning at 4th level, a witchblade gains the ability to cast a small number of divine spells which are drawn from the witch spell list. A witchblade must choose and prepare her spells in advance.

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

Like other spellcasters, a witchblade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Witchblade. In addition, she receives bonus spells per day if she has a high Intelligence score. When Table: Witchblade indicates that the witchblade gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Intelligence score for that spell level.

A witchblade may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with her patron deity through her boon. While communing, the witchblade decides which spells to prepare.

Through 3rd level, a witchblade has no caster level. At 4th level and higher, her caster level is equal to her witchblade level – 3.

Pact Spells: At 4th level, witchblade's pact also grants her a small subset of spells related to one aspect of her patron deity. This functions as the witch's patron spells feature, except as noted here.

At 5th, 8th, 11th, and 14th level, a witchblade's pact adds new spells to her list of spells known. The spells gained depend upon the patron chosen. When gaining spells, only the first four spells on the list are gained, and the levels are adjusted to those listed above. For example, a witch blade with Agility as a patron gains *jump* at 5th level, *cat's grace* at 8th level, *haste* at 11th level, and *freedom of movement* at 14th level. She does not gain polymorph or any other spell normally granted by that patron.

Channel Energy (Su): When a witchblade reaches 4th level, she gains the supernatural ability to channel energy like a neutral cleric, except that she may choose which type of energy to channel with each use. Using this ability consumes two uses of her hand of justice ability. A witchblade uses her level as her effective cleric level when channeling energy. This is a Charisma-based ability.

Spell Resistance (Ex): At 8th level, the witchblade becomes more resistant to magical effects. She gains Spell resistance equal to 6 + her witchblade level.

Aura of Unluck (Su): At 11th level, a witchblade can expend two uses of her curse strike ability to affect all enemies within 10 feet of her with curse strike for up to 1 minute. Using this ability is a free action.

Major Hex: Starting at 12th level, and every 3 levels thereafter, a witchblade can choose a major hex whenever she could select a new hex.

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

This ability functions only while the witchblade is conscious, not if she is unconscious or dead.

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

This ability functions only while the witchblade is conscious, not if she is unconscious or dead.

Grand Hex: At 20th level, a witchblade can choose a grand hex.

Order's Champion (Su): At 20th level, a witchblade becomes a conduit for the power of her god. Her DR increases to 10/chaotic. Whenever she uses curse strike and successfully strikes a chaotic outsider, the outsider is also subject to a *banishment*, using her witchblade level as the caster level (her weapon and familiar automatically count as objects that the subject hates). After the banishment effect and the damage from the attack is resolved, the strike immediately ends. In addition, whenever she channels positive energy or uses hand of justice to heal a creature, she heals the maximum possible amount.

Divine Boons

Once a boon is chosen, it cannot be changed.

Dusk Warrior (Su): This boon grants the witchblade Blind-Fight as a bonus feat and darkvision with a range of 60 feet. If the witchblade already has darkvision, the range increases by 30 feet instead. At 10th level, the witchblade gains Improved Blind-Fight as a bonus feat. At 15th level, she gains the see in darkness ability.

Hexblade (Su): This boon allows the witchblade to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per witchblade level. This ability functions like the paladin divine bond feature, except as noted here. The properties a witchblade can add to her weapon are: axiomatic, bane, brilliant energy, defending, disruption, flaming, flaming burst, ghost touch, keen, and speed.

Hexmail (Su): This boon allows the witchblade to enhance her armor as a standard action by calling upon the aid of a celestial spirit for 1 minute per witchblade level. When called, the spirit causes the armor to shed light like a torch. At 5th level, the spirit grants the armor a +1 enhancement bonus. For every three levels beyond 5th, the armor gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +3, or they can be used to add any of the following armor properties:

Champion, ghost touch, heavy fortification, invulnerability, light fortification, moderate fortification, spell resistance (13, 15, 17, or 19).

Adding these properties consumes an amount of bonus equal to the property's cost. In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties: energy resistance for +3 bonus, improved energy resistance for +5 bonus, or righteous for +4 bonus. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus

must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the armor is worn by anyone other than the witchblade but it resumes giving bonuses if the witchblade dons the armor again. A witchblade can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a suit of armor with a celestial spirit is destroyed, the witchblade loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the witchblade takes a -1 penalty on attack and weapon damage rolls.

Witchblade's Mount (Su): This boon allows a witchblade to gain a mount, which functions as the paladin divine bond class feature, except as noted here. At 8th level, the witchblade's mount gains the resolute template. At 12th level, her mount sprouts wings if it cannot already fly, and gains a fly speed of twice its land speed and good maneuverability. If the mount could already fly, its fly speed and maneuverability improve to at least this level.

Witch's Familiar (Ex): This boon allows a witchblade to gain the service of a familiar to guide her in her conquest over chaos. This familiar is identical to a witch's familiar.

Favored Class Bonuses

The following races are particularly well-suited to becoming witchblades and gain additional options when choosing it as their favored class.

Android: Add a +1 bonus on concentration checks when casting witchblade spells.

Astomoi: Add +1 foot to the size of all of the witchblade's auras. This option has no effect unless the witchblade has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Caligni: Add +1 to the witchblade's energy resistance to one kind of energy (maximum +10).

Changeling: Add +1 to the witchblade's energy resistance to one kind of energy (maximum +10).

Dhampir: Add +1/2 hit point to the witchblade's hand of justice ability (whether using it to heal or harm).

Drow: Add a +1 bonus on concentration checks when casting witchblade spells.

Ganzi : Add +1 foot to the size of all of the witchblade's auras.

Kitsune: Add +5 feet to the distance at which the witchblade's familiar grants the Alertness feat (maximum +20 feet).

Kuru: The witchblade gains 1/6 of a new hex.

Munavri: The witchblade gains 1/6 of a new hex.

Nagaji : Add +1 foot to the size of all of the witchblade's auras.

Oread: The witchblade gains 1/6 of a new hex.

Rougarou: The witchblade takes 1/2 less damage from the target of her curse strike.

Shabti: Add a +1/2 bonus to the save DC of the witchblade's hexes (max +4). This doesn't stack with feats that grant a similar bonus.

Shobhad: Add a +1/2 bonus to the save DC of the witchblade's hexes (max +4). This doesn't stack with feats that grant a similar bonus.

Trox: The witchblade takes 1/2 less damage from the target of her curse strike.

Vishkanya: The witchblade gains 1/6 of a new hex.

Wyvaran: The witchblade gains 1/6 of a new hex.





3 Archetypes

and class options

There are many different ways to play every class. Sometimes, doing so involves nothing more than creative roleplay. Other times, the differences are better represented mechanically through alternate class features that fit into the theme being represented. These archetypes, as they have come to be called, expand on the idea of a specific character type without requiring an entirely new class.

Each of the classes presented in the previous chapter has at least one archetype. In addition, several archetypes have been created for existing classes where additional character concepts are not yet represented otherwise within them.

Divine Options: The power of individual divine forces changes how classes interact with them. Clerics who follow the god of secrets, for example, are more likely to sneak around and hide from their enemies than those who worship the god of battle. Divine archetypes often look at the designated class through the lens of a particular faith or alternate power source.

Eldritch Options: By their nature, archetypes bring provide an opportunity to explore classes in different, less traditional ways. The archetypes presented here demonstrate what familiar classes look like when coupled with chaotic, eldritch secrets.

Faerie Options: The archetypes associated with the Fae and their brethren are often linked to transformation and varied sources of magic. Whether gaining an alternative to a faerie friend, a new way to wild shape, or access to spells and abilities thought forbidden to them, the classes who gain these archetypes become more bountiful for their options.

Mortal Options: One mortal's personal take on an individual class can vary greatly from another's. Between half-elf paladins who can leap through the air to spear dragons, ursaren witches who treat nature as their patron, and humans who channel the untamed power of monsters into their weapons, there is no shortage of uniquely qualified heroes to be found amongst mortal kind.

Accelerist

The following archetypes are available to characters with levels in the accelerist class.

Time Render (Archetype)

Not enough hours in the day? I can fix that.

Not everybody has the inherent potential to become an accelerist. The time render slows down time itself, allowing him to act in a manner that appears fast to the untrained eye. This can be particularly difficult for actual accelerists to cope with, as without special training and a lot of experience, they are still bound by the restrictions of time.

Set the Pace (Su): At 1st level, a time render can choose one creature as a move action and uses that creature to set his pace. At the end of each of that creature's turns, the time render gains a move action. At 9th level, he can choose an additional creature as part of the same action, and at 18th level he can choose a third.

In addition, the time render can ready an action as a move action, but only to take a move action, a swift action, or a free action. Starting at 12th level, he can ready any action as the same action type

on his turn, so he can ready a swift action as a swift action, for example. This ability replaces accelerant, fast movement and the 12th-level speed power.

Time Dilation (Sp): At 3rd level, a time render can cast *time stop* once per day as a full-round action, but only to take 1 round of action. He can use time dilation one additional time per day for every 5 levels he gains beyond 3rd, to a maximum of 4 times per day at 18th level. While in his *time stop*, a time render can still interact with his set the pace targets as if they were flat-footed and unaffected by the ability.

This ability replaces momentum.

Reactive System (Ex): At 4th level, a time render gains a +2 bonus on saving throws against evocation spells and effects. At 19th level, whenever he attempts a Reflex save, the time render can roll twice and take the better result. If he fails a Fortitude saving throw against a spell or effect that has a duration longer than 1 hour, the time render can attempt a new saving throw at the end of each hour to end the effect. This replaces rapid processing and flawless processing.

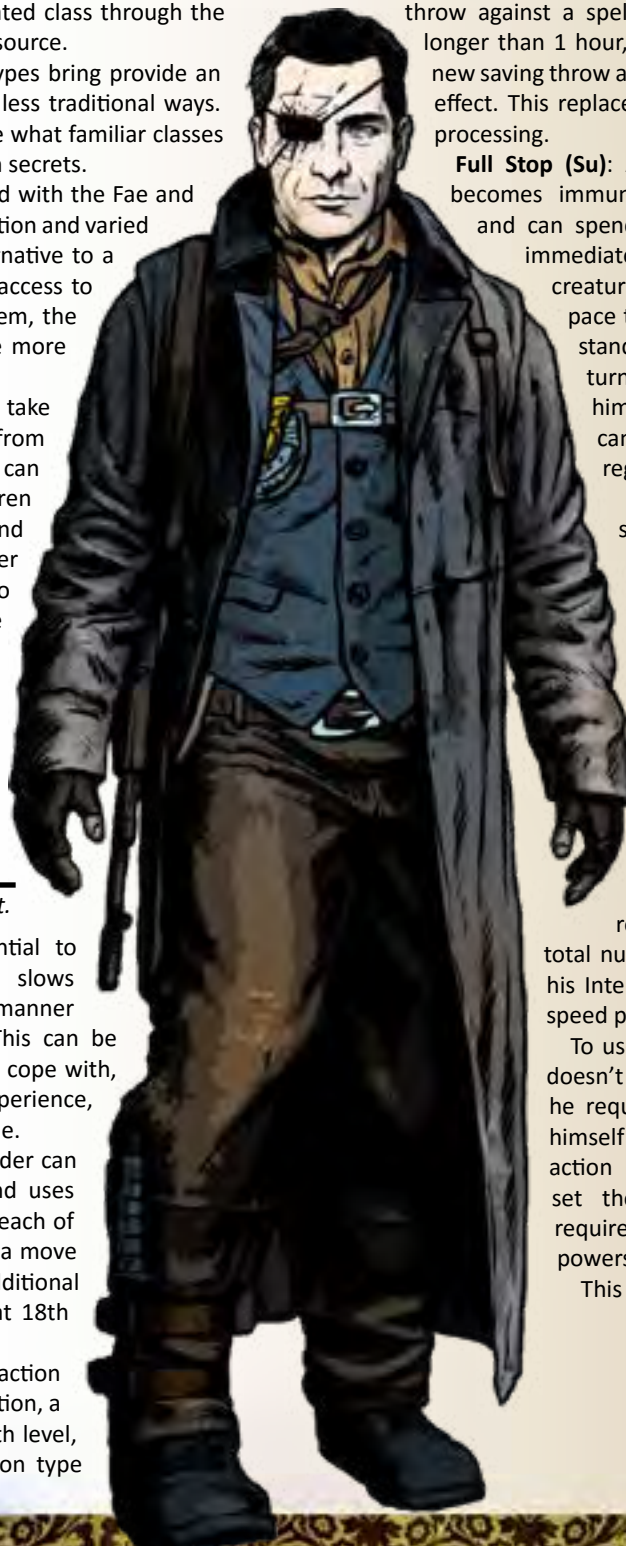
Full Stop (Su): At 20th level, the time render becomes immune to other *time stop* effects and can spend a use of time dilation as an immediate action to act during another creature's *time stop*. Against his set the pace targets, he can take a move or a standard action at the end of their turn, but only to affect that target or himself. In addition the time render can rest for up to 10 minutes to regain 1 use of time dilation.

This ability replaces perfect speed.

Speed Powers: Since they are not actually fast, time renders have a limited list of speed powers to choose from. That list includes burst of speed, feather balance, haste, immediate defense, light steps, shared momentum, slow fall, speed guardian, speed hurricane, sudden speed, time stop, water sprint, and windy escape. A time render can use speed powers a total number of times per day equal to his Intelligence modifier +1 for every 2 speed powers he possesses.

To use a speed power, a time render doesn't spend momentum. Instead, he requires a move action to prepare himself to use it. This can be a move action on his turn or one gained by set the pace. The accelerist tricks requirement for any of these speed powers can be ignored.

This ability alters speed powers.



Wall Jumper (Archetype)

Over the rail, down the banister, and through the port hole? Let me show you how it's done.

With the ability to move faster than others can comprehend, accelerists quickly become recognized for their antics, particularly when they use their gift for less-than-lawful means. Deserved or not, wall jumpers in particular have a reputation as consummate thieves because of their knack for using their gift to get past barriers, locks, and guards.

Accelerant modifier (Ex): A wall jumper uses Intelligence as her accelerant modifier.

Momentum (Su): A wall jumper gains Momentum at 1st level. The amount of momentum she can build up is equal to her accelerist level + her Intelligence modifier. At 3rd level, she gains the feather balance and high jump speed powers.

This ability alters momentum and replaces accelerant and fast movement.

Fast Mover (Su): At 1st level, the wall jumper chooses Acrobatics, Climb, Craft, Disable Device, Escape Artist, or Sleight of Hand. She can spend 2 points of momentum to roll that skill check twice and take either result. At 6th level, and every 3 levels thereafter, she can choose an additional skill.

Bonus Feats: The wall jumper adds Signature Skill to her list of bonus feats. She can only choose skills for which she has the fast mover ability.

This alters bonus feats.

Alchemist

The following archetype is available to characters with levels in the alchemist class.

Evolutionary (Archetype)

Why bother trying to imitate life when you can improve upon it? Promethians dabble in creation, with their homunculi pretending to be something they're not. Evolutionaries, though, create their perfect eidolons; adaptable, controllable, better.

Eidolon: At 1st level, an evolutionary learns to summon an eidolon. This ability functions like the summoner eidolon ability, except as noted here. The evolutionary can't sacrifice hit points with life link to prevent his eidolon from being sent back to its home plane. Beginning at 4th level, the evolutionary can use a discovery to gain the full benefits of life link.

In addition, the evolutionary does not gain bond senses, shield ally, maker's call, transposition, aspect, greater shield ally, life bond, merge forms, greater aspect, or twin eidolon. He can learn most of those abilities in place of discoveries. His effective summoner level is equal to his alchemist level -3 for the purpose of qualifying to choose one of those abilities as a discovery. Greater abilities require the lower-level ability to be discovered first, and transposition requires maker's call before it can be selected. For this purpose, life bond, merge forms, greater aspect, and twin eidolon count as grand discoveries instead.

This ability replaces bombs and throw anything and modifies his access to discoveries.

Discoveries: The following discoveries complement the evolutionary. Chameleon, deadly excretions, healing touch, infusion, nauseating flesh, preserve organs, wings.

Barbarian

The following archetype is available to characters with levels in the barbarian class.

Guerilla Warrior (Archetype)

A former soldier, back from war, faces a corrupt government in the wilderness. A man, separated from his team by a deadly monster, seeks revenge for his fallen comrades. Heroes such as these can be represented as guerilla warriors; battle-hardened masters of tactical combat who can sneak up on an enemy and beat it at its own game.

Hit Dice: The guerilla warrior's hit die is a d10.

Skills: The guerilla warrior adds Bluff, Sleight of Hand, and Stealth to his list of class skills and removes Handle Animal and Ride. This alters the barbarian's class skills.

Sneak Attack: At 1st level, and every odd level thereafter, a guerilla warrior gains +1d6 sneak attack, as the rogue class feature. This replaces rage, greater rage, and mighty rage.

Quick Trapsmith: Starting at 2nd level, as a full-round action, a guerilla warrior can set a simple trap with a CR no greater than half his barbarian level. To do this, he must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. This replaces the rage power gained at 2nd level.

Rogue Talents: At 4th level, and every 4 levels thereafter, a guerilla warrior gains a rogue talent. His effective rogue level is equal to his barbarian level. This replaces the rage powers gained at those levels.

Cunning Trigger (Ex): Starting at 6th level, a guerilla warrior can use a swift action to set off any trap within 30 feet that he constructed. This replaces the rage power at 6th level.

Favored Terrain (Ex): At 5th level, the guerilla warrior gains a favored terrain of his choice, as the ranger class feature. He gains additional favored terrains at 10th and 15th level.

This replaces improved uncanny dodge and the rage power gained at 10th level.

Improved Uncanny Dodge (Ex): The guerilla warrior can choose this ability as a rogue talent starting at 8th level.

Advanced Talents: Beginning at 12th level, a guerilla warrior adds the following talents to his list of available rogue talents: Another day, crippling strike, deadly sneak, fast tumble, frugal trapsmith, hide in plain sight, hunter's surprise, unwitting ally, and weapon snatcher.

Indomitable Will (Ex): The guerilla warrior gains the benefits of indomitable will even while not raging. This replaces the rage power gained at 14th level.

Expert Trapper (Ex): At 20th level, the guerilla warrior is so prepared that he can improvise traps from his surroundings. He is no longer required to construct simple traps in advance, so long as he can find the materials he needs within his vicinity. In addition, the guerilla's damaging traps also deal his sneak attack damage.





Bard

The following archetype is available to characters with levels in the bard class.

Troubadour (Archetype)

Gather 'round, because I have a story to tell you. A story of heroism, bravery, and inspiring leadership.

Bards often learn their trade in specialized colleges where the blending of spells and music align well. A troubadour, however, has learned from a wandering mentor with little to no magical talent. Instead, he becomes a masterful storyteller, singer, and all-around entertainer who also happens to know a thing or two about adventuring.

Spellcasting: A troubadour does not gain spells.

Adventurer Training (Ex): At 1st level, a troubadour chooses track or trapfinding and gains that ability as a ranger or rogue of his troubadour level, respectively. This ability replaces cantrips.

Favored Enemy (Ex): All troubadours begin with favored enemy. This is treated as the ranger class feature, except the troubadour adds Diplomacy to his list of skills and removes Survival.

At 4th level and every three levels thereafter (7th, 10th, 13th, and 16th level), the troubadour may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

Troubadours generally use their favored enemy bonuses in matters of Diplomacy, but they aren't above exploiting their skill in combat when the need arises.

Intermediate Adventurer Training (Ex): At 3rd level, a troubadour who picked trapfinding gains danger sense +1. This increases by +1 every 3 troubadour levels thereafter.

A troubadour who picked track gains a favored terrain, as the ranger class feature. He gains an additional favored terrain every 6 troubadour levels thereafter. At 6th level, he adds Survival back to his list of favored enemy skills. At 12th level, he gains camouflage, and at 18th level, he gains hide in plain sight.

Adventurer's Bond (Ex): At 4th level, a troubadour forms a bond with an animal companion. He can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the troubadour may choose a shark instead. This animal is a loyal companion that accompanies the troubadour on his adventures as appropriate for its kind. A troubadour's animal companion shares his favored enemy bonuses and either his danger sense or favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the troubadour's effective druid level is equal to his troubadour level -3.

Combat Training (Ex): At 6th level, and every 4 levels thereafter, a troubadour who picked trapfinding as his adventurer training option gains sneak attack +1d6, as the rogue feature. A troubadour who picked track gains a combat style feat, as a ranger of his troubadour level -4.

This ability replaces the bardic songs suggestion, frightening tune, and mass suggestion, as well as the versatile performance feature gained at 10th level.

Battle Augur

The following archetype is available to characters with levels in the battle augur class.

Azure Blade (Archetype)

I wasn't ignoring your cries for help. I was watching that beast, waiting for the perfect opportunity to do this.

Azure blades are battle augurs who channel the power of their enemies into their weapons and armor, rather than sling it about without care like so many magic-users. What they lack in spellcasting ability, the azure blades make up for in martial talents and strength.

Base Attack and Hit Dice: An azure blade's base attack bonus is equal to her level, and her hit die is a d10. This updates the battle augur's base attack and hit dice.

Weapon and Armor Proficiency: An azure blade is proficient with all simple and martial weapons, as well as all armor (heavy, light, and medium) and shields (including tower shields). This updates the battle augur's proficiencies.

Spells: Azure blades gain spells per day, and spells known, as follows. This updates the battle augur's normal spellcasting progression.

Battle Augury (Sp): Azure blades do not gain their first battle augury until 4th level. This updates the battle augur's normal progression of battle augury.

Blade Augury (Sp): At 1st level, when an azure blade is subject to a creature's spell, spell-like, supernatural, or extraordinary ability, she can pattern that ability as an immediate action. The blade can pattern up to 1 ability per 4 class levels (minimum 1), and must lose one to gain another if she reaches her maximum. Once per turn, as a free action, the azure blade can channel one of her patterned abilities into her weapon, her armor, or her shield. The affected equipment becomes magical, if it wasn't already, and gains an enhancement bonus equal to 1/4 of the originating creature's hit dice (minimum 1). For every enhancement gained beyond +1, the blade can choose to apply a similar enchantment to the equipment instead. For example, if she is struck by an 8 hit dice ghost's incorporeal touch, she can pattern that ability and use it to add +1 and ghost touch to her weapon. The azure blade can channel up to 1 ability per item in this way at a time.

Cunning Resilience (Su): At 3rd level, an azure blade gains a bonus equal to her Intelligence bonus (if any) on all Saving Throws. This ability replaces echoes of battle.

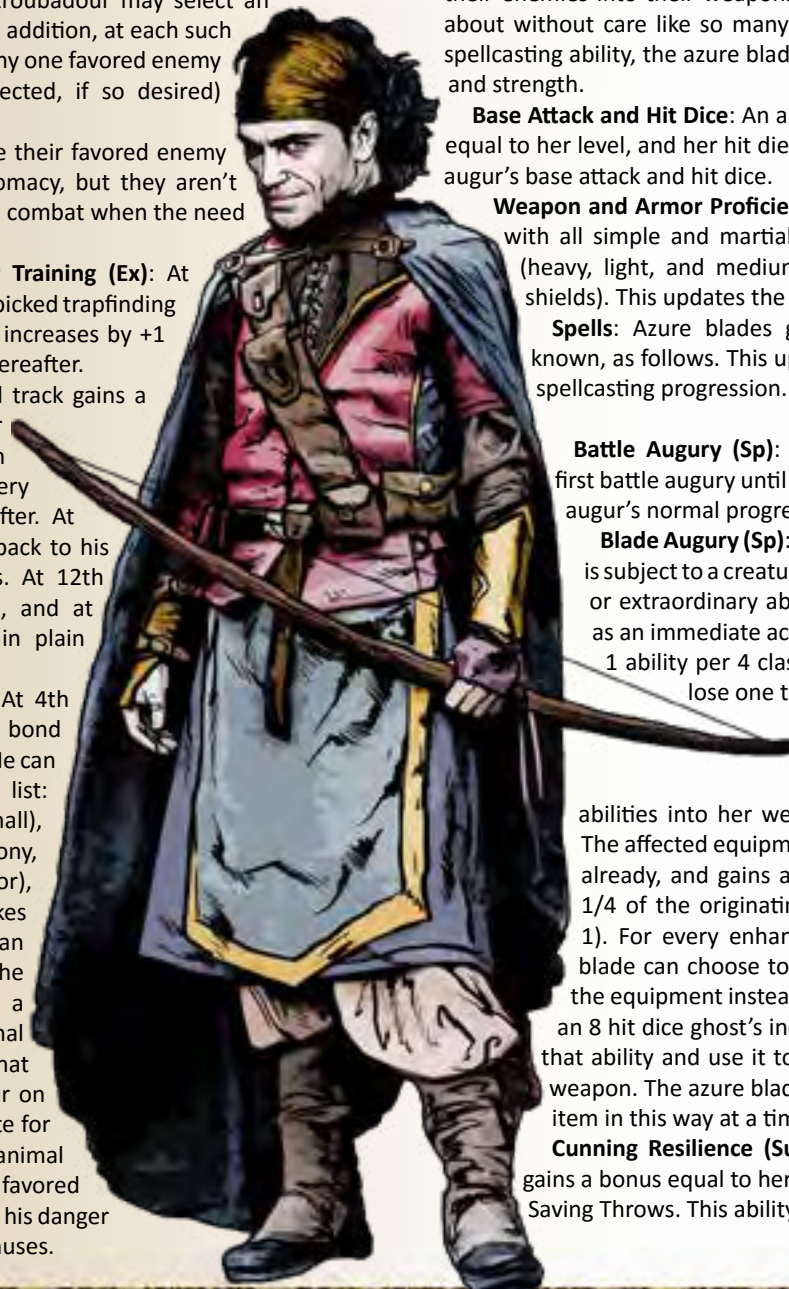


Table: Azure Blade

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

Bloodrager

The following archetypes are available to characters with levels in the bloodrager class.

Brutalist (Archetype)

Come closer and let me demonstrate why it's a bad idea.

Brutalists never tap into the arcane wellspring of power that flows through their veins. Instead, they treat their sorcerous gift as little more than an afterthought, focusing instead on intense, close combat training.

Class Restrictions: The brutalist requires specialized training that prevents him from deviating from his particular fighting style. In addition to the usual bloodrager restrictions, he cannot multiclass as a fighter, a monk, or any class related to either.

Bloodline: The brutalist does not gain bloodline powers, bonus feats, or bonus spells.

Brutal Cunning: If the brutalist's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Brutal flurry (Ex): Starting at 4th level, a brutalist can make a brutal flurry as a full-attack action. When doing so, a brutalist has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. He does not need to use two different weapons to use this ability.

A brutalist applies his full Strength modifier to his damage rolls for all attacks made with brutal flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brutalist can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brutal flurry. A brutalist with natural weapons can't use such weapons as part of brutal flurry, nor can he make natural weapon attacks in addition to his brutal flurry attacks.

At 12th level, the brutalist gains use of the Improved Two-Weapon Fighting feat when using brutal flurry. At 16th level, he gains use of the Greater Two-Weapon Fighting feat when using brutal flurry.

Maneuver Training (Ex): At 6th level, a brutalist can select one combat maneuver to receive additional training. He gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to his CMD when defending against that maneuver.

At 9th level and every 3 levels thereafter, the brutalist becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each.

Martial Flexibility (Ex): At 7th level, a brutalist can take a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The brutalist must meet all the feat's prerequisites. He may use this ability a number of times per day equal to 1/2 his brutalist level (minimum 1).

The brutalist can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 10th level, a brutalist can use this ability to gain the benefit of two combat feats at the same time. He may select one feat as a swift action or two feats as a move action. He may use one of these feats to meet a prerequisite of the second feat; doing so means that he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 13th level, a brutalist can use this ability to gain the benefit of three combat feats at the same time. He may select one feat as a free action, two feats as a swift action, or three feats as a move action. He may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward his daily uses of this ability.

At 16th level, a brutalist can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward his daily uses of this ability.

Close Weapon Mastery (Ex): At 8th level, a brutalist's damage with close weapons increases. When wielding a close weapon, he uses the unarmed strike damage of a brutalist 4 levels lower instead of the base damage for that weapon (for example, an 8th-level, Medium brutalist wielding a punching dagger deals 1d8 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The brutalist can decide to use the weapon's base damage instead of his adjusted unarmed strike damage—this must be declared before the attack roll is made.

Awesome Blow (Ex): At 20th level, the brutalist can, as a standard action, perform an awesome blow combat maneuver against a corporeal creature of his size or smaller. If the combat maneuver check succeeds, the opponent takes damage as if the brutalist hit it with the close weapon he is wielding or an unarmed strike, it is knocked flying 10 feet in a direction of the brutalist's choice, and it falls prone. The brutalist can only push the opponent in a straight line, and the opponent can't move closer to the brutalist than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the brutalist can be of any size to use this ability.)

Spellrager (Archetype)

The glow of my blade reflects my hatred for you. Die!

Bloodragers without an innate gift of magic become spellragers instead, learning just enough of the arcane arts to make their fury-fueled attacks all the more dangerous.

Spell Casting: A spellrager casts arcane spells drawn from the magus spell list. A spellrager must choose and prepare his spells ahead of time. This ability replaces the bloodrager's bloodline feats and spell casting class feature.

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

A spellrager can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a bloodrager, but he gains one extra spell slot of the highest level he can cast at 6th level and every 3 levels thereafter. In addition, he receives bonus spells per day if he has a high Intelligence score.

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

Starting Spells: A spellrager begins play with a spellbook containing all 0-level magus spells plus three 1st-level spells of his choice. The spellrager also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new spellrager level, he gains two new spells of any spell level or levels that he can cast (based on his new spellrager level) for his spellbook. At any time, a spellrager can also add spells found in other spellbooks to his own.

Spells Gained at a New Level: Spellragers perform a certain amount of spell research between adventures. Each time a character attains a new spellrager level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast.

Cantrips: A spellrager can prepare a number of cantrips, or 0-level spells, each day equal to his Intelligence modifier. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Magus Training (Su): At 4th level, the spellrager gains arcane pool and spell combat, as the magus class features. This becomes improved spell combat at 12th level and greater spell combat at 20th level. These abilities replace bloodline powers 2, 3, 4 and 5. In addition, the spellrager gains spell recall at 8th level and improved spell recall at 16th level.

Spellstrike: At 6th level, the spellrager gains spellstrike, as the magus class feature.



Cleric

The following archetypes and option are available to characters with levels in the cleric class.

Eldritch Acolyte (Archetype)

Greater powers than mere gods are out there, and it is to them I devote myself.

A quiet, goodly cleric joins a party on their first trip to the goblin warrens to clear out the annual infestation. In the months and years to follow, the cleric never fails to keep her friends alive, or aid in bringing low their enemies. She grows to love them as family, and they return the sentiment in kind. In all that time, questions of her denomination are met with off-the-cuff remarks or changed subjects after mumbling something about so many gods, so little time. They can't know the truth, after all, because it would end in one of two ways. Either they would go mad with the knowledge the cleric guards so closely, or they would turn on her and she would be forced to leave, only to make her way to the next town, the next warrens, the next group.

Eldritch acolytes have learned the darkest truth and survived, in a matter of speaking. An eldritch acolyte has the following class features.

Weapon and Armor Proficiency: Eldritch acolytes are proficient with all simple weapons and light armor, but not with shields. They are also proficient with the favored weapon of their patron or a god they worshiped before their conversion.

Domains: An eldritch acolyte does not gain domains or domain spell slots.

Energy Blast (Su): In addition to a wave of energy, An eldritch acolyte can channel energy into a ranged attack that targets the AC of a single creature within 60 feet. The blast deals bludgeoning damage to the target, living or dead.

Invocations (Sp): At 2nd level, and every even level thereafter, an eldritch acolyte gains an invocation for which she qualifies. See Eldritch Invocations in chapter 6 for a list of invocations the acolyte can learn.

Eldritch Patrons

The Great Old Ones who whisper from beyond the stars ushered the first signs of the Chaos into the material plane. Worship of them is a strong, ever-burning torch that leaves the waking world open to the creatures that have started crossing into it.

With the Chaos growing stronger, the clerics and paladins of the Great Old Ones have been given a glimpse of new, more dangerous power. Some have already started the conversion, while others have shied away, perhaps finally realizing the dangers they face.

For the cleric who has decided to walk the path of the eldritch acolyte, the Great Old One he calls his patron provides a favored weapon with which the cleric is proficient.

Great Old One Favored Weapon

Cthulu	Dagger
Hastur	Rapier
Rhan-Tegoth	Sickle
Tawil at'Umr	Dagger
Yig	Punching Dagger

Faerie Pact (Alternate Class Feature)

By Margherita Tramontano

Any character with access to cleric domains can replace one domain with access to one dūlra faerie friend. The character's dūlra level for the purpose of her faerie friend's granted power is equal to her level in the class granting the replaced domain. An oracle can give up her 1st- and 11th-level revelations to gain this feature; a shaman can replace her wandering spirit ability to gain it at 4th level.

Pious Thief (Archetype)

I only steal from the enemies of my god. Who's that? Oh, you probably wouldn't know him.

In the eyes of a pious thief, all clerics try to mask their illicit activities behind religious doctrine. He just happens to be up front about it, mostly.

Devoted to the worship of the almighty gold piece, pious thieves go out of their way to lie, cheat, and steal said currency from anybody they believe isn't using it to its fullest ability. No creature who hoards its gold is safe from a pious thief; be it dragon, king, or divine entity.

Class Skills: The pious thief adds Bluff (Cha), Disguise (Cha), Disable Device (Dex), Escape Artist (Dex), Perception (Wis), Sleight of Hand (Dex), and Stealth (Dex) to his list of class skills. He removes Knowledge (arcana), Knowledge (history), and Knowledge (planes).

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: A pious thief is not proficient with medium armor or shields.

Aura (Ex): The pious thief does not gain this ability.

Diminished Spellcasting: A pious thief casts conjuration, evocation, necromancy, and transmutation spells at - 4 caster levels (minimum 1st). Spells granted by his domains that are in those schools are unaffected.

Treasure Hunter: At 1st level, a pious thief can "lose" any prepared spell that is not an orison or domain spell in order to cast any of the following spells of the same level or lower. *Create treasure map* (1st), *locate object* (2nd), *discern value* (3rd), *meticulous match* (4th), *spellsteal* (5th), *legend lore* (6th), *vision* (7th), *discern location* (objects only, 8th), *foresight* (9th).

This ability replaces spontaneous casting.

Cutpurse (Ex): At 1st level, a pious thief is exceptionally good at relieving creatures of their possessions. He gains a +1 sacred bonus to all Sleight of Hand checks. This bonus increases by +1 at each odd level beyond 1st.

Starting at 5th level, any time a rogue could use sneak attack, a pious thief can attempt a Sleight of Hand check against his target as part of a melee attack. If the attack hits, the target takes a -5 penalty to its Perception check to notice the pious thief stealing from it.

At 9th level, the pious thief gains Improved Disarm as a bonus feat.

At 13th level, the pious thief can make a Sleight of Hand check in place of a combat maneuver check to disarm a creature. He can also attempt to disarm his opponent as a free action instead of using Sleight of Hand after attacking it.

At 17th level, the pious thief can use a standard action to make a disarm attempt against a creature that is able to make natural attacks. If the pious thief succeeds, his target becomes unable to use one of its natural attacks of his choice for one round.

This ability replaces channel energy gained at those levels.

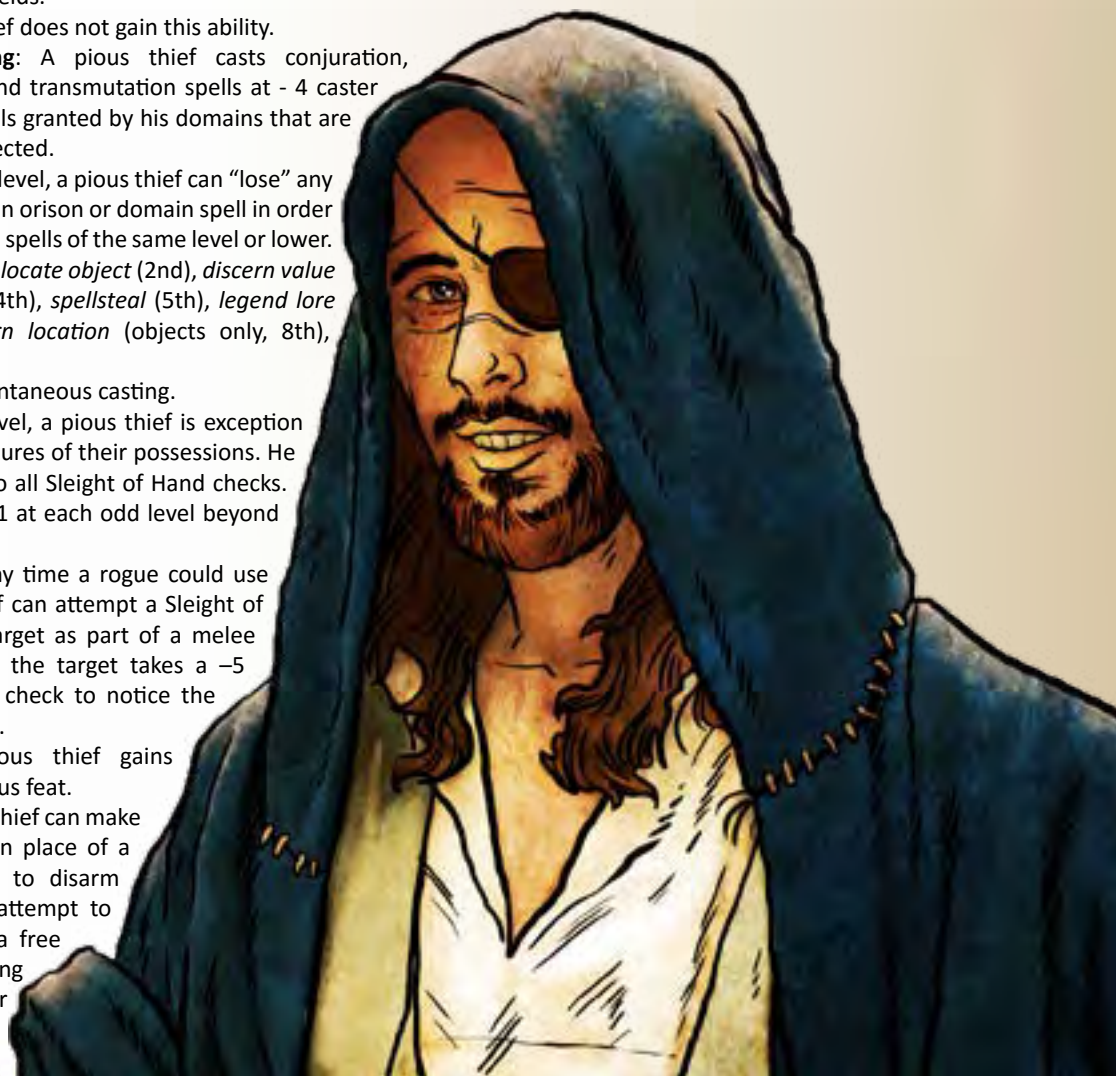
Mug (Ex): At 2nd level, when a pious thief successfully palms a weapon or draws a hidden weapon using Sleight of Hand, his first attack against a creature that fails its Perception check to notice deals +1d6 damage. This extra damage increases by +1d6 at 6th level and every 4 levels thereafter, to a maximum of +5d6 damage at 18th level. This damage is doubled against creatures that hoard, such as most dragons and some outsiders (this is represented by monsters that grant double treasure in some way, be it coins, goods, items, or some combination thereof). The added damage is precision damage, and creatures immune to sneak attack are immune to mug.

Starting at 4th level, the pious thief can also use mug as part of a standard action attack against a creature that hasn't attacked him since the end of his last turn.

At 8th level, the pious thief can mug a creature from which he steals something with cutpurse. He can still only mug an individual creature once per round.

At 12th level, the pious thief can mug a creature he successfully disarms.

At 16th level, the pious thief is no longer restricted to mugging a creature once per round. He can use mug against a creature any time he qualifies to do so.



Convoker

The following archetypes are available to characters with levels in the convoker class.

Blood Convoker (Archetype)

My fiery lord of the pit spits on your impudent god.

Evil convokers, while uncommon, do exist, and they're as terrifying as their good counterparts are magnificent. With a potent blood sacrifice, they deal with foul beings for their power, and reap the rewards in the name of their terrible overlords.

Alignment: Any non-good.

Class Skills: A blood convoker adds Heal to her list of class skills.

Auras (Su): At 1st level, a blood convoker's aura radiates evil equal to her level. At 3rd level, she gains aura of cowardice. At 11th level, she gains aura of despair. At 14th level, she gains aura of vengeance. At 17th level, she gains aura of sin. This replaces the auras gained at those levels.

Detect Good (Su): The blood convoker can *detect good* as a spell-like ability. This replaces detect evil.

Avatar: A blood convoker's avatar must have a non-good alignment within one step of her own, but is otherwise unrestricted. A blood convoker's avatar usually takes the form of an archdevil or demon lord. This ability alters the convoker's avatar.

Bloodletting (Su): Beginning at 2nd level, a blood convoker surrounds her hand with a fiendish glow, forcibly drawing blood from those she touches. Each day she can use this ability a number of times equal to 1/2 her blood convoker level + her Charisma modifier. As a touch attack, a blood convoker can cause 1d6 points of damage for every two blood convoker levels she possesses. Using this ability is a standard action that does not provoke attacks of opportunity.

Alternatively, a blood convoker can use this power to heal fiendish creatures and evil outsiders, restoring 1d6 hit points for every two levels the blood convoker possesses. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants a blood convoker 2 additional uses of the bloodletting class feature.

Smite Good (Su): At 3rd level, the blood convoker gains smite good, as the antipaladin ability. She can smite good once per day at 3rd level, plus one additional time per day at 6th level and every 3 levels thereafter, to a maximum of 5/day at 15th level. This replaces smite evil.

Blood Offering (Su): At 4th level, the blood convoker can sacrifice a flask of blood, extracted up to 1 day ago from a living creature or a corpse that's been dead no longer than 1 minute, to aid and appease an evil outsider within 30 feet as a standard action. This blood can be extracted from a willing or helpless creature as a full-round action that deals 1 point of Constitution damage. The offering grants the outsider a +2 enhancement bonus to the ability score of the blood convoker's choice and grants the blood convoker a +4 circumstance bonus on Diplomacy checks and Charisma checks to bargain with it. The bonuses last for 10 minutes. The offering cannot be made to the same fiend twice in the same day.

This replaces shield ally.

Blood Travel (Su): At 8th level, a blood convoker can use her divine plea ability to allow her avatar to travel through the blood of other creatures instead of bringing it to her side.

The avatar can either emerge from the blood of a living creature within range that has fewer than its maximum hit points remaining, or burst from the corpse of a Small or larger creature

within range that has been dead for no longer than 1 minute. If the avatar emerges from an injured creature, that creature takes 4d6 points of damage, which is halved if the creature succeeds at a Fortitude save (DC = 10 + 1/2 the blood convoker's level + her Charisma modifier).

The avatar appears in its choice of the nearest unoccupied square to the creature or corpse it emerged from, and is staggered for 1 round. This replaces transposition.

Fiendish Calling (Su): At 10th level, the blood convoker's smite good ability can additionally be used to cast *lesser planar binding* as a standard action, but only to call evil outsiders.

At 13th level, she can instead use it as *planar binding*. At 16th level, she can instead use it as *greater planar binding*.

This ability replaces greater shield ally.

Blood Possession (Su): At 17th level as a full-round action, a blood convoker's avatar can enter and control the body of any corporeal creature that has blood. This ability functions as marionette possession, except that the avatar's body also enters the target and the target can be unwilling. A successful Will save (DC = 10 + 1/2 the blood convoker's level + her Charisma modifier) negates this effect. This ability can be used once per day at 17th level, twice per day at 18th level, and three

times per day at 20th level. The avatar can end this possession at any time as a standard action. If the host body is slain while the avatar is possessing it, the avatar is immediately ejected, takes 4d6 points of damage, and is stunned for 1 round.

This replaces aura of faith and smite evil 6.

God Caller (Archetype)

I put my faith in my deity, and she responds in kind.

Like god caller summoners, convokers sometimes gain a stronger spark of divinity in their avatars. They use this potent connection to aid them in spreading acknowledgement of their god's faith and power.

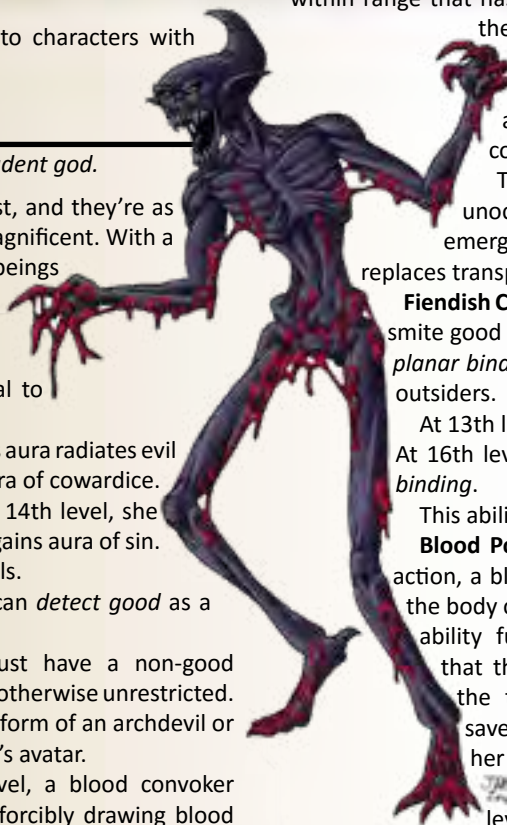
Class Skills: A god caller adds Diplomacy and Intimidate to her list of class skills, instead of Handle Animal and Use Magic Device. This alters the convoker's class skills.

Guidance (Sp): A god caller's avatar has a tiny spark of divinity. It can use *guidance* as a spell-like ability at will.

However, the avatar and the god caller must remain within 50 feet of one another for the avatar to remain at full strength. If the avatar is beyond 50 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by half. This alters life link.

Divine Word (Ex): At 8th level, if a god caller's avatar would grant her a bonus with the aid another action on a Diplomacy or Intimidate check, the god caller can instead choose to roll twice and take the better result. She makes the choice before rolling. Once per day while her avatar uses the aid another action to assist her in such a check, if the god caller would improve a target's attitude toward her, or gain a success if using the individual influence rules, she instead improves that target's attitude by 2 steps or it counts as 2 successes. This replaces transposition.

Divine Awareness (Sp): At 13th level, after 10 minutes of concentration, a god caller's avatar can see from afar as per clairaudience/clairvoyance. The avatar can do this once per day at 13th level, twice per day at 17th level, and up to three times per day at 20th level. This replaces divine aspect.



Divine Might (Ex): At 20th level, a god caller's avatar's attacks are treated as epic for the purpose of overcoming damage reduction and harming mythic creatures.

This ability replaces greater divine aspect.

Overwhelming Presence (Sp): At 20th level, a god caller's avatar can use *overwhelming presence* three times per day. The save DC is equal to 19 + the avatar's Charisma modifier.

This ability replaces perfect convocation.

Druid

The following archetypes are available to characters with levels in the druid class.

Necrolyte (Archetype)

There's a reason druidic circles are so secretive...

Druids are true seekers of balance in nature. Those who frequent the world outside their circles are viewed by their elders as the easier members for non-druids to deal with. Others, such as swarm druids and necrolytes, most often remain hidden, their deeds gone unspoken. Though some who walk these paths are evil-- as a means of maintaining balance-- there are some who take the burden and use it for good.

Decay, like everything in life, has a purpose. The necrolyte reveres death and decay. When life gets out of balance, the necrolyte steps out of the shadows of her circle to restore balance to the world by bringing death to it.

Circle of Death (1st level): The necrolyte replaces Cure spells on the druid spell list with Inflict spells. Her summon nature's ally spells summon either skeleton or zombie versions of the creatures she beckons. Finally, spells that the druid would usually learn to create, heal, or restore work opposite as intended. *Create water* instead destroys up to 2 gallons/level of pure water; *purify food and drink* rots it; and so forth.

This ability modifies the druid spell list and replaces wild empathy.

Nature Bond (1st level): The necrolyte must pick either the death or plant (decay) cleric domain.

Undead Anatomy (4th level): At 4th level, the necrolyte gains the ability to turn herself into any small or medium undead and back again once per day. This ability functions like wild shape, except that it emulates the *undead anatomy I* spell, rather than *beast shape I*.

This ability modifies the normal druid progression of wild shape.

At 6th level, she gains *undead anatomy II* and *elemental body I*.

At 8th level, she gains *undead anatomy III* and *elemental body II*. She can also spend 1 hour per spell level to cast any necromancy spell of up to 4th level from the sorcerer/wizard spell list).

At 10th level, she gains *undead anatomy IV*, *elemental body III*, and can cast up to 5th-level necromancy spells from the sorcerer/wizard spell list.

At 12th level, she gains *elemental body IV* and can cast up to 6th-level necromancy spells from the sorcerer/wizard spell list.

Predator (Archetype)

Welcome to the jungle.

Occasion ally, a druid will decide that life as a humanoid no longer suits her. Instead, she lives as her companion, an animal in the world of man. With this decision as her focus, she quickly masters the art of wild shaping such that she obtains a form from which she does not need to stray. As her talent and her companion grows stronger, so too does her chosen form.

Spells: A predator druid does not gain spells or spontaneous casting.

Nature Bond: A predator druid must pick an animal companion or druidic herbalism as her nature bond.

Bestial Form (Su): At 1st level, a predator druid chooses an animal from the list of animal companions. The predator becomes an animal of the chosen type, gaining its size, speed, AC, attacks, special attacks, and special qualities. This is the predator's base form.

While in her base form, a predator druid can still speak any languages she knows, and can also communicate with other animals of the same type, as if under the effects of a *speak with animals* spell.

At 3rd level, and every 3 levels thereafter, the predator gains a +2 natural armor bonus and a +1 enhancement bonus to her Strength and Dexterity, to a maximum of +12 and +6 at 18th level.

Evasion: At 5th level and higher, a predator druid can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only in the predator's base form and only if she is wearing no armor. A helpless predator druid does not gain the benefit of evasion.



Advancement: At 7th level, the predator advances as an animal of her base form's type.

Multiattack: At 11th level, a predator druid gains multiattack as a bonus feat if her base form or a form she takes has three or more natural attacks and does not already have that feat. If her form does not have the requisite three or more natural attacks, the predator instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion: At 13th level, a predator druid's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless predator does not gain the benefit of improved evasion. This ability replaces a thousand faces.

Timeless Body (Ex): At 17th level, a predator druid gains timeless body. This ability changes the normal level at which the druid gains timeless body.

Shapeless (Archetype)

I could be anything I want.

The shapeless are druids who seek to emulate all things, taking no form for too long so as to experience the world in ways beyond even the understanding of nature. A shapeless druid does not see wildshape as a tool so much as a variable state of being that she can manipulate and master over time to the exclusion of all else.

Nature Bond: The shapeless has no time to devote to a companion. Instead, she gains access to up to two of the following cleric domains: Air, Animal, Earth, Fire, Plant, Vermin, Water, or Weather. This ability updates nature bond.

Spells: The shapeless only learns druid spells in the transmutation school and the spells granted by her domains. This ability updates the druid's spell list and replaces spontaneous casting.

Wild Shape: The shapeless can use wild shape, as the druid class ability, beginning at 1st level to become a small or medium animal once per day. She can change her shape one additional time each day for every 2 levels she possesses beyond 1st.

At 18th level, she can use wild shape at will. This ability updates and modifies wild shape.

In addition to her normal wild shape progression, a shapeless gains access to the following forms. She must still be familiar with a creature whose form she takes.

At 4th level, a shapeless can also use wild shape to change into a Small or Medium humanoid. When taking the form of a humanoid, the shapeless' wild shape functions as *alter self*.

At 6th level, a shapeless can use wild shape to change into a Medium or Small monstrous humanoid. When taking the form of a monstrous humanoid, the shapeless' wild shape functions as *monstrous physique I*.

At 8th level, a shapeless can use wild shape to change into a Small or Medium magical beast, or a Large or Tiny monstrous humanoid.

When taking the form of a magical beast, a shapeless' wild shape functions as *beast shape III*. When taking the form of a monstrous humanoid, the shapeless' wild shape functions as *monstrous physique II*.

At 10th level, a shapeless can use wild shape to change into a Large or Tiny magical beast, a Diminutive or Huge monstrous humanoid, or a Small or Medium fey. When taking the form of an animal or magical beast, the shapeless' wild shape now functions as *beast shape IV*. When taking the form of a monstrous humanoid, the shapeless' wild shape functions as *monstrous physique III*. When taking the form of a fey, the shapeless' wild shape functions as *fey form I**.

At 12th level, a shapeless can use wild shape to change into a Large or Tiny fey, or a Medium dragon. When taking the form of a monstrous humanoid, the shapeless' wild shape now functions as *monstrous physique IV*. When taking the form of a fey, the shapeless' wild shape now functions as *fey form II*. When taking the form of a dragon, the shapeless' wild shape now functions as *form of the dragon I*.

At 14th level, a shapeless can use wild shape to change into a Diminutive or Huge fey, a Large dragon, a Small or Medium aberration, a Large humanoid with the giant subtype, or a Small or Medium vermin. When taking the form of a fey, the shapeless' wild shape now functions as *fey form III*. When taking the form of a dragon, the shapeless' wild shape now functions as *form of the dragon II*. When taking the form of an aberration, the shapeless' wild shape now functions as *aberrant body I*. When taking the form of a giant, the shapeless' wild shape now functions as *giant form I*. When taking the form of a vermin, the shapeless' wild shape now functions as *vermin shape I*.

At 16th level, a shapeless can use wild shape to change into a Huge dragon, a Large or Tiny aberration, a Huge humanoid with the giant subtype, or a Large or Tiny vermin. When taking the form of a dragon, the shapeless' wild shape now functions as *form of the dragon III*. When taking the form of an aberration, the shapeless' wild shape now functions as *aberrant body II*. When taking the form of a giant, the shapeless' wild shape now functions as *giant form II*. When taking the form of a vermin, the shapeless' wild shape now functions as *vermin shape II*.

At 16th level, a shapeless can also use wild shape to change into an ooze. When taking the form of an ooze, the shapeless' wild shape now functions as *flesh to ooze*, except the shapeless can choose which ooze she becomes.

At 20th level, the shapeless becomes a monstrous humanoid with the shapechanger subtype. Wild shape becomes an extraordinary ability of the shapeless, allowing her to change form even in an area without magic or an antimagic field.



Wildflame (Archetype)

Deadly animals are not the only things you should fear.

In colder regions, druidic circles train their members in the path of the wildflame; a druid who controls the element of fire. Wildflames burn out dead sections of forest to push regrowth through the destruction. Their unique blend of magic and internal power make them a true force of nature.

Nature Bond: The wildflame must pick fire as a domain.

Spells: The wildflame adds to her class spell list any wizard spells with the [fire] or [light] descriptors at 1 spell-level higher than a wizard would learn them.

Searing Flesh (Su): At 2nd level, the wildflame's body becomes painfully hot. Whenever a creature hits her with a natural attack or an unarmed strike, that creature takes 1 point of fire damage per 4 wildflame levels (minimum 1 point of fire damage). A creature in a grapple with the wildflame takes double this amount of damage at the end of each of its turns. Weapons that strike a wildflame with searing flesh also take this damage, though the damage is unlikely to penetrate the weapon's hardness.

As a swift action, the wildflame can accept 1 point of nonlethal damage per character level (the total nonlethal damage is referred to as 1 point of burn) to increase her searing flesh damage by 1 point per 4 wildflame levels she possesses until the next time her burn is removed. Nonlethal damage dealt by burn can't be healed with magic, only by resting, and burn can't be used if the wildflame is immune to nonlethal damage. She can increase the damage in this way up to seven times.

Whenever she accepts burn while using a fire wild talent (see below), the surging flame causes the wildflame's searing flesh to deal double its current amount of damage for 1 round (a creature in a grapple with her takes a total of four times as much damage as normal). The wildflame can dismiss or restore this effect as an immediate action.

This replaces woodland stride.

Infusion (Su): At 3rd level, a wildflame gains a fire element infusion wild talent from the list of options available to a kineticist of her level (her level must be twice that of the infusion to learn it). She can accept points of burn or expend a spell slot of the infusion's level to apply her infusion when using her fire bolt domain power. She gains additional infusions at 5th, 9th, 11th, 13th, 17th, and 19th levels. Each time the wildflame uses fire bolt, she can apply up to one associated form infusion and up to one associated substance infusion to the same fire bolt.

This replaces trackless step and venom immunity.

The DC for a save against an infused fire bolt is 10 + the highest infusion level + the wildflame's Con modifier. At 5th, 11th, and 17th levels, a wildflame can replace one of her infusions with another infusion of the same effective spell level or lower. She can't replace an infusion that she used to qualify for another of her wild talents.

Druid of the Flame (Sp): Starting at 4th level, a wildflame learns how to draw power from her inner fire. When she casts a fire or light spell for which she has no remaining spell slots, the wildflame can accept 1 point of burn to cast the spell anyway. 4th- through 6th-level spells cost 2 points of burn to cast in this way, and 7th-level and higher spells cost 4.

This ability replaces wild shape.

Dúlra

The following archetype is available to characters with levels in the dúlra class.

Brown Friar (Archetype)

By Margherita Tramontano

Chosen by a god with interest in nature rather than a fae lord, brown friars lead a monastic life, gathering in communities or wandering the world, caring both for humans and wildlife.

Alignment: Any non-evil; a brown friar must choose a deity at 1st level and her alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis. This replaces the normal dúlra alignment restrictions.

Class Skills: A brown friar adds Knowledge (religion) to her list of class skills and removes Intimidate. This modifies the dúlra class skills.

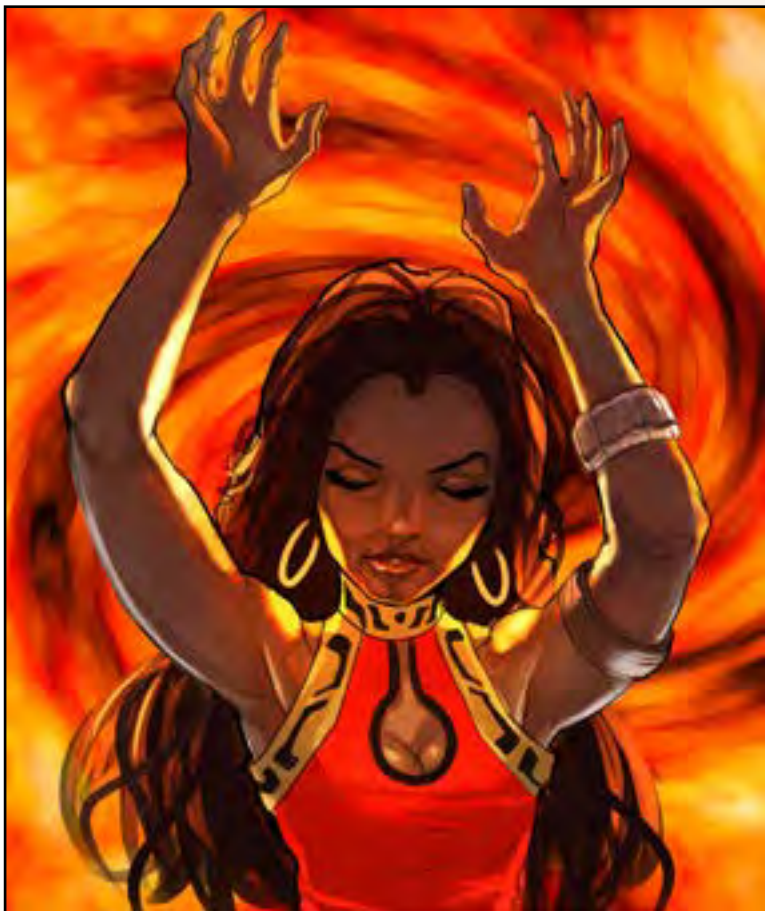
Weapon and Armor Proficiency: A brown friar is proficient with the battle aspergillum, club, light mace, javelin, quarterstaff, and sling. Brown friars are not proficient with any armor or shields. This modifies the dúlra's weapon and armor proficiencies.

Spells: The brown friar loses access to all spells of the polymorph subschool; the illusion school; and that create, control or emulate the powers of undead. She gains access to all cleric and druid spells with the light descriptor; of the enchantment school; the healing subschool; non-evil spells of the abjuration school; and spells that qualify for the Peacemaker feat. This modifies spellcasting.

Holy Patron: Brown friars mostly revere the same aspects of nature as other dúlra, but give them different names:

The Father: As the Unicorn.

The Mother: At 1st level, a brown friar with this holy patron gains the lame or tongues oracle curse and applies the arcane bond wizard class feature to her holy symbol (see below).



Beginning at 4th level, the brown friar also applies the divine bond paladin class feature to her weapon.

The Preacher: As the Satyr.

The Saint: Brown friars of the Saint can choose two domains granted by their deity to have access to. They add the domain spells to their spell list, but do not gain additional domain spell slots with which to cast them. Alternatively, they can choose only one domain and gain the domain spell slots as well.

The Wilds: As the Beast.

The Wise: As the Hag.

Holy Symbol (Su): A brown friar must boldly present her holy symbol to cast spells. If she attempts to cast a spell without her holy symbol in hand, she must make a concentration check or lose the spell. The DC for this check is 20 + the spell's level. While the brown friar wears her holy symbol, she adds her Charisma bonus to her AC, +1 for every 4 levels she gains beyond 1st. This ability replaces shillelagh.

Nature Sage (Ex): A brown friar gains a +2 bonus on Diplomacy and Knowledge (nature) checks. This ability replaces nature sense.

Resist Evil (Sp): At 4th level, while she wears her holy symbol, she is under a constant protection from evil spell. This ability replaces resist chaos.

Divine Plea (Su): At 6th level, once per day a brown friar gains the ability to cast any abjuration spell she knows as a standard action. This is a supernatural ability and does not require spell components. The brown friar cannot use this ability to cast a spell on herself.

When she uses divine plea, a brown friar's holy patron also bolsters her by granting her a +4 enhancement bonus to 1 ability score. The bonus increases to +6 at 12th level and +8 at 16th level. The Father grants Wisdom, the Mother Constitution, the Preacher Charisma, the Saint Dexterity, the Tamer Strength, and the Wise Intelligence. A brown friar can use this ability once per day at 6th level, and again every two levels thereafter, for a total of eight times at 20th level. This replaces fae entreaty.

Fighter

The following archetype is available to characters with levels in the fighter class.

Man-at-Arms (Archetype)

All I seek in life is a foe who challenges me and something heavy with which to hit him.

Men-at-arms are elite soldiers, trained in heavy, often two-handed weaponry such as greataxes and polearms. Although not as tough as their shield-wielding allies, these fighters are no less deadly on the field of battle.

Hit Dice and Base Attack: A man-at-arms's hit die is a d8, and his base attack is equal to 3/4 of his level, as a rogue. This alters the fighter's normal hit dice and base attack.

Weapon Training (Ex): A man-at-arms gains weapon training at 1st level, and every 4 levels thereafter (5th, 9th, and so on). The bonuses only apply when he wields a two-handed melee weapon. This alters weapon training.

Warbreaker (Ex): Men-at-arms gain Great Cleave as a bonus feat at 1st level, even if they don't meet the prerequisites (A man-at-arms must still meet the other prerequisites of feats with Cleave or Great Cleave as a prerequisite). At 2nd level, they no longer take a -2 penalty to AC when using Cleave or Great Cleave. At 4th level, they gain Improved Cleaving Finish. At 6th level, they gain Improved Surprise Follow-Through. At 8th level, they gain Cleave Through. At 10th level, they gain All-Consuming Swing.

This replaces the bonus feats gained at the listed levels.

Slam (Ex): At 2nd level, a man-at-arms treats his two-handed melee weapons as light, one-handed weapons when grappling, swallowed whole, or any other situation where such a weapon is required.

Adrenaline Rush (Ex): At 3rd level, when a man-at-arms confirms a critical hit with a two-handed melee weapon against a creature with total hit dice equal to or greater than his fighter level -3, or if he reduces that creature to 0 or fewer hit points, the man-at-arms gains temporary hit points equal to twice his fighter level. These temporary hit points last up to 1 minute. This replaces armor training 1.

Vital Striker (Ex): At 6th level, a man-at-arms qualifies to take Vital Strike as a feat, regardless of his base attack. At 11th level, he also qualifies to take Improved Vital Strike, and at 16th level, he



qualifies to take Greater Vital Strike. He must still meet the other prerequisites for these feats.

Hero's Charge (Ex): At 7th-level, a man-at-arms does not provoke attacks of opportunity for leaving threatened squares when charging. At 11th level, he can charge after moving only 5 feet. At 15th level, he can ignore difficult terrain when charging if he could reach his target under normal circumstances. This replaces armor training 2, 3, and 4.

Whirlwind Attack (Ex): At 12th level, men-at-arms gain Whirlwind Attack as a bonus feat, even if they don't meet the prerequisites. This replaces the bonus feat gained at 12th level.

Colossus Smash (Ex): At 14th level, a man-at-arms ignores DR / magic with any two-handed weapon he wields. At 16th level, he ignores DR /adamantine, and at 18th level, he ignores any damage reduction other than DR /—. This replaces the bonus feats gained at those levels.

Bladestorm (Ex): At 19th level, a man-at-arms can take a 5-foot step after hitting a creature that would grant him adrenaline rush with an attack, up to his movement speed. He does not draw attacks of opportunity for leaving threatened squares while moving in this way, but he must move after the attack resolves. He cannot, for example, hit two creatures with Cleave then move 10 feet. This replaces armor mastery and the bonus feat gained at 20th level.

Gunslinger

The following archetype is available to characters with levels in the gunslinger class.

Sanguine Gunman (Archetype)

Keep bothering me and I'll kill you just so I can bring you back and do it again.

Before they were the sanguine gunmen, a deadly band of gunslingers roamed the land, robbing and killing innocents. During one fateful theft of a strange caravan refusing to pay to pass through their land, the gunmen acquired a tome of untold necromantic power. Using this Book of the Dead, their deeds went from common offenses discussed in bars and around campfires to frightening campaigns spoken of only in whispers among the bravest of souls.

While the book has long been absent, many a tale remains of what the sanguine gunmen were capable of, and its those acts that new sanguine gunmen seek to imitate.

Deeds (Ex): A sanguine gunman gains deadeye at 1st level. He gains his remaining 1st-level deeds at 3rd level. At 11th level, 15th level, and 19th level, the sanguine gunman gains the additional deeds normally gained at 3rd level, 7th level, and 11th level, in that order. He does not gain the normal progression of 15th and 19th level deeds.

This ability updates the order in which deeds are gained.

Necromantic Dominion (Su): At 1st level, the sanguine gunman chooses a necromancer dominion. As long as he has at least 1 grit point, he can use the powers granted by that dominion, within their normal limitations. The sanguine gunman uses his Wisdom in place of Charisma when a dominion ability references it. When he gains spells, the sanguine gunman adds his dominion spells to his list of spells known.

Spells: Beginning at 4th level, a sanguine gunman gains the ability to cast a small number of divine spells drawn from the necromancer spell list. To learn or cast a spell, a sanguine gunman must have a Wisdom score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a sanguine gunman's spell is 10 + the spell level + the sanguine gunman's Wisdom modifier. This ability replaces the gunslinger's bonus feat at 4th level, deeds at 7th level, nimble +3 at 10th level, and gun training 3 at 13th level, pushing

Table: Sanguine Gunman Spells

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

those abilities to their next iteration, instead.

Like other spellcasters, a sanguine gunman can cast only a certain number of spells of each level per day. His base daily spell allotment is given on Table: Sanguine Gunman Spells Per Day. In addition, he receives bonus spells per day if he has a high Wisdom score. The sanguine gunman does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The sanguine gunman's selection of spells is limited. At 4th level, a sanguine gunman knows two 1st-level spells of his choice. A sanguine gunman gains more spells as he increases in level, as indicated on Table: Sanguine Gunman Spells Known. Unlike spells per day, the number of spells a sanguine gunman knows is not affected by his Wisdom score, but it is affected by any bonus spells he gains from his dominion. At 8th level and every 3 levels thereafter, a sanguine gunman can choose to learn a new spell in place of one he already knows. This swap follows all the same rules as for a sorcerer.

Heir Apparent

The following archetypes and option are available to characters with levels in the heir apparent class.

Intimidating (Influential Option)

The families of some heirs apparent can be greatly intimidating to those with whom they interact. At 6th level, an heir who chooses this option can make an Intimidate check (DC 30 - his heir apparent level). Success indicates that somebody recognizes the heir and either avoids him to the best of their ability or does something out of fear of reprimand. For every 5 points by which the heir beats the DC, he can make an additional request of the same person or intimidate another person who recognizes him.

Archetypes that modify or replace influential can affect intimidating instead.

Intrepid Sidekick (Archetype)

After I've learned everything my mentor can do, I can be a hero in my own right.

Family is what you make it. For the intrepid sidekick, that means finding a mentor with training, power, and gold enough to support him. Intrepid sidekicks are the squires, junior guild members, and heroes in training who want to break out on their own while still falling back on the teachings of their mentor, and his collected wealth when things get tough.

Mentored Training: An intrepid sidekick receives specialized training from his mentor that makes him more likely to meet his adventuring goals. At 1st level, and every 4 levels thereafter, he gains a secondary class feature of a class associated with his chosen adventuring goal.

For the purpose of this feature, savages count as barbarians, savants count as bards, saviors count as paladins, scrappers count as brawlers or monks, seekers count as rogues, shooters count as gunslingers or rangers, sleuths count as investigators, soldiers count as fighters, spellcasters count as the chosen class, and sycophants count as inquisitors.

This ability replaces personal training at levels 1, 5, 9, 13, and 17.

Capital Expense: An intrepid sidekick only gains the suggested items for his level, he cannot change them. If he chooses a second adventuring goal as part of his new prospects, he can choose between the items suggested by that goal or his original. This modifies capital expense.

Team Effort: At 12th level, an intrepid sidekick gains access to a wider arsenal of suggested items that he has permission to grant his allies. He chooses one suggested item from any adventuring goal and gives that item to an ally of the appropriate class. If the ally no longer has use for an item, it is returned to the intrepid sidekick's mentor and he regains this ability. This ability replaces share the wealth and is gained in its place if the intrepid sidekick chooses sycophant as an adventuring goal.

In addition, whenever he gains capital expense from this point forward, the intrepid sidekick can choose another ally to gain a suggested item instead. He can pick the same ally more than once.

Training Grounds: At 16th level, an intrepid sidekick has gained access to his mentor's special training program. This counts as investment maturity, except the building is in a secluded location, away from prying eyes, and counts as a school with a watchtower and an organization related to the intrepid sidekick's adventuring goals. This ability modifies investment maturity.

Call for Help (Su): At 18th level, an intrepid sidekick can bring his mentor in to help when something goes horribly wrong. Once per day, the intrepid sidekick can use *refuge*, as the spell, to teleport his mentor in to help until a specific situation is resolved or 1 round per class level, whichever occurs first. At the end of the duration, the mentor leaves in a puff of smoke unless he is dead or otherwise unable to benefit from a *dimension door* spell.

The mentor has all of the same stats as the intrepid sidekick, but gains a +5 bonus to ability checks, attack rolls, saving throws, skill checks and damage. This replaces liquidation.

Secondary Class Features

Savage (barbarian)

Rage: At 1st level, the intrepid sidekick gains the rage class feature for a number of rounds per day equal to his Constitution modifier + his class level.

Uncanny Dodge: At 5th level, he gains uncanny dodge.

Rage Power: At 9th level, he gains a rage power. For the purpose of which rage powers he can select, his effective barbarian level is equal to 1/2 his class level, but for the purpose of the rage power's effect, his effective barbarian level is equal to his full class level.

Damage Reduction: At 13th level, he gains DR 3/—.

Greater Rage: At 17th level, he gains greater rage.

Savant (bard)

Bardic Knowledge: At 1st level, the intrepid sidekick gains the bardic knowledge class feature, treating his class level as his effective bard level.

Bardic Performance: At 5th level, he gains the ability to inspire courage and inspire competence as a bard of his class level - 4 for a number of rounds per day equal to his Charisma modifier + his class level.

Versatile Performance: At 9th level, he gains versatile performance in one Perform skill of his choice. He can retrain all his ranks in the two associated skills for free.

Lore Master: At 13th level, he gains lore master as a 5th-level bard.

Additional Performances: At 17th level, he gains the ability to use dirge of doom and inspire greatness as a bard of his class level - 4.

Savior (paladin)

Code: At 1st level, the intrepid sidekick must follow the paladin's code of conduct and gains the paladin's aura of good.

Detect Evil: At 1st level, the intrepid sidekick can detect evil as a 1st-level paladin.

Lay on Hands: At 5th level, he gains the ability to lay on hands a number of times per day equal to 1/2 his class level, healing as much as a paladin of his class level - 4.

Smite Evil: At 9th level, he gains the ability to smite evil once per day as a paladin of his class level - 4.

Mercy: At 13th level, he selects one mercy from the paladin's 3rd-level mercy list.

Divine Bond: At 17th level, he gains a divine bond to a weapon as a paladin of his class level - 3.

Scrapper (monk)

Armor: At 1st level, the intrepid sidekick loses all his secondary abilities when wearing armor, using a shield, or carrying a medium or heavy load.

Unarmed Strike: At 1st level, the intrepid sidekick gains the Improved Unarmed Strike feat and the unarmed damage of a monk of his class level - 2 (minimum 1st).

Evasion: At 5th level, he gains evasion.

Ki Pool: At 9th level, he gains the ki pool class feature of a monk of his class level - 2, with a number of ki points equal to 1/2 his class level. He only ever gains ki pool (lawful) if he is of lawful alignment.

AC Bonus: At 13th level, he gains a +3 dodge bonus to AC.

Improved Evasion: At 17th level, he gains improved evasion.

Seeker (rogue)

Trapfinding: At 1st level, the intrepid sidekick gains the trapfinding class feature.

Sneak Attack: At 5th level, he gains the sneak attack class feature. He can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 5th, to a maximum of 4d6 At 17th level.

Evasion: At 9th level, he gains evasion.

Uncanny Dodge: At 13th level, he gains uncanny dodge.

Improved Uncanny Dodge: At 17th level, he gains improved uncanny dodge, treating his class level as his effective rogue level.



Shepherd (essential trainer)

Read Aura (Su): At 1st level, the intrepid sidekick gains the read aura class feature, which works like *detect evil*, except it detects creatures without class levels that have a lower CR than the sidekick's effective wizard level.

Companion Training: Starting at 5th level, the intrepid sidekick's familiar can grow into its second form, as defined by that monster.

Evasion (Ex): At 9th level, he gains evasion.

Improved Companion Training: Starting at 13th level, his familiar can grow into its final form, as defined by that monster. If it doesn't have a third form, the monster gains +2 Strength, +2 Dexterity, and +1 natural armor instead.

Spell Familiarity: At 17th level, he can choose one spell his familiar grants him. He can still cast that spell even if his familiar changes into a monster that does not grant it.

Shooter (gunslinger)

Firearm Proficiency: At 1st level, the intrepid sidekick gains proficiency in all firearms.

Gunsmith: At 5th level, he gains the gunsmith class feature.

Deed: At 9th level, he gains the Amateur Gunslinger feat.

Improved Deed: At 13th level, he gains a 3rd-level gunslinger deed of his choice.

Greater Deed: At 17th level, he gains a 7th-level gunslinger deed of his choice.

Shooter (ranger)

Track: At 1st level, the intrepid sidekick gains the track class feature, treating his class level as his effective ranger level.

Favored Enemy: At 5th level, he gains the 1st favored enemy class feature.

Favored Terrain: At 9th level, he gains the 1st favored terrain class feature.

Expert Tracker: At 13th level, he gains the woodland stride and swift tracker class features.

Quarry: At 17th level, he gains the quarry class feature.

Sleuth (investigator)

Fledgling Investigator: At 1st level, the intrepid sidekick gains the trapfinding class feature and Knowledge (nature) as a class skill.

Alchemy: At 5th level, he adds his class level as a competence bonus on all Knowledge (nature) checks and can use Knowledge (nature) to identify poisons.

Ki Pool: At 9th level, he gains the inspiration class feature of an investigator of his class level - 2, with an amount of inspiration equal to 1/2 his class level.

Improved Deed: At 13th level, he gains a 3rd-level investigator talent of his choice.

Greater Deed: At 17th level, he gains a 7th-level investigator talent of his choice.

Soldier (fighter)

Weapon Focus: At 1st level, the intrepid sidekick gains Weapon Focus as a bonus feat.

Armor Training 1: At 5th level, he gains armor training 1.

Weapon Training 1: At 9th level, he gains weapon training 1.

Armor Training 2: At 13th level, he gains armor training 2.

Weapon Training 2: At 17th level, he gains weapon training 2.

Spellcaster (alchemist)

Formulae: At 1st level, his spells known and per day are drawn from the alchemist formulae list.

Alchemy: At 1st level, the intrepid sidekick adds his class level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

Bombs: At 5th level, he gains the ability to create a number of bombs per day equal to his Intelligence modifier + 1/2 his class level. The bombs deal damage as an alchemist of his class level, but since he doesn't have the alchemist's throw anything class feature, he doesn't add his Intelligence modifier to the damage.

Mutagen: At 9th level, he gains the mutagen class feature, with a duration equal to 10 minutes per class level. He counts as an alchemist for the purposes of drinking a mutagen.

Swift Poisoning: At 13th level, he gains the poison use and swift poisoning abilities.

Poison Immunity: At 17th level, he is immune to poison.

Spellcaster (cleric)

Deity: At 1st level, the intrepid sidekick must select a deity within one alignment step of his own. He gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments. He also gains the cleric's spontaneous casting ability, which he can use with any prepared casting classes that have the appropriate spells on their spell lists.

Domain: At 1st level, the intrepid sidekick selects one domain his deity grants, gaining that domain's 1st-level granted power, treating his class level as his effective cleric level.

Channel: At 5th level, he gains the ability to channel energy as a cleric of his class level - 4 a number of times per day equal to his Charisma modifier + 1.

Improved Channel: At 9th level, his ability to channel energy improves to that of a cleric of his class level - 2.

Improved Domain: At 13th level, he gains the additional domain power of his chosen domain, treating his class level as his effective cleric level.

Greater Channel: At 17th level, his channel energy ability improves to that of a cleric of his class level - 2.

Spellcaster (druid)

Code: At 1st level, the intrepid sidekick gains Druidic as a bonus language and must abide by the druidic code of conduct—respecting nature, not teaching the Druidic language to outsiders, not wearing metal armor, and so on.

Wild Empathy: At 1st level, the intrepid sidekick gains wild empathy, treating his class level as his effective druid level.

Companion: At 5th level, he gains an animal companion as a druid of his class level - 4. No ability other than Improved Companion can ever increase his effective druid level for this purpose.

Improved Companion: At 9th level, his animal companion increases to that of a druid of his full class level.

Wild Shape: At 13th level, he gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per class level each time.

Greater Wildshape: At 17th level, his wild shape improves to include the 6th-level druid options, and he can use wild shape three times per day.

Spellcaster (magus)

Magus Focus: At 1st level, the intrepid sidekick gains his choice of Spell Focus or Weapon Focus as a bonus feat.

Arcane Pool: At 5th level, he gains the arcane pool class feature as a magus of his class level - 2.

Magus Arcana: At 9th level, he gains one magus arcana. He treats his class level as his effective magus level when determining whether or not he can select an arcana.

Spellstrike: At 13th level, he gains the spellstrike class feature, but he can use it only with spells that are on the magus spell list, even though he can cast them using another class's spell slots.

Improved Arcana: At 17th level, he gains one additional magus arcana.

Spellcaster (oracle)

Mystery: At 1st level, the intrepid sidekick must select a mystery. He never qualifies for the Extra Revelation feat.

Curse: At 1st level, the intrepid sidekick must select a curse. He gains all effects of the curse, treating his effective oracle level as equal to 1/2 his class level.

Revelation: At 5th level, he gains a revelation from the list of those available to his mystery as an oracle of his class level - 4 (minimum 1). He must have an effective oracle level high enough to select the revelation.

Orison: At 9th level, if he has a Charisma score of 10 or higher, he chooses an oracle orison to cast as a spell-like ability at will. He uses his class level as the caster level and Charisma as the orison's key ability score.

Curse Focus: At 13th level, he adds 5 to his effective oracle level for the purposes of determining his curse's effects.

Improved Revelation: At 17th level, he gains one additional revelation.

Spellcaster (sorcerer)

Bloodline: At 1st level, the intrepid sidekick must select a sorcerer bloodline. He treats his class level as his effective sorcerer level for all bloodline powers.

Bloodline Power: At 1st level, the intrepid sidekick gains his bloodline's 1st-level bloodline power.

Improved Bloodline Power: At 5th level, he gains his bloodline's 3rd-level bloodline power.

Blood Feat: At 9th level, he gains one of his bloodline's feats or Eschew Materials as a bonus feat.

Greater Bloodline Power: At 13th level, he gains his bloodline's 9th-level bloodline power.

True Bloodline Power: At 17th level, he gains his bloodline's 15th-level bloodline power.

Spellcaster (summoner)

Summon Monster: At 1st level, the intrepid sidekick gains the summoner's summon monster spell-like ability as a summoner of his class level - 2 (minimum 1st). He can use this ability once per day; the casting time is 1 full round, and the duration is 1 round per effective summoner level.

Eidolon: At 5th level, he gains the ability to summon an eidolon, using the statistics of an eidolon for a summoner of his class level - 4, except with half as many evolution points. This eidolon can only be summoned using his summon monster spell-like ability.

Additional Summons: At 9th level, he can use his summon monster spell-like ability three times per day.

Shield Ally: At 13th level, he gains the shield ally class feature.

Aspect: At 17th level, he gains the aspect class feature, except he can divert only 1 evolution point from his eidolon to himself.

Spellcaster (witch)

Patron: At 1st level, the intrepid sidekick chooses a patron. He never qualifies for the Extra Hex feat.

Witch's Familiar: At 1st level, the intrepid sidekick gains a familiar, treating his class level as his effective witch level.

Hex: At 5th level, he gains a hex of his choice as a 1st-level witch. If he chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to his class level.

Cantrip: At 9th level, if he has an Intelligence score of 10 or higher, he chooses a witch cantrip and can cast that cantrip as a spell-like ability at will. He uses his class level as the caster level and Intelligence as the cantrip's key ability score.

Improved Hex: At 13th level, he gains a second hex as a 1st-level witch, and his first hex advances as if he were an 8th-level witch.

Major Hex: At 17th level, he gains a major hex as a 10th-level witch. He cannot gain the ice tomb hex.

Spellcaster (wizard)

School: At 1st level, the intrepid sidekick chooses a school of magic in which to specialize. For all powers of that school, he treats his class level as his effective wizard level.

Familiar: At 1st level, the intrepid sidekick gains a familiar, treating his class level as his effective wizard level.

School Power: At 5th level, he gains the 1st-level powers of his chosen school. If any of those powers grant an extra effect at 20th level, the character does not gain that extra effect.

Cantrip: At 9th level, if he has an Intelligence score of 10 or higher, he chooses a wizard cantrip from his chosen school and can cast that cantrip as a spell-like ability at will. He uses his class level as the caster level and Intelligence as the cantrip's key ability score.

Discovery: At 13th level, he gains an arcane discovery or wizard bonus feat, treating his class level as his effective wizard level.

Greater School Power: At 17th level, he gains the 8th-level power of his chosen school.

Sycophant (inquisitor)

Deity: At 1st level, the intrepid sidekick must select a deity within one alignment step of his alignment. He gains an inquisitor's code of conduct and restriction on casting spells of opposed alignments.

Stern Gaze: At 1st level, the intrepid sidekick gains the stern gaze class feature, treating his class level as his effective inquisitor level.

Judgment: At 5th level, once per day, he can use the judgment class feature as an inquisitor of his class level - 3.

Solo Tactics: At 9th level, he gains the solo tactics class feature.

Additional Judgment: At 13th level, he can use the judgment class feature twice per day.

Second Judgment: At 17th level, he gains the second judgment ability.

Orphaned Hero (Archetype)

Sometimes a hero's family can't provide him any help beyond an inheritance. They may have died tragically, or the orphaned hero was sent away to protect him from a greater threat than he may face on his own. Whatever the reason, he has turned fate to his advantage, becoming a symbol of hope for those he protects in secret.

Heroic Agenda: At 1st level, an orphaned hero gains Disguise as a class skill and chooses two adventuring goals. He cannot choose the same goal twice. One of these goals becomes the hero's social identity, while the other counts as his vigilante identity. This otherwise functions as the dual identity vigilante class feature. It is up to the orphaned hero to feign being weaker than his two goals allow, so he instinctively takes a -1 penalty to all ability checks, attack rolls, saving throws, and skill checks and a -2 penalty to damage rolls while in his social identity.

Starting at 10th level, each of the orphaned hero's adventuring goals improves, as if he chose them with new prospects. He no longer takes a penalty to attacks or damage while in his social persona, though he still tries to avoid doing anything suspicious. If he has two goals that grant 3/4 attack bonus, he gains 2 temporary hit points per heir apparent level the first time he enters his vigilante identity in a day. These temporary hit points remain, even if the orphaned hero changes to his social identity.

This ability updates adventuring goals and replaces new prospects.

Social and Vigilante Talents: The orphaned hero can use his personal training to gain social and vigilante talents. If he uses this to pick a social talent, his next choice must be a vigilante talent, and vice versa. This alters personal training.

Inheritance (Ex): Beginning at 4th level, the orphaned hero's stipend is always 25,750 gp. He cannot use his stipend to purchase any one item that costs more than his total stipend for his level, but he can purchase multiple items at that cost, and the stipend still carries over into his next level if he has any remaining. This ability modifies stipend.

Unshakable (Ex): Starting at 6th level, an orphaned hero adds his heir apparent level to the DC of any attempts to Intimidate him. This ability replaces influential.

Secret Lair (Ex): At 16th level, the orphaned hero has finished his secret lair, a base of operations from which he organizes missions and keeps souvenirs of his heroic deeds. He will also occasion ally



bring outsiders here should the need arise or keep any cohorts, sidekicks, or followers around to help maintain it.

The lair can be located in any setting. It counts as a mansion where the orphaned hero's social identity can interact with others. It also counts as any other combination of buildings or organizations totaling no more than 8,000 gp. These buildings and organizations are carefully hidden, granting the orphaned hero a +20 to skill checks to appear as nothing more than an ordinary mansion. Members are treated as staff when interacting with anybody who does not know the orphaned hero's vigilante identity.

An orphaned hero who is also an intrepid sidekick can gain access to his mentor's secret lair, as described above, or he can gain his training grounds as normal. The secret lair can't be modified by the intrepid sidekick.

Secret lair replaces investment maturity.

Intrepid Sidekick and Orphaned Hero Training Talents

Heroic Recognition (Ex): You gain startling appearance, as the vigilante ability. You must be at least 5th level before choosing this talent. You can choose this talent twice. The second time, you must be at least 11th level and gain frightening appearance, as the vigilante ability. Your effective vigilante level is equal to your class level -3.

Seamless Guise (Ex): You know how to behave in a way that appears perfectly proper and normal for your current identity. Should anyone suspect you of being anything other than what you appear to be while either in your social or vigilante identity, you can attempt a Disguise check with a +20 circumstance bonus to appear as your current identity, and not as your other identity. You must have heroic agenda before choosing this talent.

Hunter

The following options are available to characters with levels in the hunter class.

Animal Focus

The hunter hybrid class has several options available to him through his animal focus class feature. With the introduction of the shifter, which also grants aspects in the form of minor transformations, a few new animals were added. Those animals, as well as a few others, are presented here.

Deinonychus: The creature gains a +2 bonus on Initiative checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Armadillo: When wearing light or no armor and not carrying a heavy load, the creature gains a +2 natural armor bonus to AC. This bonus increases to +4 at 8th level and +6 at 15th level.

Eagle: The creature gains a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

Elephant: The creature gains a +2 enhancement bonus to Wisdom. This bonus increases to +4 at 8th level and +6 at 15th level.

Fox: The creature gains a +2 enhancement bonus to Intelligence. This bonus increases to +4 at 8th level and +6 at 15th level.

Lizard: The creature gains a +4 competence bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Ram: The creature gains a +4 competence bonus on Climb checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Wolverine: The creature gains 1 additional hit point per Hit Die it possesses, and treats its Constitution score as 4 points higher than it is for the purpose of determining when it dies at negative hit points. At 8th level, the creature gains Diehard as a bonus feat. At 15th level, the creature treats its Constitution as being 8 points higher for the purpose of determining when it dies at negative hit points.

Invoker

The following archetypes are available to characters with levels in the invoker class.

Curse Bearer (Archetype)

My path may require greater devotion, but it brings with it greater reward.

Curse bearers are invokers whose faith has come into question. By accepting the judgment of their otherworldly patron and adapting to it, they gain a better understanding of what it means to form a pact with such an entity.

Oracle's Curse (Ex): At 1st level, a curse bearer gains an oracle's curse, as the oracle class feature. The curse bearer's effective oracle level is equal to her invoker level.

Otherworldly Patron: At 1st level, when a curse bearer chooses her otherworldly patron, she also chooses an oracle's mystery associated with that patron (see below). She gains the 1st-level revelation from that mystery and adds her mystery spells to her invoker spell list, in place of the spells normally granted by her patron. At 5th, 9th, and 14th level, the curse bearer may choose either or normal otherworldly patron feature or a revelation for which she qualifies from her patron's mystery.

The mysteries commonly associated with the Council of Fiends are: Apocalypse, battle, dragon, elemental, flame, godclaw, intrigue, shadow, solar, spellscar, succor, and volcano.

The mysteries commonly associated with the Faerie Court are: Ancestor, life, lore, lunar, nature, solar, stone, waves, wind, winter, and wood.

The mysteries commonly associated with the Great Old Ones are: Apocalypse, dark tapestry, godclaw, heavens, lore, occult, outer rifts, shadow, spellscar, and time.

The mysteries commonly associated with the Undying Masters are: Ancestor, battle, bones, heavens, juju, life, lunar, shadow. This modifies the invoker's otherworldly patron.

Hex: Curse bearers learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a curse bearer gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level. A curse bearer cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the curse bearer's level + the curse bearer's Charisma modifier. This replaces invocations.

Major Hex: At 11th level, a curse bearer gains a major hex of her choice. Starting at 12th level, and every two levels thereafter, she can also choose a major hex whenever she should select a new hex. At 18th and 20th level, she can choose a grand hex whenever she could select a new hex.

This ability replaces the mystic arcanum gained at 11th level.

Faithless Invoker (Archetype)

Why would I bow to a distant being who has little to no real power in this realm? I answer to nobody but myself.

When an invoker draws from her own experiences and strength, whether because she was shunned by her otherworldly patron or never sought the blessings of one, she becomes a faithless invoker. Without the limitations of following an indoctrination, the faithless invoker is free to act of her own accord, for better or worse.

Eldritch Potency: A faithless invoker begins play with a sorcerer bloodline of her choice (except arcane) which represents her ability to draw on the secrets of reality and manifest them through herself. She gains the associated class skill if she doesn't have it already, as well as the bloodline arcana and 1st-level bloodline power. At 3rd level, the invoker learns her 1st-level bloodline spell. At 6th level, and every three levels thereafter, she learns the next level of spell derived from her bloodline, up to the 6th-level spell at 18th level. These spells are in addition to the number of spells given on Table: Invoker Spells Known. These spells cannot be exchanged for different spells at higher levels.

At 5th level, a faithless invoker gains her 3rd-level bloodline power. She gains additional bloodline powers at 9th level and again at 14th level. At 20th level, the invoker can choose to gain her final bloodline power in place of eldritch master.

This ability replaces otherworldly patron.

Medium

The following archetype is available to characters with levels in the medium class.

Vengeful Spirit (Archetype)

My fury will burn your very soul from your body.

Vengeful Spirits roam the world as bodiless entities seeking the victims of terrible crimes. They empower those poor souls, but also charge them with the task of finding others who would do harm to the innocent or cause destruction for no other reason than their want to do so.

Spirit (Su): A vengeful spirit chooses one spirit to channel at 1st level. He constantly channels that spirit, and cannot change it with a séance. He may still use séance where appropriate for his chosen spirit to share its boons with his allies.

By accepting 1 point of influence, the vengeful spirit can enter a rage that lasts for a number of rounds equal to 2 + his Constitution modifier.

The spirits a vengeful spirit can choose from are champion, guardian, marshal, or trickster.

This alters spirit and replaces the 1st-level spirit bonus.

Rage Powers: At 4th level and every 4 levels thereafter, the vengeful spirit gains a rage power.

This ability replaces the spirit bonuses gained at 4th level and beyond.

Spirit Surge (Su): While raging, a vengeful spirit can use his spirit surge any time a medium could apply his spirit bonus. This alters spirit surge.

Channel Vengeance (Su): At 5th level, the vengeful spirit can detect evil, as the paladin ability. Once per day, he can detect if a creature has committed any evil act within 1 day per vengeful spirit level.

Starting at 7th level, a vengeful spirit can strike down villains with a stare. This functions as smite evil except it only works while the vengeful spirit is raging, and the vengeful spirit can smite any creature that has committed an evil act within 1 day per vengeful spirit level. The vengeful spirit can accept 1 point of influence to change the target of his smite while his current target lives.

Starting at 15th level, the vengeful spirit's base attack bonus is equal to his level and his hit die becomes a d10.

At 18th level, the vengeful spirit gains tireless rage. He can reduce his spirit's influence by 1 when the target of his smite evil dies while in combat with the vengeful spirit. He reduces his spirit's influence by 2 if he dealt the killing blow.

At 20th level, when the target of his smite dies, the vengeful spirit can draw its soul into himself. If he does, he gains 2 temporary hit points per hit die and mollifies his spirit entirely, reducing its influence to 0. This effect can't occur more than once per day, and the target of the smite must be truly evil.

This ability replaces location channel, connection channel, trance of three, spacious soul, and astral beacon.



Midnight Legate

The following archetype is available to characters with levels in the midnight legate class.

Dawn Legate (Archetype)

You need not fear me. I have learned the ways of the legates, but have denounced their zealotry.

In a distant realm, where the gods were once locked away from their worshipers by one of their own, the legates of that dark god hunted any who refused his rule. When at last light overtook darkness, there were those who turned their talents to good. These dawn legates, as they were called, no longer sought the destruction of all magic, but rather the proper use and understanding of it. Only when a spellcaster turned rogue or spoke of the evil deity's return would their hand be forced.

Countermandy (Su): At 3rd level, a dawn legate can ready his action to counter any one spell cast before the start of his next turn. He can use this ability a number of times per day equal to 1/2 his level + his Wisdom modifier. Failure still counts as one use.

If a creature within 30 feet of the legate or his companion tries to cast a spell, the legate makes a dispel check (1d20 + his legate level) and compares that to DC 10 + the opposing spellcaster's level. If successful, the spell is countered and the legate can heal himself, his companion, or any ally within 30 feet of him or his companion for 1d6 points of damage as the magic is redirected to that creature. This healing increases by +1d6 at 6th level and every 3 levels thereafter, to a maximum of 6d6 at 18th level.

Starting at 9th level, a dawn legate can ready countermandy to counter any one spell or a specific creature's spell-like ability as a swift action instead. The DC to dispel a spell-like ability in this way is 10 + the creature's hit dice. At 18th-level, the legate can ready countermandy to counter a specific creature's supernatural abilities at the same DC.

This ability replaces counterstrike.

Spellbook: A dawn legate uses his spellbook in combination with countermandy, rather than counterstrike. It otherwise functions as the midnight legate class feature.

Protective Acumen (Su): Beginning at 4th level, a dawn legate can heal wounds (her own or those of others). By expending two uses of his countermandy ability, the legate can heal any creature within 30 feet of him or his companion without first countering another creature's spell. Using this ability is a standard action, unless the dawn legate targets himself, in which case it is a swift action.

This ability replaces acumen.

Master Countermancer (Su): At 20th level, a dawn legate can ready countermandy to counter any one spell, spell-like ability, supernatural ability, or extraordinary ability as a free action once per round. He can still also ready to counter any of these as a swift action, allowing him to counter up to two abilities or spells each round. If the dawn legate counters an ability in this way, he can return a creature to life that died since the end of his last turn, as with a *breath of life* spell. He can spend 3 uses of countermandy to do this as a standard action instead. This replaces counterstrike master.

Monk

The following archetypes available to characters with levels in the monk or unchained monk class.

Masaruri (Archetype)

The Masaruri, or dreamwalkers, is a sect of monks devoted to worship of the great being known as Midnar. In his slumber, Midnar teaches all who will listen the beauty of dreams. The dreamwalkers heed these teachings better than any other.

As followers of the teachings of Midnar, the masaruri practice dreamweaving, a special form of magic rarely seen on most planes of existence. Through dreamweaving, the masaruri are able to interact with other beings on a whole different level. This archetype is also available to unchained monks.

Blessed Sleep (Sp): At 1st level, a masaruri has the ability to place a creature to sleep with a touch. This functions as the *sleep* spell, except as noted here. The masaruri must succeed at a touch attack, the spell only affects the creature touched, and the saving throw DC is 10 + half the masaruri's level + his Wisdom modifier. He can use this ability a number of times per day equal to 3 + his Wisdom modifier.

At 6th level, the masaruri's blessed sleep functions as *deep slumber* instead, with the same restrictions.

At 14th level, the masaruri can spend 2 uses of his blessed sleep to create a *cloak of dreams* effect, which functions as the spell, except the saving throw DC remains as above.

This replaces stunning fist and the bonus feats gained at 6th and 14th level.

Dreamweaving (Sp): At 4th level, the teachings of midnar grant a masaruri the ability to cast spells. This functions as the paladin spells class feature, except the masaruri's spellcasting ability modifier is Wisdom. The masaruri draws his spells from the dreamweaver spell list.

This replaces the monk's ki pool, slow fall, high jump, purity of body, wholeness of body, diamond body, abundant step, diamond soul, and empty body. Unchained monks replace their ki pool and ki powers instead.

Table: Masaruri Spells Per Day

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



Dreamweaver Spell List

1st — *cause fear, comprehend languages, darkvision, feather fall, levitate, unseen servant, ray of enfeeblement, silent image, true strike, whispering wind*

2nd — *blink, darkness, fly, glitterdust, major image, scare*

3rd — *deeper darkness, dimension door, fear, phantom steed, ray of exhaustion, shadow conjuration*

4th — *confusion, dream, nightmare, overland flight, phantasmal killer, shadow evocation*

Cloak of Dreams

School enchantment (compulsion) [mind-affecting]; **Casting Time** 1 round

Range 5 ft. **Area** 5-ft.-radius emanation centered on you

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded.

Creatures with the scent special quality have a –4 penalty on their saves.

Monk of the Divine Bell (Archetype)

Monks of the Divine Bell seek clarity, order, and balance through careful movement and mystical techniques that mimic powerful effects from the strike of a gong to the rapid chimes of a triangle. This archetype is also available to unchained monks.

AC Bonus (Ex): A monk of the divine bell does not add his Wisdom modifier to his AC bonus, nor does he gain an AC bonus at 4th level or higher, but he does still add those bonuses to his CMD.

Percussive Defense (Su): Monks of the divine bell begin play with DR 1/—. When a monk of the divine bell could make multiple attacks on his turn (such as when using flurry of blows, spending a ki point, or with a high base attack), he can forego any number of additional attacks made after the first to increase his DR by +1 for each attack until the start of his next turn.

At 4th level, and every 4 levels thereafter, the monk's base DR increases by +1, to a maximum of DR 6/— at 20th level.

Reverberating Strike (Su): At 1st level, a monk of the divine bell can hit an opponent and cause their bodies to spasm from the shock. When using Stunning Fist, the target is only staggered for 1 round, but takes 1d6 additional damage. A successful saving throw avoids the staggered condition and deals half of the additional damage. This is precision damage, and functions the same as a rogue's sneak attack damage. At 3rd level, and every 3 levels thereafter, the monk adds +1d6 to his additional damage when using reverberating strike.

Additional effects normally applied to the monk's stunning fist at higher levels (such as fatigued or sickened) treat the monk's level as 4 less for the purpose of both the saving throw DC and when they are gained.

This ability alters Stunning Fist and replaces the monk's fast movement.

Nature Warden

The following archetypes are available to characters with levels in the nature warden class.

Bestial Warden (Archetype)

Walk with me on the wild side.

Most nature wardens stray from the druidic path, preferring to wield their weapons with the blessings of their guardian spirits. Bestial wardens, however, embrace their druidic heritage, using their gifts to transform into deadly animals and plants.

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

This ability alters the nature warden's weapon proficiencies.

Wild Shape (Su): At 5th level, a bestial warden gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per warden level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the warden is familiar with.

A bestial warden loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A bestial warden can use this ability an additional time per day at 9th, 13th, 17th, and 20th level. As a bestial warden gains levels, this ability allows the warden to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a bestial warden can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a bestial warden's wild shape now functions as *beast shape II*. When taking the form of an elemental, the warden's wild shape functions as *elemental body I*.

At 8th level, a bestial warden can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a bestial warden's wild shape now functions as *beast shape III*. When taking the form of an elemental, the warden's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the warden's wild shape functions as *plant shape I*.

At 10th level, a bestial warden can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the warden's wild shape now functions as *elemental body III*. When taking the form of a plant, the warden's wild shape now functions as *plant shape II*.

At 12th level, a bestial warden can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the warden's wild shape now functions as *elemental body IV*. When taking the form of a plant, the warden's wild shape now functions as *plant shape III*.

This replaces guardian form.

Nature Warrior (Ex): At 12th level, a bestial warden gains a +1 bonus on attack and damage rolls with natural weapons. This

bonus increases to +2 at 16th level and +3 at 20th level. In addition, at 16th and 20th level, the warden can also choose an advanced weapon training option that ties to her natural weapons, as a fighter of her level.

This ability replaces the 12th-level benefit of guardian might.

Life Warden (Archetype)

Worry not. Nature will provide.

Unlike their battle-hardened counterparts, life wardens protect their allies by keeping them out of harm's way. What they lack in martial training, they make up for in leadership talent and healing capability.

Lay on Hands (Su): Beginning at 2nd level, a life warden can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her warden level plus her Wisdom modifier. With one use of this ability, a life warden can heal 1d6 hit points of damage for every two warden levels she possesses. Using this ability is a standard action, unless the warden targets herself, in which case it is a swift action. Despite the name of this ability, a life warden only needs one free hand to use this ability.

This ability replaces the bonus feats gained at 2nd level and every 4 levels thereafter, although the life warden still counts her warden level as levels of fighter when meeting prerequisites for feats.

Spells: Beginning at 4th level, a life warden gains the ability to cast a small number of divine spells which are drawn from the druid spell list. A life warden must choose and prepare her spells in advance.

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

Like other spellcasters, a life warden can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is the same as a paladin of her warden level. In addition, she receives bonus spells per day if she has a high Wisdom score.

A life warden must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A life warden may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a life warden has no caster level. At 4th level and higher, her caster level is equal to her life warden level – 3.

This ability replaces guardian might.

Champion of Nature (Su): At 20th level, a life warden gains DR 5/- and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

Necromancer

The following archetypes are available to characters with levels in the necromancer class.

Pale (Archetype)

I seek not to pervert death, but to overcome it, for I have seen what lies beyond for those like me, and I won't go back.

Pale seek any escape from death they can find. They scour tomes, practice strange techniques, and learn mind-warping magic to avoid meeting their end. So long as they can do this, there is nothing else the pale need fear.

Curse (Ex): At 1st level, a pale has already died at least once and been returned to life. He gains one of the following oracle's curses, as the oracle class feature. Accursed, clouded vision, haunted, hellbound, lich, possessed, shadowbound, or wasting. This replaces channel touch and spectral hand.

Dominion: A pale does not receive dominion slots with which to cast his dominion spells, but he can prepare those spells to be cast up to once per day each.

Mystery: Every pale begins play with a mystery that was revealed to him upon his original death. This functions as the oracle class feature, except the pale does not gain mystery spells.

Revelation: The mystery revealed to the pale grants him insight and knowledge beyond that of other mortals. At 1st level, he gains one revelation from his mystery. He gains additional revelations at 3rd level, and every 4 levels thereafter.

This replaces cruelty.

Sanguine Outlaw (Archetype)

Tell you what, let's draw on it. If I win, your soul's mine.

The first sanguine gunmen were a posse of rebel gunslingers wanted dead or alive for the crimes they committed against the living after discovering a copy of the Necronomicon. When the law finally caught up to them, the reds staged a gunfight in an old graveyard that would become their tomb. Outgunned, each of the sanguine gunmen gave the last of their blood to their necromantic book, turning themselves into terrifying liches whose story would continue even into death.

Since that time, the myth of the sanguine gunmen grew, and with it, sects of necromancers seeking to perfect the gunslingers' ritual for themselves. Trained in firearms, these deadly spellcasters sling bullets imbued with death at their enemies.

Base Attack Bonus: A sanguine outlaw's base attack bonus is equal to 3/4 his level, as a bard. This alters the necromancer's base attack.

Weapon and Armor Proficiency: A sanguine outlaw is proficient with all simple weapons and all firearms, as well as light armor, but not shields. This modifies the necromancer's proficiencies.

Spells: Sanguine outlaws gain spells per day, and spells known, as a bard of the same level. This updates the necromancer's normal spellcasting progression.

Channel Touch (Su): This ability is not gained until 4th level.

Dominion of the Gun (Ex): At 1st level, a sanguine outlaw gains grit and gunsmith, as the gunslinger abilities. This ability replaces dominion.

Deadeye (Ex): At 1st level, the sanguine outlaw can resolve an attack against touch AC instead of normal AC when firing beyond his firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The outlaw still takes the -2 penalty on attack rolls for each range increment beyond the first when he performs this deed.

Deeds: Starting at 3rd level, a sanguine outlaw can spend grit points to accomplish additional deeds. When determining if he can use a deed, his effective gunslinger level is equal to his sanguine outlaw level -2. This ability replaces cruelty 1.

Channel Shot (Su): Starting at 4th level, as long as he is wielding a firearm and has at least 1 grit point, the sanguine outlaw's channel touch shares his firearm's range increment.

This replaces spectral hand.

Paladin

The following archetypes are available to characters with levels in the paladin class.

Eldritch Champion (Archetype)

I am the herald of the Chaos. On my shoulders rests the task of bringing it to this world.

A paladin faces his enemy, sickle drawn, a smile crossing his otherwise stern face. Closing his eyes for but a moment, he calls out to Rhan-Tegoth, invoking the unseen. Suddenly, he is nowhere to be found. His opponent, confused, looks to the other members of the paladin's party and stalks toward them.

The gleam of a curved blade stops the creature in its tracks as the paladin reappears, its blood now coating his weapon. It tries to scream, but no sound escapes its mouth as it falls over, dead.

Eldritch champions are exemplars of the Great Old Ones, upholding only what they deem just and righteous in the eyes of their patrons.

Alignment: Any non-lawful.

Aura of Chaos: Regardless of alignment, an eldritch champion emits an aura of chaos. The power of this aura is equal to his eldritch champion level.

Energy Blast (Su): As a standard action, an eldritch champion can channel the power of his patron into a ranged attack that targets the AC of a single creature within 60 feet. The blast deals 1d6 bludgeoning damage when not channeled through a weapon. He can use energy blast at will, but only once per round. He also gains the *essence weapon* invocation and can use it even when he has no spell slots available. This ability replaces smite evil 1.

Beginning at 4th level, the champion can spend one use of lay on hands when he uses energy blast. If he does, his energy blast deals damage equal to the amount healed by lay on hands instead.

Invocations (Sp): At 4th level, and every 3 levels thereafter, an eldritch champion gains an invocation for which he qualifies. See Eldritch Invocations in chapter 6 for a list of invocations the champion can learn. This ability replaces smite evil 2-7.



Reliquary (Archetype)

You probably shouldn't touch that. No, you're doing it wrong. Here, my god has shown me how to use it correctly.

There was a time when the gods wouldn't deal in mortal affairs unless it directly related to their own needs. After the fall of the gods of secrets and knowledge, however, they have taken a more proactive approach; especially when it comes to ancient relics.

Tasked by his god with retrieving artifacts and powerful implements from dangerous people and long-lost places, the reliquary is rewarded with divine insight into the proper use of such objects. By adhering to his code and using his bounties as they were intended, the reliquary's power knows only the bounds set by his deity.

Class Skills: A reliquary adds Disable Device and Use Magic Device to his list of class skills and removes Handle Animal and Ride.

Divine Implement (Su): Each reliquary begins with a relic through which he focuses his god's power. This ability functions like the occultist implement class feature, except as noted here. His divine implement can be a shield, a suit of armor, or a weapon engraved with his god's holy symbol.

A weapon that acts as the reliquary's divine implement does not have to be his god's favored weapon, but usually is. While wielding the weapon, the reliquary gains the physical enhancement resonant power as well as the legacy weapon base power. These abilities function as the occultist powers of the same name.

A suit of armor or shield that acts as the reliquary's divine implement grants him the warding talisman resonant power and

the aegis focus power. These abilities function as the occultist powers of the same name.

The reliquary's divine implement is always treated as having the maximum mental focus invested for an occultist of the reliquary's level. Once chosen, the reliquary cannot change his type of divine implement, but he can declare a different qualifying armor, shield, or weapon as his divine implement after receiving at least 8 hours of sleep and spending 1 hour praying to his god to recognize the new item.

This ability smite evil 1.

Canny Item Use (Ex): At 3rd level, a reliquary adds his Intelligence modifier to Disable Device and Use Magic Device checks in addition to Dexterity and Charisma, respectively.

This ability replaces the mercy gained at 3rd level.

Spell Casting: Beginning at 4th level, a reliquary learns to cast a small number of psychic spells drawn from the occultist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a reliquary must have an Intelligence score equal to at least 10 + the spell's level. The DC for a saving throw against a reliquary's spell is 10 + the spell's level + his Intelligence modifier. A reliquary can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a paladin of the same level. In addition, he receives bonus spells per day if he has a high Intelligence score.

A reliquary's selection of spells is limited. He gains access to spells from the implement school to which his divine implement is tied, as an occultist of the same level, and can choose new spells to replace old ones at 7th level and every 3 class levels after that. As he gains access to new implements (see below), the reliquary also gains access to those implements' spells in the same way an occultist would.

This ability replaces the paladin's spells class feature.

Implements (Su): At 5th level, a reliquary learns to use one implement school. This ability functions like the occultist implements feature. At 7th level and every 3 levels thereafter, the reliquary gains learns to use one additional implement school, to a maximum of six schools at 19th level.

This ability replaces divine bond.

Mental Focus (Su): At 5th level, a reliquary gains access to the occultist mental focus class feature. The reliquary can apply his mental focus to his implements, but cannot save generic focus. The reliquary's effective occultist level is equal to his reliquary level -3.

Suppress Curse (Su): At 6th level, a reliquary can expend a use of his lay on hands to attempt to suppress an item's curse. This functions as a targeted dispel from *dispel magic*, except the reliquary can substitute a Disable Device check for the caster level check, and the effect is suppressed for a number of hours equal to his reliquary level.

This ability replaces the mercy gained at 6th level.

Ranger

The following archetypes are available to characters with levels in the paladin class.

Blue Moon Ranger (Archetype)

Concept by Margherita Tramontano

Sometimes, the ones most fit to keep monsters away from wildlands and settlements are the ones descended from their same blood. A blue moon ranger



hunts and watches out for his own kin, but can also be called upon to act as mediator between different species and cultures.

Most cultures have their own form of blue moon ranger, and this archetype pairs well with others such as the yokai hunter.

Favored Enemy (Ex): Blue moon rangers never select more than one favored enemy, although the bonuses against creatures of the chosen type still accrue. If the ranger would gain another archetype that modifies (but doesn't replace) favored enemy, he gains the first iteration of the modified ability only, except as noted here.

This ability modifies the normal progression of favored enemy.

Fast Movement (Ex): At 2nd level, a blue moon ranger gains the bloodrager's fast movement ability.

This ability replaces the ranger's first combat style feat.

Bloodrage (Su): At 3rd level, the ranger gains the ability to enter a bloodrage. His effective bloodrager level is equal to his ranger level -2.

This ability replaces the ranger's first favored terrain.

Spell Casting: Starting at 4th level, a blue moon ranger casts divine spells drawn from the ranger spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a blue moon ranger must have a Wisdom score equal to at least 10 + the spell's level. The DC for a saving throw against a blue moon ranger's spell is 10 + the spell's level + his Wisdom modifier. A blue moon ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a bloodrager of the same level. In addition, he receives bonus spells per day if he has a high Wisdom score.

A blue moon ranger's selection of spells is limited. He has the same number of spells known as a bloodrager of the same level, and can choose new spells to replace old ones at 8th level and every 3 class levels after that, just as a bloodrager does. See the bloodrager for more information on swapping spells known.

In addition, the ranger adds his bloodline spells to his list of spells known at 7th, 10th, 13th, and 16th level.

This modifies the ranger's spells ability.

Bloodcasting (Su): At 4th level, a blue moon ranger gains the ability to cast spells even while bloodraging. He can also cast these spells defensively and can make concentration checks for these spells while bloodraging. While bloodraging, he can cast and concentrate on only his blue moon ranger spells (see below); spells from other classes cannot be cast while in this state.

Hunter's Bond (Ex): At 4th level, a blue moon ranger must choose an animal companion as his hunter's bond.

Bloodline Powers: Starting at 5th level, a blue moon ranger gains his first bloodline power, as the bloodrager class feature. He gains additional bloodline powers at 9th, 13th, and 17th level.

Blood Companion (Su): At 10th level, while a blue moon ranger is raging and his animal companion is within 30 feet from him, he grants the companion the 1st-level bonuses on attack and damage granted by his first bloodline power (if any) and all immunities and resistances he gains from bloodline powers. Furthermore, whenever the bloodrager is affected by a

spell or spell-like ability with the range of personal while his animal companion is within 30 feet from him, the companion also gains the benefit of that spell.

This replaces the combat style feat gained at 10th level.

Greater Raijus and Beast Spears

Blue moon rangers, and especially those who are also yokai hunters, often discover powerful weapons and special companions once they are 7th-level or higher and possess the hunter's bond class feature that grants an animal companion. Outsiders known as greater raiju aid the rangers in their hunt for dangerous creatures, while a powerful artifact, known as the greater beast spear, may be discovered by a worthy (or, as some would believe, unlucky) blue moon ranger. With enough willpower and control, the ranger who utilizes these options can become a formidable foe for even the greatest of yokai.



Greater Raiju Companion

Starting Statistics

Size Medium, Speed 40 ft., fly 40 ft. (good); AC +4 natural armor; Attack 2 claws (1d4 + 1d6 electricity); Ability Scores Str 14, Dex 17, Con 12, Int 12, Wis 13, Cha 13; Special Attacks breath weapon (30–ft. line, 5d6 electricity damage, Reflex DC 10 + half hit dice + Constitution mod for half, usable every 1d4 rounds); Special Qualities prehensile hair, scent.

7th-Level Advancement

Size Large; AC +2 natural armor; Attack 2 claws (1d6 + 1d6 electricity); Ability Scores Str +6, Dex +2, Con +2; Special Qualities shocking burst claws (as the weapon enhancement), *ethereal jaunt* 1/day, as the spell.

When encountered in the wild, greater raijus can be dangerous and cunning opponents.

Greater Raiju

This hulking, looming creature shows a mix of human and feline features, and a very long billowing golden mane. Around it the air sparkles with electricity. It looks at you with an all-fanged grin, as if it's pleased to have found dinner.

CR 7 XP 3,200

CN Large outsider (air, native)

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

Defense

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, –1 size)

hp 76 (9d10+27); regeneration 1/hour (divine damage)

Fort +9, Ref +9, Will +7

Immune electricity

Offense

Speed 50 ft., fly 100 ft. (good)

Melee 2 claws +13 (1d8+5 plus 1d6 electricity)

Space 10 ft., Reach 10 ft.

Special Attacks breath weapon (30–ft. line, 5d6 electricity damage, Reflex DC 17 for half, usable every 1d4 rounds), prehensile hair, shocking burst

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

At will— *ethereal jaunt*

3/day— *call lightning*

1/day— *control weather* (thunderstorm only)

1/week— *polymorph any object* (self only)

Statistics

Str 20, Dex 19, Con 16, Int 12, Wis 13, Cha 13

Base Atk +9; CMB +15; CMD 29 (33 vs. trip)

Feats Acrobatic, Combat Reflexes, Improved Initiative, Lightning Reflexes, Rending Claws

Skills Acrobatics +18 (+22 when jumping), Fly +22, Intimidate +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +16

Languages Auran, Common

SQ change shape (any Small to Large humanoid, *alter self*), prehensile hair

Ecology

Environment any land or sky (lightning storms)

Organization solitary

Treasure None

Special Abilities

Prehensile Hair (Su): A greater raiju's long mane can be used to climb, snatch things and immobilize adversaries. The creature can't wield a weapon or attack with its mane, but can use it for any other purposes that require free hands. When both its claw attacks inflict damage to a foe, the greater raiju can attempt

to grapple that foe with its hair as a free action without provoking an attack of opportunity. A grappled creature suffers 1d6 electricity damage every round. When a greater raiju grapples a foe in this way, the raiju does not gain the grappled condition. The hair cannot be sundered or attacked as a separate creature.

Shocking Burst (Su): Besides dealing normal slashing damage, the claws of a greater raiju are considered to have the shocking burst weapon special quality. They deal 1d6 extra points of electrical damage on a normal hit and an additional 1d10 electricity damage on a critical hit.

Greater raiju are born on the material plane. Some were once humans who transformed into yokai after spending too much time near powerful magic or other monsters. Others just relish in their elemental power, without meddling too much in human affairs. Many raijus continue pursuing the passions they had as mortal beings, even if they can't remember why any more. A few become cruel and ruthless, indulging in eating humans and battling other yokai just for the thrill of it. Often, a greater raiju retains some of the magic powers and knowledge it possessed in its previous life.

Greater Beast Spear (Transcendent Major Artifact)

Aura overwhelming (all schools) CL 30th

Slot none; **Price** —; **Weight** 6 lbs.

Statistics

Alignment lawful good/chaotic neutral; **Ego** 26

Senses 120 ft., blindsense, detect evil

Int 10, **Wis** 18, **Cha** 14

Communication telepathy

The greater beast spear is a +5 called furious ghost touch yokai bane spear. It was created thousands of years ago to slay mythic yokai.

Inside the spear are trapped two souls who gave their lives to create the ultimate weapon, so The greater beast spear has two distinct alignments and can be used by a character of any alignment. All it requires is that its wielder is willing to slay as many yokai as possible, for whatever reason. Once it has chosen a master, The spear doesn't manifest any of its powers in anyone else's hands until he is dead or succumbed to its curse (see below).

The spear has detect evil always active and resonates when an evil presence is within range. Its blade ignores humanoid flesh as if it were incorporeal, but the haft can still be used to inflict bludgeoning damage to humanoids.

Transcendent Power: A non-mythic wielder chosen by The spear gains the following mythic abilities:

The wielder gains 3 mythic tiers in the champion path.

The wielder gains the champion's strike (distant barrage) champion feature.

The wielder gains a +2 increase to Constitution.

The wielder gains the Mythic Distance Thrower and Mythic Endurance feats, or the non-mythic versions of these feats if he does not already have them and meets the prerequisites.

The wielder gains the endless hatred, flash of rage, and myth slayer path abilities.

Special Purpose: The spear has the special purpose of slaying yokai. Regardless of whether he has mythic tiers, if The spear's wielder shares in its special purpose, he gains the following benefits.

The wielder gains DR 5/—.

The wielder can use resurgent transformation once per day.

Curse: Whenever The spear becomes dominant on its wielder, he must attempt a further Will save. A failure means that the wielder loses 1 point of Intelligence for the purpose of subsequent saves of this type only.

When his equivalent Intelligence drops to 0, the wielder becomes permanently dominated and begins to transform into a yokai himself. A powerful healing ritual can invert the transformation within a week; otherwise, the wielder permanently becomes a monster under the GM's control (with a type, subtype and CR based on his former alignment and level) and loses most of his former memories. The spear will then abandon him and seek a new master.

Destruction

If The spear has no master, it can be destroyed by wrapping it in a special anti-magic cloth made from yokai souls, then melting it in a deep stone tank full of incandescent rare metals until it's completely cooled.

If its master's alive, The spear will only fade to nothingness spontaneously once it has been used to slay a mythic yokai it hates most, thus freeing the souls entrapped inside.

Ranger of the Dark Path (Archetype)

My death has served to show me the gifts it offers.

Rangers of the dark path are cunning individuals, adept at manipulating opponents. Many who become dark rangers have been brought back from the dead, returning with newfound respect for the afterlife. What may surprise some is that this does not make them evil. Rather, the dark rangers fight evil harder because they have seen its power first hand.

Class Skills: A dark ranger adds Knowledge (religion) to her list of class skills and removes Handle Animal.

Command Undead: A dark ranger gains Command Undead as a bonus feat at 1st level. She can use this feat once per day at 1st level, and a number of times per day equal to 3 + her Charisma modifier starting at 3rd level, as if she possessed the Channel Negative Energy class feature.

This ability replaces wild empathy and the ranger's favored terrain gained at 3rd level.

Combat Style: A dark ranger must choose archery as her combat style.

Ranger Spells: Rangers of the dark path add the following spells to their ranger spell lists. They remove spells with the healing descriptor and spells that could restore a creature's ability scores or remove afflictions, diseases, or poisons.

1st: *Blight arrow, cause fear, charm person, hide from undead, piercing shriek, silence, vanish*

2nd: *Animate dead, scare, spectral hand, unliving rage, vampiric touch*

3rd: *Charm monster, fear, healing thief, poison, shout*

4th: *Dominate person, feast on fear, shadow step*

Aura of Cowardice (Su): At 4th level, the dark ranger radiates a palpably daunting aura that causes all enemies within 10 feet + 5 feet per 2 levels to take a –2 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity, but take no penalty to their saves, while within the dark ranger's aura of cowardice. This ability functions only while the dark ranger remains conscious, not if she is unconscious or dead.

This ability replaces hunter's bond.

Bonus Feat: At 8th level, the dark ranger gains her choice of Undead Master or Spell Specialization (necromancy) as a bonus feat. She can ignore the prerequisites for these feats. These feats are referenced in Chapter 5.

This ability replaces the favored terrain gained at 8th level.

Blight Arrow

School necromancy [evil]; Level antipaladin 1, cleric/oracle 2, dark ranger 1, necromancer 2; Domain death 2; Subdomain souls 2

Casting Time 1 standard action

Components V

Range see text

Target one piece of ammunition

Duration instantaneous

Saving Throw Fortitude or Will (partial, see text); **Spell Resistance** no

As you cast this spell, make a ranged attack that requires ammunition. If the attack hits, the target also takes 1d3 Constitution damage. A successful Fortitude save negates the Constitution damage. Undead creatures can be affected by this spell and take Charisma damage on a failed Will save instead.

In addition, if a living creature hit by your *blight arrow* dies before the start of your next turn, it returns as a skeleton under your control. This functions as the *animate dead* spell, except the target can only come back as a skeleton.

Aura of Despair (Su): At 13th level, enemies within 10 feet + 5 feet per 2 levels of the dark ranger take a –2 penalty on all saving throws. This stacks with the penalty from aura of cowardice, and functions only while the dark ranger is conscious, not if she is unconscious or dead.

This ability replaces the favored terrain gained at 13th level.

Darkest Path (Sp): At 18th level, a dark ranger chooses *wail of the banshee* or *dominate monster*. She gains the ability to cast the chosen spell once per day. She can also expend two 4th-level spell slots to cast it any other time.

This ability replaces the favored terrain gained at 18th level.



Rogue

The following archetype is available to characters with levels in the rogue class.

Skiprock Champion (Archetype)

A sport perfected by halflings, rock skipping has become a competition with ever-growing numbers amongst several races, including humans, half-orcs, and particularly dwarves. Applied to a combat situation, the art of rock skipping can be a deadly talent when used competently.

Skiprock Champions are always picking up loose stones or similarly shaped objects and testing them for flexibility and bounce. It's not unheard of for a party to start dividing up treasure in a collapsed room only to find the champion digging through the rubble in search of new, potential weapons.

Expert Rock Skipper: At 1st level, a skiprock champion gains the skip rock rogue talent (see below). Rocks skipped by the skiprock champion threaten a critical hit on a 19 or 20. This ability replaces trapfinding.

Skip Tricks: At 3rd level, a skiprock champion can choose herself as a target when using skip rock and within range. Doing so allows her to either catch the rock upon its return without spending sneak attack dice or send it at another creature within range of her for the current cost. This ability replaces trap sense or danger sense.

At 6th level, 11th level, and 16th level, the skiprock champion reduces the number sneak attack dice required to use skip rock by 1d6.

At 9th level, the champion can still skip her rock if she misses a target, but she cannot attempt to skip the rock to that target again until she has skipped to at least one other creature within range first.

At 14th level, the champion ignores anything less than total cover or concealment when using skip rock.

At 18th level, the champion can use skip rock as part of an attack action, but only the first rock skipped in this way each round can deal sneak attack damage.

New Rogue Talents

Reactive Skip: A rogue with this talent can use skip rock as an attack of opportunity against a creature within 15 feet of her. The rogue is treated as having 15-ft. reach for the purpose of drawing attacks of opportunity in this way. If her attack hits, the rock returns to the rogue at no cost in sneak attack dice. A rogue must be at least 6th level and have the skip rock talent before choosing this one.

Skip Anything: A rogue with this talent can attempt to skip any thrown weapon or object when using skip rock, but takes a -2 penalty to her attacks for each category larger that object is over a standard skipping rock. A light weapon like a dagger, for example, could be thrown at a -2, whereas a waraxe could be thrown at a -4, a longsword at a -6, or a glaive at a -8. A rogue must have the skip rock talent before choosing this one.

Skip Rock: A rogue with this talent treats flat stones, called skipping rocks, as simple, thrown (15/30) weapons that deal 1d6 bludgeoning damage. As a standard action, the rogue may make a thrown attack with a skipping rock against a creature or object within range. If she hits, she can then reduce her potential sneak attack damage by a number of d6 to instead bounce the stone to another target within range

of the previous creature or object struck, attacking it as well. Doing so costs 1d6 for the second target, 2d6 for the third, and so on. The rogue may use this ability even when she could not otherwise deal sneak attack damage, but her rocks only deal sneak attack damage to a creature when the usual conditions for doing so are met.

Skipping Rock Star: A rogue with this talent can add a +5 circumstance bonus to a single Diplomacy skill check made to influence a creature that has seen her successfully use skip rock. A rogue must be at least 2nd level and have the skip rock talent before choosing this one.

Soft Skip: When using skip rock, a rogue with this talent can choose to deal nonlethal damage with one or more skips of her rock. A rogue must have the skip rock talent before choosing this one.

Shifter

The following archetype and class options are available to characters with levels in the shifter class.

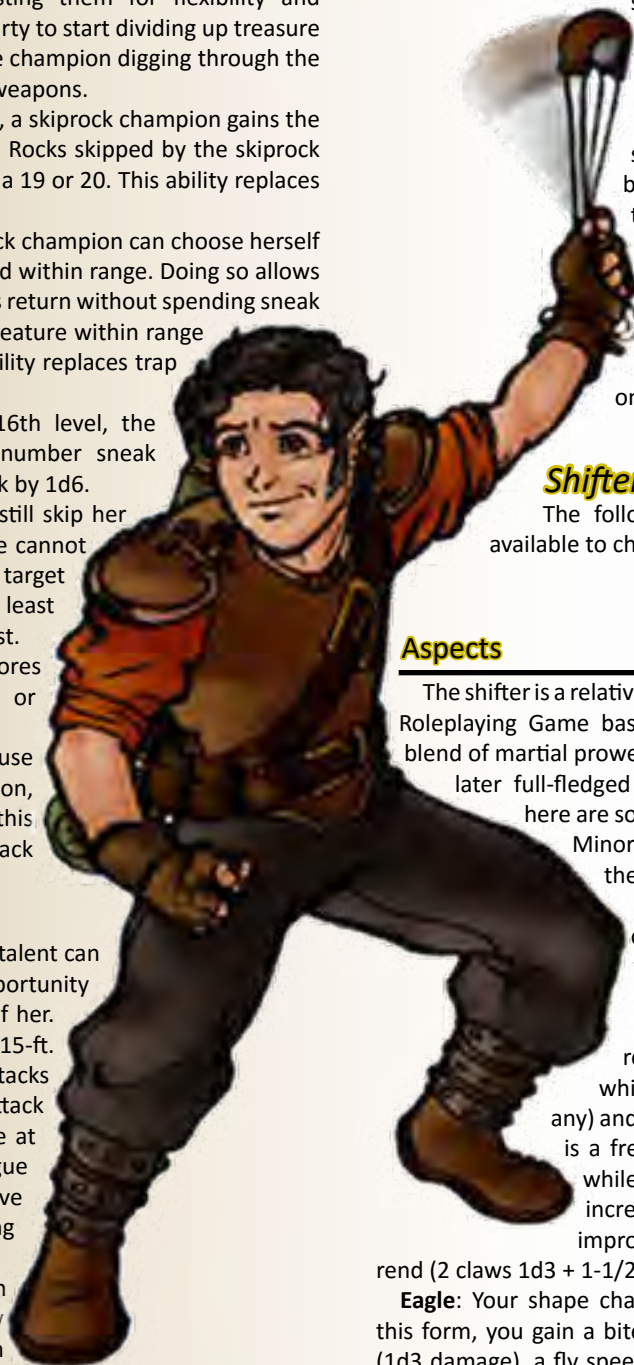
Aspects

The shifter is a relatively recent addition to the list of Pathfinder Roleplaying Game base classes, and it presents a wonderful blend of martial prowess and the ability to take on aspects (and later full-fledged forms) of different animals. Presented here are some new major forms the shifter can take.

Minor form versions of these can be found in the animal focus hunter options above.

Armadillo: Your shape changes to that of a Small armadillo. While in this form, you gain a base speed of 20 feet, two claw attacks (1d3 damage), a burrow speed of 15 feet, and scent (30 feet). You can also roll into a protective ball as a swift action which doubles your natural armor bonus (if any) and reduces your speed to 0. Leaving the ball is a free action. At 8th level, you gain evasion while rolled into a ball and your burrow speed increases to 30 feet. At 15th level, you gain improved evasion while rolled into a ball and rend (2 claws 1d3 + 1-1/2 times your Strength modifier).

Eagle: Your shape changes to that of a Small eagle. While in this form, you gain a bite attack (1d4 damage), two claw attacks (1d3 damage), a fly speed of 60 feet (good), low-light vision, and a +4 racial bonus on vision-based Perception checks. At 8th level, you gain Improved Natural Attack with your claws, and your racial bonus on Perception checks increases to +6. At 15th level, you gain the Flyby Attack feat and your fly speed increases to 90 feet (perfect).



Elephant: Your shape changes to that of a Large elephant. While in this form, you gain a base speed of 40 feet, a gore attack (2d6 damage), low-light vision, and scent (30 feet). At 8th level, your size increases to huge (as *beast shape III*), which increases your gore damage to 2d8. At 15th level, you gain the ability to trample creatures for 2d6 + 1-1/2 times your Strength modifier damage.

Fox: Your shape changes to that of a Tiny fox. While in this form, you gain a base speed of 40 feet, lowlight vision, and scent (30 feet), and you use your Dexterity modifier instead of your Strength modifier on Climb and Swim checks. At 8th level, you gain the Dodge feat and a +4 racial bonus on hearing-based Perception checks. At 15th level, you gain the Mobility and Sneak Attack feats and your racial bonus on Perception checks increases to +6.

Ram: Your shape changes to that of a Large ram. While in this form, you gain a gore attack (1d8 damage), low-light vision, and you always count as having a running start when making jump checks using Acrobatics. At 8th level, you gain Improved Bull Rush and a climb speed equal to your base land speed, but only to climb mountains or similar rocky terrain. At 15th level, you gain the Awesome Blow and Improved Natural Attack feats for gore attacks, and you can use Awesome Blow against a creature of your size or smaller.

Warshaper (Archetype)

I will defend my friends as surely as my circle.

Shifters who have delved further into druidic training develop a smaller list of spells and the ability to call upon a companion in their time of need.

Weapon and Armor Proficiency: A warshaper is proficient with all simple and martial weapons, as well as with the natural attacks (claw, bite, and so forth) of forms he assumes with wild shape. He retains his armor proficiencies and requirements.

This alters weapon and armor proficiency and replaces shifter claws and shifter claws increases.

Defensive Instinct: A warshaper doesn't gain defensive instinct or any of that ability's improvements.

Spells: At 4th level, a warshaper gains spellcasting, which functions as the paladin ability, except the warshaper uses his Wisdom modifier instead of Charisma for his spell save DC and bonus spells. The warshaper draws his spells from the druid spell list.

Nature Bond: Upon reaching 5th level, the warshaper forms a close bond with an animal companion. This animal is a loyal companion that accompanies the warshaper on his adventures as appropriate for its kind. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature).

Chimeric Aspect: A warshaper doesn't gain chimeric aspect until 14th level. He doesn't gain greater chimeric aspect. This alters chimeric aspect.

Sorcerer

The following archetype is available to characters with levels in the sorcerer class.

Eldritch Initiate (Sorcerer Archetype)

It has touched me. Can you feel it too? The change, so subtle and yet all-consuming. I crave more.

A young man sits outside the inn, quietly talking to nothing in particular. He turns as a group of adventurers pass by and chuckles, asking if he might join them on their quest. Pointing to the empty space beside him on the dirt, he explains that his friend told him what they were doing and he wants to see it for himself.

Skeptical, the party turns to their wizard, who inspects the surrounding area for trickery, but only the boy himself glows a faint, chaotic mash of purples, blacks, and blues. The boy watches the other spellcaster closely before smiling up at him. With a flourish, the boy reveals himself to be a sorcerer of surprising power, although his bloodline is either absent or has yet to manifest.

Reluctantly, the party agrees, and the boy thanks his patron for bringing them to his attention before leaving. The King in Yellow merely nods his approval and fades away in search of another who would accept his gifts.

Eldritch initiates are born with the power of chaos coursing through their veins. After a time, they awaken to it, seizing the gift for themselves or going mad as they attempt to do so.

Bloodline: Eldritch initiates do not gain a bloodline, bloodline powers, spells, or feats.

Energy Blast (Su): As a standard action, an eldritch initiate can channel the power of his patron into a ranged attack that targets the AC of a single creature within 60 feet. The blast deals 1d6 bludgeoning damage. He can use energy blast at will, but only once per round.

At 3rd level, and every odd level thereafter, the eldritch initiate's energy blast deals 1d6 additional damage, to a maximum of 10d6 points of damage at 19th level.

Invocations (Sp): At 2nd level, and every even level thereafter, an eldritch initiate gains an invocation for which he qualifies. See Eldritch Invocations in chapter 6 for a list of invocations the initiate can learn.

Truenamer

The following archetype is available to characters with levels in the truenamer class.

Hurried Scholar (Truenamer Archetype)

One moment while I look that up.

Truenamers are known for their hyper focus tendencies, especially when speaking words of power. Hurried scholars, however, are less attentive and more prone to fanciful use of their great power.

Parsing: Hurried scholars begin play with a lexicon in which they write their words of power. Unlike other truenamers, a hurried scholar does not write entire words of power in his lexicon. Instead, he writes only enough of each word to create 1-point spell effects. The scholar starts with a number of these effects of his choice equal to 3 + his Intelligence modifier.

At each new level, the scholar gains an additional effect that he can write into his lexicon. This effect can be worth as many points as he's able to accept of burn in a single turn (not including his internal buffer), but he cannot learn higher point effects without knowing the previous-level effect of the same word (he can't learn *burst of speed* until he knows the *faerie fire* effect of the word *blaze*, for example). The effects written in a hurried scholar's lexicon take up 1 page per point of burn accepted. This alters lexicon.

Unfocused (Su): Because of the chaotic way in which a hurried scholar tracks his spell effects, he lacks the ability to focus and avoid burn. Instead, he builds a tolerance to his words of power through repeated use and practice.

At 1st level, a hurried scholar can create one 1-point spell effect each day without accepting burn. He can create additional effects without accepting burn as he gains levels (see Table: Hurried Scholar Tolerance). This replaces focus.

Table: Hurried Scholar Tolerance

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

Spell Focus (Ex): At 10th level, a hurried scholar gains Spell Focus as a bonus feat. This replaces truename expertise.

Master Scholar (Ex): At 20th level, a hurried scholar gains Greater Spell Focus for the same school of spells he chose with Spell Focus as a bonus feat. In addition, the hurried scholar begins each day with an amount of points in his internal buffer equal to his Constitution bonus.

Witch

The following archetype is available to characters with levels in the witch class.

Coven Witch (Archetype)

Witches often draw their magic from obscure concepts, or don't bother to look too closely into the being granting them power. Whether out of fear, respect, or a need to maintain the mystery behind the gift, most witches create fanciful names of their own when referring to the patrons of agility, death, or mountains, for example.

Coven witches take a different approach. They congregate and worship as a group. Like members of a deity's church, coven witches serve one entity who embodies several of the influences to which so many of their kind individually cling. Through this group learning and mastery, they uncover other elements of their power that a singularly practicing witch may not be able, or even care, to learn.

Spellcasting: Instead of preparing her spells, a coven witch draws her power to cast spells directly from her witches' coven (see below). This makes the coven witch a spontaneous spellcaster. She receives the same number of spell slots per day and spells known as a sorcerer of her witch level, and draws her spells known from her coven's influences.

This ability alters the witch's spellcasting.

Witches' Coven: A coven witch is a member of a group of witches who all follow the same practices and beliefs. This grants the coven witch her choice of up to 4 influences from the witch's patron spells list, representing the basic tenets of her coven. A list of suggested covens can be found below. In addition, the witch's coven grants her a modicum of its power at 2nd level and every 4 levels thereafter.

Witch's Familiar (Ex): A coven witch does not gain a familiar until 3rd level, at which point, her effective wizard level is equal to her witch level –3 (minimum 1st).

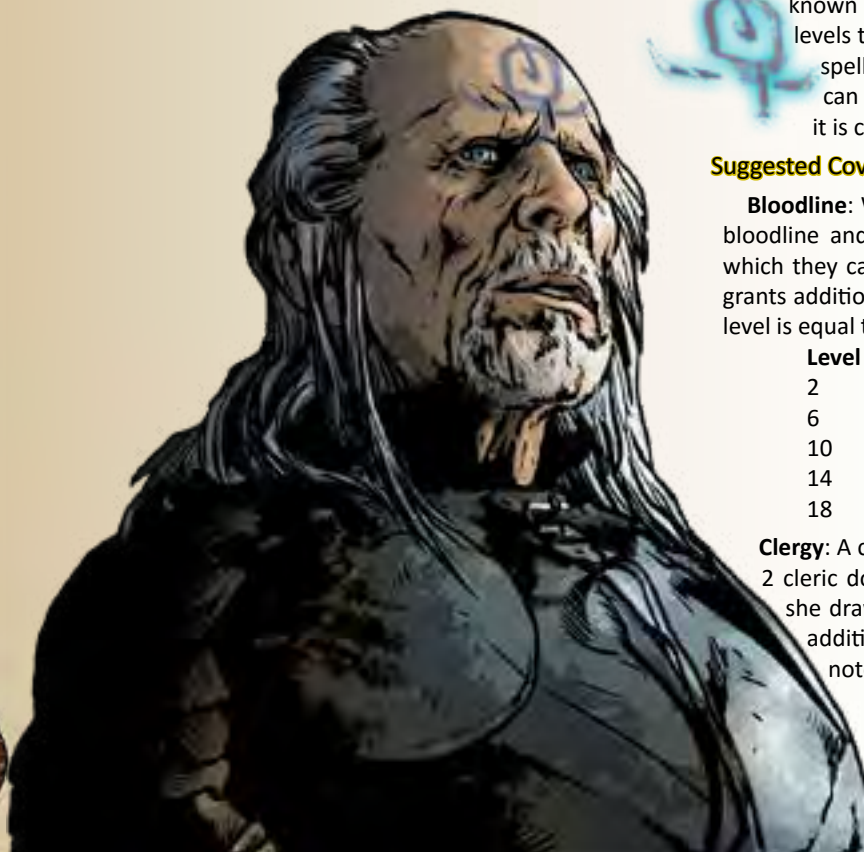
At 3rd level, the witch's familiar grants her one 1st-level spell known from the witch spell list. At 5th level, and every 2 levels thereafter, the familiar grants the witch an additional spell known. This new spell can be of any level the witch can cast when she gains it, and cannot be changed once it is chosen. This alters the witch's familiar.

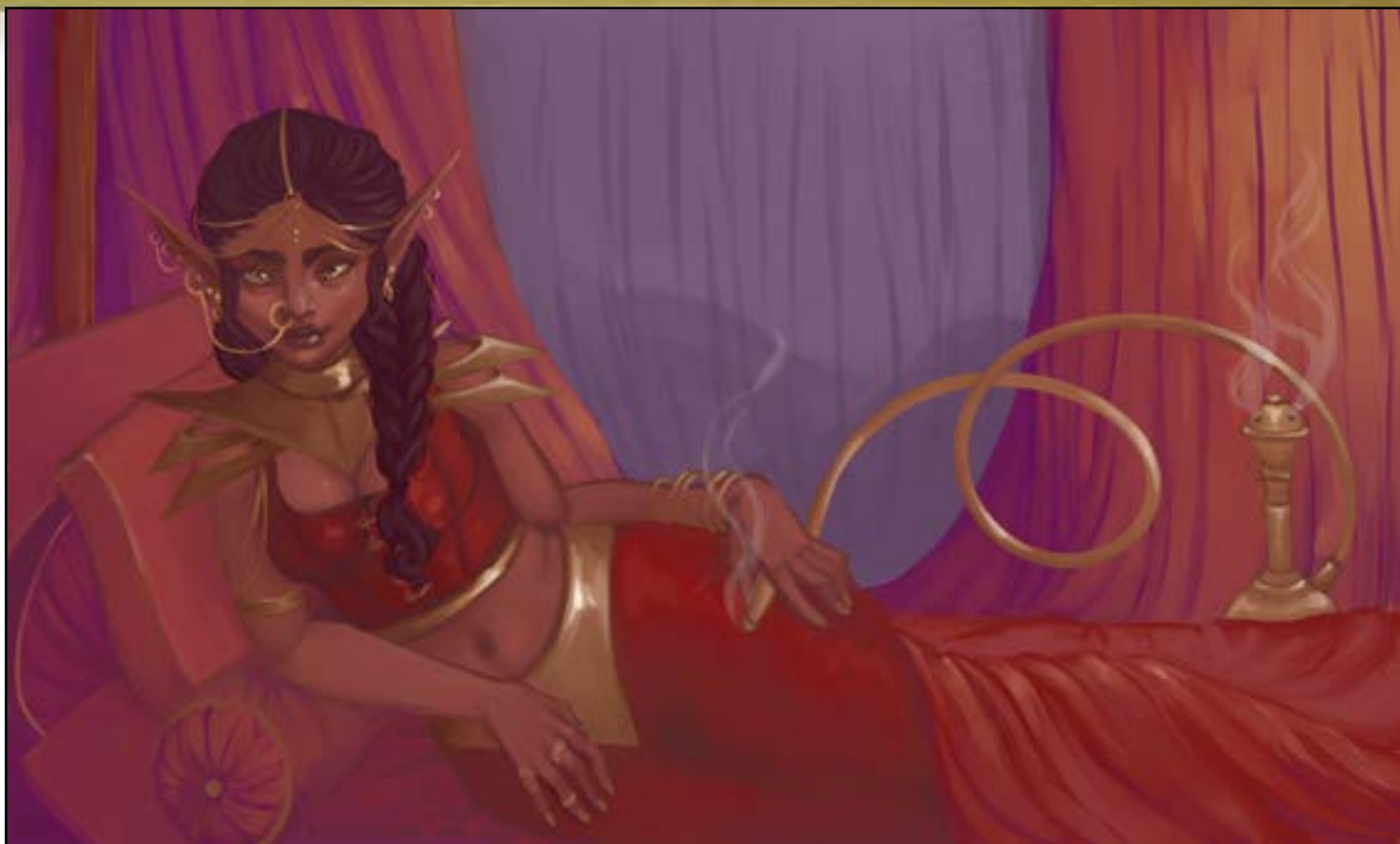
Suggested Covens

Bloodline: Witches of the bloodline coven choose one sorcerer bloodline and add its bloodline spells to the list of spells from which they can draw spells known. The witch's chosen bloodline grants additional boons at the levels below. Her effective sorcerer level is equal to her witch level.

Level	Bloodline Benefit
2	1st-level power
6	bloodline feat
10	3rd-level power
14	bloodline feat
18	9th-level power

Clergy: A clergy witch gains only 3 influences, but also chooses 2 cleric domains and add those spells to the list from which she draws spells known. The witch's chosen domains grant additional boons at the levels below. Unless otherwise noted, her effective cleric level is equal to her witch level.





Level Clergy Benefit

2	1st-level domain benefits of 1 domain.
6	1st-level domain benefits of other domain.
10	Channel Energy (cleric level = 1/2 witch level)
14	Remaining benefits of 1 domain.
18	Remaining benefits of other domain.

Otherworldly Patron: A coven witch dedicated to an otherworldly patron chooses one invoker's otherworldly patron and adds one of its associated influences to the list from which she draws her spells known, in addition to the 3 she chooses as part of her coven.

Council of Fiends: Trickery or vengeance.

Faerie Court: Autumn, spring, summer, or winter.

Great Old Ones: Insanity, mind, space, or stars.

Merciless Sea: Endurance, strength, or water.

Undying Masters: Occult or spirits.

The witch's otherworldly patron grants additional boons at the levels below. Unless otherwise noted, her effective invoker level is equal to her witch level.

Level Patron Benefit

2	1st-level otherworldly patron feature
6	Energy blast (invoker level = 1/2 witch level)
10	5th-level otherworldly patron feature
14	9th-level otherworldly patron feature
18	Mystic arcanum

Revelation: A revelation witch chooses an oracle mystery and adds that mystery's spells to the list from which she draws her spells known. Her chosen mystery also grants the witch one revelation at 2nd level and every 4 levels thereafter (6th, 10th, and so on).

Wizard

The following archetype is available to characters with levels in the wizard class.

Shira (Archetype)

The shira are the war wizards of distant, desert lands, trained such that their power is matched only by their beauty. When not called to battle, the shira are performers of the highest order, blending their magic with song, dance, love and other temptations. Shira typically study spells in the schools of abjuration, enchantment, or illusion, but that is more tradition than requirement, and most learn evocation specifically for offensive purposes.

The shira do accept males of particular strengths into their ranks. A male shira is referred to formally as a shiran.

Skills: A shira adds Diplomacy and Perform to her list of class skills. This alters the wizard's normal list of skills.

Bardic Performance (Su): Shira gain bardic performance, which functions as the bard class feature of the same name, except as noted here. The shira gains distraction at 2nd level, countersong at 4th level, and inspire heroics at 16th level.

This replaces arcane bond and arcane school.

Bard Spells: At 1st level, a shira adds all bard spells that lack the healing descriptor to her wizard spell list. She can learn and prepare these spells at the bard spell level listed, even if they are also gained at a higher spell level on the sorcerer/wizard spell list. The shira's bard spells always only take up 1 spell slot, regardless of their school.

Opposition Schools: Each shira chooses 2 of the following schools as her opposition schools: Conjuration, divination, necromancy, or transmutation. She must expend two spell slots to prepare a spell from her opposed schools as normal.



4 Character Options

New races and classes present new ways to mix things up, not only by providing another template with which to craft the best representation of a character, but also by opening up more variations of options such as new feats, equipment, or methods of interaction with the world.

Not all of the options presented here require the use of a race or class introduced earlier. In fact, while each of those mentioned receive between 2 and 3 different means of customization apiece, many options also exist for characters of other races and classes, and a few that aren't tied to anything more than an idea for how to play something that doesn't quite fit as a racial trait or a class-defining feature.

Feats

Outside of variable class features, feats still provide the best possible way to distinguish one character of a given race or class from another. The endless possibilities for new feats also make them the first place many look when combing a prospective supplement. Because of this, feats require extra attention to make sure that not only do they not overshadow the very features classes rely on, but that they also don't overshadow what came before. This can be difficult, but is far from impossible.

General Feats

This section includes race and class-specific feats, including ways to gain more features, improve on their strengths, or shore up their weaknesses. It also includes feats that don't qualify for any other section and can be taken by anybody with the prerequisites and a mind to do so.

Adept Poisoner

You know how to strike your enemies so your poisons have a better chance of success.

Prerequisites: Int 13, poison use class feature.

Benefit: Increase the save DC of poisons you use to 10 + 1/2 your levels in any classes that give poison use + your Intelligence modifier.

Assassin's Initiative

You are at your deadliest when you get the drop on your enemies.

Prerequisites: Improved Initiative, sneak attack +2d6.

Benefit: During the first round of combat, you treat any creature that hasn't acted yet as flat-footed against your attacks. Your successful attacks against flat-footed creatures during a surprise round threaten critical hits.

Blessing of Calm [Dúlra]

The Unicorn grants you a stronger boon when you sacrifice a bit of your power to use it.

Prerequisite: Dúlra with the Unicorn faerie friend.

Benefit: As a standard action, you can end your aura of calm animals effect to cast calm emotions, centered on you. Creatures that save against this effect are immune to your aura for 24 hours. Beginning at 4th level, you can end your aura of calm emotions effect as a standard action to cast calm emotions at the spell's usual range.

Normal: Your aura of calm animals acts as the spell, and your aura of calm emotions only functions around you.

Channel Convergence (Item Creation)

You are able to perform a convergence ritual to grant special traits to creatures.

Benefit: Caster level 3rd.

You can perform convergence rituals on creatures, granting them the listed traits for the price paid and their total hit dice. Performing a convergence ritual takes 1 day for each 1,000 gp in its price. To perform the ritual, you must use up raw materials (or convergence dust) costing half of its base price.

You can also restore a convergence lost within 1 day per level of the convergence. Doing so requires only the amount of convergence dust created by the lost convergence and one hour per level of the convergence.

Combat Blaster

You can maintain your attention on battle while firing attacks at enemies.

Prerequisites: Eldritch blast class feature.

Benefit: You do not provoke attacks of opportunity when using eldritch blast while in melee.

Divine Conduit

You can manipulate the divine power of your avatar for more spells.

Prerequisites: 4th-level convoker, avatar class feature.

Benefit: When you regain spells per day, you can choose to give up a number of evolution points gained by your avatar up to the highest spell level you can cast and divide those points into your spells per day (1 point for a 1st-level spell slot, 2 for a 2nd, and so on). Alternatively, you can give up an equal number of spell slots, granting them as evolution points to be added to your avatar.

Earmark

You can focus your power more efficiently than others.

Prerequisite: Focus class feature.

Benefit: When you focus to reduce the burn cost of an effect you create by 1 or 3 points, doing so requires a swift action instead of a move action. You are still required to spend at least 1 full-round action to reduce an effect's burn cost by 2 or more points.

Normal: Focusing can require at least 1 move action on the current turn and 1 move action on the following turn.

Expansive Augur's Shield

You can extend your augur's shield out to protect others.

Prerequisites: 6th-level battle augur, augur's shield class feature.

Benefit: As a swift action, you can choose one creature within 10 feet of you. That creature gains your augur's shield bonus while it remains within 10 feet of you.

Extra Accelerant [Accelerist]

You have found another way to gain additional speed from your time as an accelerist.

Prerequisites: 7th-level accelerist, accelerant class feature.

Benefit: You can choose an additional accelerant from which you draw your power. Your effective accelerist level with that accelerant is equal to half your accelerist level. Your original accelerant modifier does not change. If you choose the occult accelerant, you do not take burn damage when spending momentum.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take this feat, choose an additional accelerant and the prerequisite increases by 6 levels.

Feats	Prerequisites	Benefits
Adept Poisoner	Int 13, poison use class feature	Increase the save DC of poisons you use.
Assassin's Initiative	Improved Initiative, sneak attack +2d6	Treat 1st round of combat as surprise round.
Blessing of Calm	Unicorn faerie friend class feature	Alter your aura to create a <i>calm emotions</i> effect.
Combat Blaster	Energy blast class feature	Do not provoke attacks of opportunity when using energy blast.
Divine Conduit	4th-level convoker, avatar class feature	Sacrifice avatar evolution points for spell slots, and vice versa.
Earmark	Focus class feature	Gather power more efficiently.
Expansive Augur's Shield	6th-level Battle augur, augur's shield class feature	Expend a use of battle augury as a standard action to grant allies a bonus on one or more saving throws.
Extra Accelerant	7th-level accelerist, accelerant class feature	Gain an additional, weaker accelerant.
Extra Cruelty	Cruelty class feature	Your charnel touch benefits from one additional cruelty.
Extra Training Talent	Personal training class feature	Gain one extra training talent.
Faster Learning	—	Gain fractional favored class bonuses faster.
Masochistic	—	Gain temporary hit points when critically hit or reduced to 0 or fewer hit points.
Peacemaker	Charisma 13, good alignment	Increase the saving throw DC of peace-inducing spells.
Poison Supplier	—	Purchase weaker potions at 1/10 the cost.
Progressive Convergence	Altered Lineage trait	You gain the next trait of the convergence you chose with Altered Lineage.
Reserve of Faith	Hand of justice class feature	Use hex in conjunction with hand of justice.
Soldier's Regiment	Base attack bonus +1	Count levels as half fighter levels and gain bonuses to attack one creature as a swift action
Sudden Roots	5th-level nature warden	Enemy hit by attack of opportunity is entangled.
Track Spell-Like Abilities	9th-level midnight legate, counterstrike (spell-like) class feature	Add spell-like abilities to your spellbook.
Track Supernatural Abilities	18th-level midnight legate, counterstrike (supernatural) class feature	Add supernatural abilities to your spellbook.

Extra Cruelty

You can apply more cruelties to your charnel touch.

Prerequisite: Cruelty class feature.

Benefit: Select one additional cruelty for which you qualify. When you use charnel touch to deal damage to one target, it also receives the additional effects of this cruelty.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new cruelty.

Extra Training Talent

You gain an additional training talent.

Prerequisite: Personal training class feature.

Benefit: You gain one additional training talent. You must meet all of the prerequisites for this training talent.

Special: You can gain Extra Training Talent multiple times.

Faster Learning

Your favored class gives you bonuses more quickly.

Benefit: Choose one favored class bonus for which you gain a fractional increase (1/2, 1/4, and so on). As long as you have chosen that bonus at least once, you gain the full benefit of that increment, to the maximum it allows +1 (or +5 if the bonus works in increments of 5).

Normal: You do not gain the benefits of a fractional favored class bonus until you have gained a full increment.

Masochistic

You draw strength from pain, using it to gain vigor so you can continue fighting.

Benefit: When a creature confirms a critical hit against you, or would reduce you to 0 or fewer hit points, you gain temporary hit points equal to twice your character level. These temporary hit points are gained before the damage is dealt and last up to 1 minute.

Multiclass Feats	Prerequisites	Benefits
Accelerated Hero	5th-level accelerist, at least 2 levels in non-accelerist classes	Gain adaptation. Gain more abilities with higher levels of the class.
Apparent Hero	5th-level heir apparent, at least 2 levels in non-heir apparent classes	Gain the heir apparent's stipend. Gain more abilities with higher levels of the class.
Auguring Hero	5th-level battle augur, at least 2 levels in non-battle augur classes	Gain +1 battle augury per day. Gain more abilities with higher levels of the class.
Barbaric Hero	5th-level barbarian, at least 2 levels in non-barbarian classes	Gain DR 1/-. Gain more abilities with higher levels of the class.
Bardic Hero	5th-level bard, at least 2 levels in non-bard classes	Gain +1 inspire competence. Gain more abilities with higher levels of the class.
Dedicated Jack	At least 2 skills with 4 ranks each, at least 2 levels in a class with 6 or 8 + Int modifier skill ranks per level	Gain +2 skill ranks per level in classes with less than 8 + Int modifier skill ranks per level.
Dedicated Spellcaster	Caster level 3rd, at least 2 levels in a non-spellcasting class	Gain bonus spell slots for higher spell levels.
Dedicated Warrior	Base attack bonus +4, at least 2 levels in a class with a base attack bonus equal to its level	Gain +1 base attack bonus and iterative attacks at 6th, 11th, and 16th levels.
Druidic Hero	5th-level druid, at least 2 levels in non-druid classes	Increase effective druid level by +2 for wild shape. Gain more abilities with higher levels of the class.
Eldritch Hero	5th-level invoker, at least 2 levels in non-invoker classes	Enhance eldritch blast as a swift action. Gain more abilities with higher levels of the class.
Etymological Hero	5th-level truenamer, at least 2 levels in non-truenamer classes	Gain an additional word of power. Gain more abilities with higher levels of the class.
Fighting Hero	5th-level fighter, at least 2 levels in non-fighter classes	Gain +1 armor training. Gain more abilities with higher levels of the class.
Gritty Hero	5th-level gunslinger, at least 2 levels in non-gunslinger classes	Increase effective gunslinger level by +2 for deeds. Gain more abilities with higher levels of the class.
Guardian Hero	5th-level nature warden, at least 2 levels in non-warden classes	Increase effective nature warden level by +2 for guardian form. Gain more with higher warden levels.
Knightly Hero	5th-level paladin, at least 2 levels in non-paladin classes	Gain +1 smite evil per day. Gain more abilities with higher levels of the class.
Monastic Hero	5th-level monk, at least 2 levels in non-monk classes	Gain wholeness of body. Gain more abilities with higher levels of the class.
Necromantic Hero	5th-level necromancer, at least 2 levels in non-necromancer classes	Gain DR 1/-. Gain more abilities with higher levels of the class.
Over the top Hero	5th-level escapade, at least 2 levels in non-escapade classes	Gain Sneak Attack +1d6. Gain more abilities with higher levels in escapade.
Priestly Hero	5th-level cleric, at least 2 levels in non-cleric classes	Add half the levels in other classes when determining domain powers. Gain more with higher levels in cleric.
Roguish Hero	5th-level rogue, at least 2 levels in non-rogue classes	Add half the levels in other classes when determining sneak attack. Gain more with higher levels in rogue.
Sorcerous Hero	5th-level sorcerer, at least 2 levels in non-sorcerer classes	Add half the levels in other classes when determining bloodline powers. Gain more with higher levels in sorcerer.
Survivalist Hero	5th-level ranger, at least 2 levels in non-ranger classes	Gain woodland stride. Gain more with higher ranger levels.
Veritus Hero	5th-level veritus champion, at least 2 levels in non-veritus champion classes	Add half the levels in other classes when determining sheathed in blood.
Wizardly Hero	5th-level wizard, at least 2 levels in non-wizard classes	Add half the levels in other classes when determining school abilities. Gain more with higher levels in wizard.

Peacemaker

Your words of peace ring true and are much more difficult for others to resist.

Prerequisites: Charisma 13, ability to cast spells, good alignment.

Benefit: The DC to resist spells you cast to ensure peace or force aggressive creatures to become peaceful increases by +2. This affects spells that dissuade creatures from aggressive actions without exerting long-term or absolute control over them, and without leaving them defenseless. These spells include, but are not limited to, *calm animals*, *calm emotions*, *command*, *compassionate ally*, *enthrall*, *euphoric tranquility*, *sanctuary*, and *serenity*.

Poison Supplier

You have shady contacts ready to provide you with discount poisons.

Benefit: You can purchase doses of contact or injury poison for 1/10th the cost, but your poisons are diluted. For a diluted poison to affect a target, that creature must be subjected to it twice in the same round. The target suffers no ill effects and doesn't require an initial saving throw until the second dose is applied successfully. A creature that begins its turn without being affected by the same diluted poison since the end of its last turn suffers no initial effects.

Progressive Convergence

The traits of your convergence begin to show early.

Prerequisite: Altered Lineage trait.

Benefit: You gain the next trait granted by the convergence you chose with Altered Lineage.

Reserve of Faith

You can hex creatures to which you apply hand of justice.

Prerequisite: Hand of justice class feature.

Benefit: Whenever you use hand of justice on one target, the target also receives the effect from one of the hexes possessed by you. This choice is made when hand of justice is used.

Soldier's Regiment

You are a skilled combatant with little to no formal training.

Prerequisite: Base attack bonus +1.

Benefit: Treat half your character level as fighter levels when meeting prerequisites for feats (minimum 1). As a swift action, choose a creature you can see. You gain a +1 bonus on the first attack you make against that creature each round. This lasts until the target leaves your line of sight for at least 1 minute, you change targets as a swift action, or you end the effect as a free action.

Special: This feat counts as Weapon Focus, and the bonus from each doesn't stack.

Sudden Roots [Nature Warden]

Your enemies find it harder to get away from you.

Prerequisites: 5th-level nature warden.

Benefit: When you hit a creature with an attack of opportunity, it becomes entangled until the end of its next turn, as the spell. A successful Reflex save (DC 10 + half your nature warden level + your Constitution modifier) negates this effect.

Spell Specialization (necromancy)

Prerequisites: Int 13, Spell Focus (Necromancy)

Benefit: Choose one necromancy spell. Treat your caster level as being two higher for all level-variable effects of that spell.

Every time you gain an even level, you can choose a new necromancy spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

Track Spell-Like Abilities [Midnight Legate]

You keep special notes about monstrous spell-like abilities.

Prerequisites: 9th-level midnight legate, counterstrike (spell-like) class feature.

Benefit: After successfully countering a spell-like ability with your counterstrike, you can add that spell-like ability to your spellbook. Doing so allows you to identify and counter that ability as if it were a spell from then on. Writing a spell-like ability into your spellbook takes up the same number of pages as the spell would.

Special: A spell-like ability is still not a spell, so you may have both in your spellbook at the same time.

Track Supernatural Abilities [Midnight Legate]

You keep notes related to monstrous supernatural abilities.

Prerequisites: Counterstrike (supernatural) class feature, 18th-level midnight legate.

Benefit: After successfully countering a supernatural ability with your counterstrike, you can add that ability to your spellbook. Doing so allows you to identify and counter that ability as if it were a spell from then on. The DC to counter a supernatural ability in this way is 15 + 1/2 the hit dice of the creature using it. Writing a supernatural ability into your spellbook takes up a number of pages equal to 1/2 the hit dice of the creature whose ability you countered.

Undead Master

Prerequisite: Spell focus (necromancy), the ability to cast *animate dead* or *command undead*.

Benefit: When you cast *animate dead* or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast *command undead*, your duration is doubled.

Multiclass Feats

Characters who train in an individual class for twenty levels are rewarded with a capstone ability that hallmarks their effort. Because of this, a lot of character concepts are ignored because to achieve them would require multiclassing.

Multiclassing, while generally viewed as weaker than gaining levels in a single class, offers more variety of play, and opens up many new ways to play a character without seeking out a hybrid class or archetype to do so. To facilitate this option in-world, multiclass heroes have started teaching prospects how to better blend their talents into new combat methods that rival those who devote their lives to a single set of abilities. These methods are represented by the multiclass feats presented here.

Special: Multiclass feats that grant a capstone ability at 20th level do not stack when you have 11 levels in more than one class (going beyond 20th level).

Accelerated Hero

Prerequisites: 5th-level accelerist, at least 2 levels in non-accelerist classes.

Benefit: You gain adaptation. At 11th level, you gain flurry (bonus attack). If you are an 11th-level accelerist and have flurry (bonus attack) already, you add half your total levels in non-accelerist classes when determining two of the following: Velocity damage, AC bonus, or speed bonus. The two you choose can't be changed later.

Apparent Hero

Prerequisites: 5th-level heir apparent, at least 2 levels in non-heir apparent classes.

Benefit: You gain your 6th-level stipend, or your next highest stipend if you have 6 or more levels of heir apparent. If you are an 11th-level or higher heir apparent, you gain your personal achievement at 20th level.

Auguring Hero

Prerequisites: 5th-level battle augur, at least 2 levels in non-battle augur classes.

Benefit: You gain battle augury 3/day or increase your uses of battle augury by +1, to a maximum of 7/day. If you are an 11th-level or higher battle augur, increase your studied strike by +1d6 and your studied target by +1, to the maximum allowed a battle augur of your character level.

Barbaric Hero

Prerequisites: 5th-level barbarian, at least 2 levels in non-barbarian classes.

Benefit: You gain damage reduction 1/- or increase your damage reduction by +1, to a maximum of 5/-. At 11th level, you gain greater rage. If you are an 11th-level barbarian and have greater rage already, you gain mighty rage at 20th level.

Bardic Hero

Prerequisites: 5th-level bard, at least 2 levels in non-bard classes.

Benefit: Increase your inspire competence by +1, to the maximum allowed a bard of your character level. At 11th level, you gain inspire courage +3. If you are an 11th-level bard and have inspire courage +3 already, your bard level is considered 2 higher for learning new bardic performances.

Special: You can take this feat multiple times. Its effects stack, to the maximums described.

Dedicated Jack

Prerequisites: At least 2 skills with 4 ranks each, at least 2 levels in a class with 6 or 8 + Int modifier skill ranks per level.

Benefit: You gain 2 skill ranks for each level you have in a class with fewer than 6 + Int modifier skill ranks per level. When you gain a level in a class with fewer than 6 + Int modifier skill ranks per level, you gain 2 extra skill ranks per level.

Special: A rogue may select Dedicated Jack as a rogue talent if he meets the prerequisites.

Dedicated Spellcaster

Prerequisites: Caster level 3rd, at least 2 levels in a non-spellcasting class.

Benefit: Choose a spellcasting class in which you cannot cast the highest level of spells available to you. You can cast 0 spells per day of the next highest spell level (plus any bonus spells available for having a high spellcasting modifier). For example, a 3rd-level wizard/2nd-level fighter with Dedicated Spellcaster and at least a 16 Intelligence gains the ability to cast one 3rd-level spell per day.

Special: A wizard may select Dedicated Spellcaster as a bonus feat. You can take this feat multiple times. The effects stack. Each time you take this feat, choose the same or another spellcasting class and gain the next highest spell level you could not otherwise cast.

Dedicated Warrior (Combat)

Prerequisites: Base attack bonus +4, at least 2 levels in a class with a base attack bonus equal to its level.

Benefit: Increase your base attack bonus by +1, to a maximum of your character level. When you reach 6th level, you gain an extra attack (at a -5 penalty), regardless of your base attack bonus. You gain a third attack (at a -10 penalty) at 11th level, and a fourth attack (at a -15 penalty) at 16th level. These extra attacks are in place of those you would receive for having a high base attack.

Normal: You gain extra attacks when your base attack bonus becomes +6, +11, and +16.

Druidic Hero

Prerequisites: 5th-level druid, at least 2 levels in non-druid classes.

Benefit: Your druid level counts as 2 higher when determining what wild shape forms you can take, to a maximum of your character level. If you are an 11th-level druid, you add half your total levels in non-druid classes when determining what wild shape forms you can take.

Eldritch Hero

Prerequisites: 5th-level invoker, at least 2 levels in non-invoker classes.

Benefit: You can expend an invoker spell slot to increase the damage of your energy blast as a swift action. If you are an 11th-level or higher invoker, add half your total levels in non-invoker classes when determining if you gain your next mystic arcanum.

Etymological Hero

Prerequisites: 5th-level truenamer, at least 2 levels in non-invoker classes.

Benefit: You can expend an invoker spell slot to increase the damage of your energy blast as a swift action. If you are an 11th-level or higher invoker, add half your total levels in non-invoker classes when determining if you gain your next mystic arcanum.

Fighting Hero

Prerequisites: 5th-level fighter, at least 2 levels in non-fighter classes.

Benefit: You gain armor training 2 or increase your armor training by +1, and you add half your total levels in non-fighter classes when determining if you qualify for fighter-specific feats. If you are an 11th-level or higher fighter, you gain your choice of armor mastery or weapon mastery at 20th level.

Gritty Hero

Prerequisites: 5th-level gunslinger, at least 2 levels in non-gunslinger classes.

Benefit: Your gunslinger level counts as 2 higher when determining what deeds you can use, to a maximum of your character level. If you are an 11th-level gunslinger, you add half your total levels in non-gunslinger classes when determining what deeds you can use.

Guardian Hero

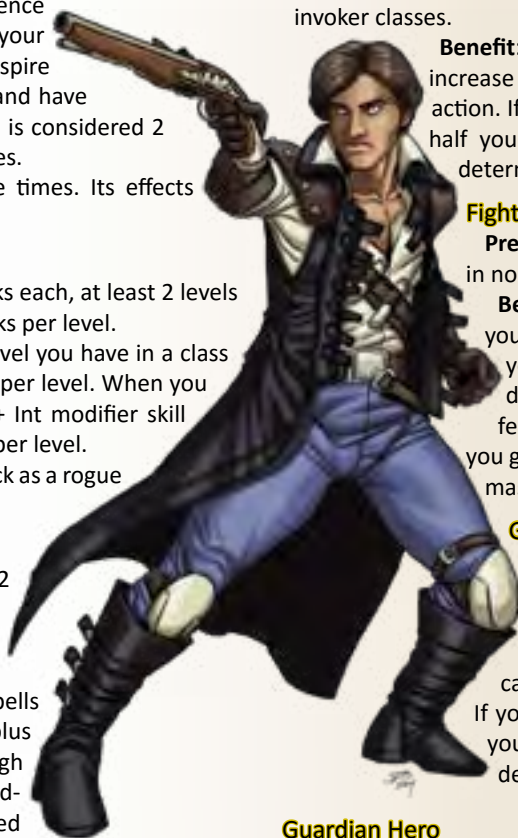
Prerequisites: 5th-level nature warden, at least 2 levels in non-nature warden classes.

Benefit: Your nature warden level counts as 2 higher when determining what guardian forms you can take, to a maximum of your character level. If you are an 11th-level nature warden, you add half your total levels in non-nature warden classes when determining what guardian forms you can take.

Knightly Hero

Prerequisites: 5th-level paladin, at least 2 levels in non-paladin classes.

Benefit: You gain smite evil 3/day or increase your uses of smite evil by +1, to a maximum of 7/day. If you are an 11th-level or higher paladin, add half your total levels in non-paladin classes to your paladin classes when determining the next paladin aura you gain.



Monastic Hero

Prerequisites: 5th-level monk, at least 2 levels in non-monk classes.

Benefit: You gain wholeness of body. At 11th level, you gain diamond body. If you are an 11th-level monk and have diamond body already, you add half your total levels in non-monk classes when determining two of the following: Unarmed damage, AC bonus, or speed bonus. The two you choose can't be changed later.

Necromantic Hero

Prerequisites: 5th-level necromancer, at least 2 levels in non-necromancer classes.

Benefit: You gain DR 1/- or increase your damage reduction by +1, to a maximum of 5/-. At 11th level, you gain light fortification. If you are an 11th-level necromancer and have light fortification already, you gain medium fortification at 20th level.

Over the Top Hero

Prerequisites: 5th-level escapade, at least 2 levels in non-escapade classes.

Benefit: You gain sneak attack 1d6 or increase your sneak attack damage by +1d6, to a maximum of 3d6. At 11th level, your elusive target improves. If you are an 11th-level escapade and have elusive target already, you gain expert guncaster at 20th level.

Priestly Hero

Prerequisites: 5th-level cleric, at least 2 levels in non-cleric classes.

Benefit: You add half your total levels in non-cleric classes to your cleric level when determining if you gain domain abilities. If you are an 11th-level or higher cleric, your domain spells and domain spell slots (but not regular spell slots) are determined by your character level instead.

Special: Any progressive abilities gained with Priestly Hero are limited to a maximum of your character level.

Roguish Hero

Prerequisites: 5th-level rogue, at least 2 levels in non-rogue classes.

Benefit: You add half your total levels in non-rogue classes to your rogue level when determining if you gain additional sneak attack dice. If you are an 11th-level or higher rogue, you gain master strike at 20th level.

Sorcerous Hero

Prerequisites: 5th-level sorcerer, at least 2 levels in non-sorcerer classes.

Benefit: You add half your total levels in non-sorcerer classes to your sorcerer level when determining if you gain bloodline powers. If you are an 11th-level or higher sorcerer, your bloodline powers are determined by your character level instead.

Special: Any progressive abilities gained with Sorcerous Hero are limited to a maximum of your character level.

Survivalist Hero

Prerequisites: 5th-level ranger, at least 2 levels in non-ranger classes.

Benefit: You gain woodland stride. If you are an 11th-level ranger and have diamond body already, you add half your total levels in non-ranger classes when determining two of the following: Combat style feat, favored enemy, or favored terrain.

Veritus Hero

Prerequisites: 5th-level veritus champion, at least 2 levels in non-veritus champion classes.

Benefit: You add half your total levels in non-veritus champion classes to your veritus champion level when determining if you improve your enhancement bonuses from sheathed in blood. If you are an 11th-level or higher veritus champion, your available enhancement bonuses from sheathed in blood are determined by your character level instead.

Wizardly Hero

Prerequisites: 5th-level wizard, at least 2 levels in non-wizard classes.

Benefit: You add half your total levels in non-wizard classes to your wizard level when determining if you gain or improve your arcane school abilities. If you are an 11th-level or higher wizard, add your total levels in non-wizard classes to your effective caster level when determining the level-variable effects of your wizard spells.

Special: Any progressive bonuses gained with Wizardly Hero are limited to a maximum of your character level.

New Option: Convergence

With chaotic energies flooding the material plane, some of the intelligent races have taken to studying it, hoping to turn it into something useful and predictable, or at least less destructive.

One series of results of this study in chaos has been deemed convergences. A convergence is when one life form takes on traits of another, usually through magical means. Convergence can be created through magical ritual (similar to crafting an item), or passed on through birth (like a bloodline).

Gaining Convergence

When a creature gains convergence, it selects a level of convergence equal to or less than its character level and pays the appropriate cost.

This represents the character drawing out its inner power through a mix of practice, circumstance, and magic, all of which costs the total amount of gold listed. If the creature wishes to improve upon its convergence later, it need only pay the difference in cost to do so. For example, a 6th-level fighter with celestial convergence pays 4,000 gp to gain *protection from evil*, a +1 enhancement bonus to Wisdom, Alertness as a bonus feat, and Sense Motive as a class skill. At 9th level, he can pay an additional 7,500 gp to also gain a +2 enhancement bonus to Charisma, resist electricity 5 and a +2 bonus on Concentration checks.



A creature can only have one convergence applied at a time. The mortal body is far too fragile to support more than one convergence, and even the gods have shunned those among them who attempted such transformations (some believe the only successful recipient of multiple convergences to be a five-headed dragon goddess whose literature itself is the stuff of legend).

The removal of a convergence creates convergence dust (see chapter 6) equal to half its total cost.

The Convergence Ritual

Gaining convergence through a ritual is a long, arduous process akin to crafting a magic item. It requires special tinctures, the recipient, and convergence dust or the presence of some form of chaotic power as a focus. The ritual can be put on hold and started again at any time, and its benefits do not appear until complete, much like creating a magic sword or wand.

In order to perform a convergence ritual, a caster must be at least 3rd level and possess the Channel Convergence item creation feat. The caster must also know, or have the ability to cast each of the required spells for the convergence at the level granted.

Convergence Through Birth

Creatures born to convergence can show signs of their altered traits immediately, but gaining the benefits of their birthright requires understanding usually reserved for 3rd-level characters. To gain access to convergence before this level, a creature can take either or both the Altered Lineage trait and the Progressive Convergence feat. As part of the convergence at 3rd level, the character trades these for others of the creature's choosing.

Beginning at 3rd level, a character's convergence manifests as a result of stressful situations, focused practice, or coincidence. This treats convergence as a reward to be gained in place of gold or items found during adventure, or downtime activities costing a total amount of gold or effort equal to the cost of the convergence.

Characters who discover their convergence and embrace it may attempt to add to it by paying for the ritual, as described above or purchasing a glimmer of convergence (see chapter 6).

Convergent Traits

The following traits can be gained through Convergence. 1st-level convergence is only available to characters with the appropriate trait and monsters or NPCs with the appropriate hit dice. Unless otherwise noted, spells granted by a convergence are gained at the highest spell level available.

Altered Lineage (Race Trait)

Benefit: Choose a convergence. You gain the 1st-level trait of that convergence.

Beast Convergence

Creatures with a beast convergence can exhibit minor or moderate traits, as shown in Table: Beast Convergence. Beast traits include fur, reflective eyes, whiskers, and tails.

Handle Animal: You gain Handle Animal as a class skill.

Claws (Ex): You gain two primary claw attacks. These claws each deal 1d4 piercing and slashing damage if you're Medium size. If you already have claws, you gain Improved Natural Attack (claw) as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Dexterity. At convergence level 18, you also gain a +2 enhancement bonus to Strength.

Bull's Strength (Sp): You can cast *bull's strength* 1/day. Your caster level is equal to your character level.

Beast Affinity (Ex): You gain a +2 enhancement bonus on Handle Animal, Heal, Knowledge (nature), and Survival checks.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 natural armor at convergence level 16.

Beast Shape (Su): You can cast *beast shape III* 1/day. Your caster level is equal to your character level.

Save Bonuses (Ex): You gain a +2 bonus on Fortitude and Reflex saves.

<i>Beast Convergence (Moderate)</i>		
Level/ Hit Dice	Trait (minor 1/4 level)	Purchase/ Reward Cost (in gp)
2	Handle Animal	—
4	Claws	750 gp
6	Dexterity +1	1,250 gp
8	<i>Bull's strength</i> 1/day	2,000 gp
10	Beast affinity +2	2,850 gp
12	+1 to natural armor	4,000 gp
14	<i>Beast shape III</i> 1/day	5,875 gp
16	+2 to natural armor	8,250 gp
18	Strength +2	11,500 gp
20	+2 on Fortitude and Reflex saves	15,500 gp

Legates and Convergent Creatures

The midnight legates as an order view convergence as a curse and, while individual legates can be convinced otherwise, to be discovered with a convergent is considered an act of treason with the rightful punishment being the death of all accepting parties.

On the world from which the midnight legates began as an evil organization, convergent creatures were viewed as blessed by the gods with a heroic path to be ended in the name of the legates' own divine ruler. While this is now considered an archaic viewpoint, there are some who agree with its practices, if not its tenets.

Celestial Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Sense Motive	—
2	Alertness	750 gp
3	Wisdom +1	1,250 gp
4	Protection from evil 1/day	2,000 gp
5	Celestial affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Smite evil 1/day	5,875 gp
8	Resistance 5	8,250 gp
9	Charisma +2	11,500 gp
10	+2 on saves against poison	15,500 gp
11	Celestial affinity +4	20,500 gp
12	Resistance 10	27,000 gp
13	+2 on saving throws	35,000 gp
14	Improved Initiative	46,250 gp
15	Constitution +2	60,000 gp
16	Resistance 15	78,750 gp
17	Celestial affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	+4 on saving throws	171,250 gp
20	DR 10/evil	220,000 gp

Celestial Convergence

Creatures with a celestial convergence can exhibit minor, moderate, or major traits, as shown in Table: Celestial Convergence. Celestial traits include pale skin, glowing eyes, shimmering divine patterns, and/or faint resemblance to an angel.

Sense Motive: You gain Sense Motive as a class skill.

Alertness (Ex): You gain Alertness as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Wisdom. At convergence level 9, you also gain a +2 enhancement bonus to Charisma. At convergence level 15, you also gain a +2 enhancement bonus to Constitution.

Protection from Evil (Sp): You can cast *protection from evil* 1/day. Your caster level is equal to your character level.

Celestial Affinity (Ex): You gain a +2 enhancement bonus on Bluff, Diplomacy, Intimidate, and Perform checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Smite Evil (Su): You can smite evil, as a paladin of your character level, once per day.

Resistance (Ex): You gain resist electricity 5. At convergence level 12, your resistance increases to 10 and applies to cold as well. At convergence level 16, your resistance increases to 15 and applies to acid as well.

Save Bonuses (Ex): You gain a +2 bonus on saving throws against poison. At convergence level 13, you gain a +2 resistance bonus on all saves. At convergence level 19, you gain a +4 resistance bonus on all saves.

Improved Initiative (Ex): You gain Improved Initiative as a bonus feat.

Damage Reduction (Ex): You gain DR 10/evil.

Chanceborn Convergence

Creatures with a chanceborn convergence can exhibit minor or moderate traits, as shown in Table: Chanceborn Convergence. Chanceborn traits include always being clean and well groomed without trying, preference to plan for almost every occasion, and a drive to play the odds in any situation.

Disable Device: You gain Disable Device as a class skill.

Deft Hands (Ex): You gain Deft Hands as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Charisma. At convergence level 18, you also gain a +2 enhancement bonus to Dexterity.

True Strike (Sp): You can cast *true strike* 1/day. Your caster level is equal to your character level.

Chanceborn Affinity (Ex): You gain a +2 enhancement bonus on Sleight of Hand and Sense Motive checks, as well as two other skills of your choice.

Uncanny Dodge (Ex): You gain uncanny dodge as a rogue of your character level. If you have uncanny dodge, you gain improved uncanny dodge. If you have both, you gain Lightning Reflexes as a bonus feat.

Curse Strike (Su): You can use curse strike, as a witchblade of your character level, once per day.

Spell Resistance (Su): You gain spell resistance 11 + your character level.

Save Bonuses (Ex): You gain a +2 resistance bonus on all saving throws.

Chanceborn Convergence (Moderate)

Level/ Hit Dice	Trait (minor 1/4 level)	Purchase/ Reward Cost (in gp)
2	Disable Device	—
4	Deft Hands	750 gp
6	Charisma +1	1,250 gp
8	True strike 1/day	2,000 gp
10	Chanceborn affinity +2	2,850 gp
12	Uncanny dodge	4,000 gp
14	Curse strike 1/day	5,875 gp
16	Spell resistance	8,250 gp
18	Dexterity +2	11,500 gp
20	+2 on saving throws	15,500 gp

Demonic Convergence

Creatures with a demonic convergence can exhibit minor, moderate, or major traits, as shown in Table: Demonic Convergence. Demonic traits include sinister glowing eyes, skin like rawhide, a faint smell of brimstone, or a brutish nature.

Stealth: You gain Stealth as a class skill.

Power Attack (Ex): You gain Power Attack as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Charisma. At convergence level 9, you also gain a +2 enhancement bonus to Strength. At convergence level 15, you also gain a +2 enhancement bonus to Constitution.

Resistance (Ex): You gain resist electricity 5. At convergence level 8, your resistance increases to 10 and applies to acid as well. At convergence level 12, your resistance increases to 15 and applies to fire as well. At convergence level 16, your resistance increases to 20 and applies to cold as well.

Demonic Affinity (Ex): You gain a +2 enhancement bonus on Climb, Intimidate, Knowledge (arcana), and Stealth checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.



Demonic Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Stealth	—
2	Power Attack	750 gp
3	Charisma +1	1,250 gp
4	Resistance 5	2,000 gp
5	Demonic affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Witch's hex	5,875 gp
8	Resistance 10	8,250 gp
9	Strength +2	11,500 gp
10	+2 on saves against poison	15,500 gp
11	Demonic affinity +4	20,500 gp
12	Resistance 15	27,000 gp
13	+2 on saving throws	35,000 gp
14	Cleave	46,250 gp
15	Constitution +2	60,000 gp
16	Resistance 20	78,750 gp
17	Demonic affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	+4 on saving throws	171,250 gp
20	DR 10/good	220,000 gp

Convergence as a Template

For NPCs and monsters, convergence, acts as a template, wherein the base creature increases its CR by +0 (minor), +1 (moderate), or +2 (major) and gains the traits listed for a creature with its total hit dice. As noted in the tables, moderate convergence grants abilities at half the rate, and minor convergence grants abilities at 1/4 the rate.

Creatures who gained convergence via ritual tend to be rich in earthly goods, so they award double gold, at least 1 magic item appropriate for their adjusted CR, and the potency (minor, medium, major) of their convergence.

Creatures born to convergence tend to hoard items either in revulsion or love of their altered form. They award double goods and at least 1 art piece or gem valued at the same rate (minor, medium, major) as their convergence.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Witch's Hex (Su): You gain a witch's hex of your choice. Once this choice it made, it cannot be changed later.

Save Bonuses (Ex): You gain a +2 bonus on saving throws against poison. At convergence level 13, you gain a +2 resistance bonus on all saves. At convergence level 19, you gain a +4 resistance bonus on all saves.

Cleave (Ex): You gain Cleave as a bonus feat.

Damage Reduction (Ex): You gain DR 10/good.

Devil Convergence

Creatures with a devil convergence can exhibit minor, moderate, or major traits, as shown in Table: Devil Convergence. Devil traits include unusually dark skin, glowing eyes, tiny horns, and/or sharpened teeth.

Bluff: You gain Bluff as a class skill.

Dodge (Ex): You gain Dodge as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 9, you also gain a +2 enhancement bonus to Charisma. At convergence level 15, you also gain a +2 enhancement bonus to Intelligence.

Darkness (Sp): You can cast *darkness* 1/day. Your caster level is equal to your character level.

Devil Affinity (Ex): You gain a +2 enhancement bonus on Diplomacy, Knowledge (arcana), Knowledge (planes), and Spellcraft checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Smite Evil (Su): You can smite evil, as a paladin of your character level, once per day.

Sneak Attack (Ex): You gain sneak attack +1d6. This functions as the rogue class feature.

Resistance (Ex): You gain resist fire 5. At convergence level 12, your resistance increases to 10 and applies to acid as well. At convergence level 16, your resistance increases to 15 and applies to cold as well.

Save Bonuses (Ex): You gain a +2 resistance bonus on all saves. At convergence level 19, you gain a +4 resistance bonus on all saves.

Alertness (Ex): You gain Alertness as a bonus feat.

Damage Reduction (Ex): You gain DR 3/—.

Doppelgänger Convergence

Creatures with a doppelgänger convergence can exhibit minor traits, as shown in Table: Doppelgänger Convergence. Doppelgänger traits include being 1d4 inches taller than average, an air of superiority, sparkling eyes, and a penchant for not wanting to remain in one place for long.

Disguise: You gain Disguise as a class skill.

Alter Self (Sp): You can cast *alter self* 1/day. Your caster level is equal to your character level.

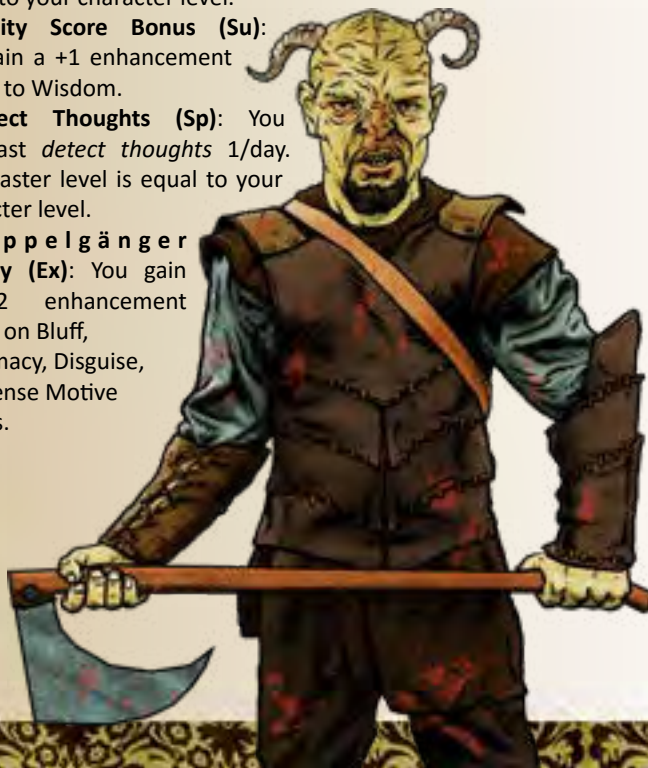
Ability Score Bonus (Su):

You gain a +1 enhancement bonus to Wisdom.

Detect Thoughts (Sp): You can cast *detect thoughts* 1/day. Your caster level is equal to your character level.

Doppelgänger

Affinity (Ex): You gain a +2 enhancement bonus on Bluff, Diplomacy, Disguise, and Sense Motive checks.



Devil Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Bluff	—
2	Dodge	750 gp
3	Constitution +1	1,250 gp
4	Darkness 1/day	2,000 gp
5	Devil affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Sneak attack +1d6	5,875 gp
8	Resistance 5	8,250 gp
9	Charisma +2	11,500 gp
10	+2 on Reflex saves	15,500 gp
11	Devil affinity +4	20,500 gp
12	Resistance 10	27,000 gp
13	+2 on saving throws	35,000 gp
14	Alertness	46,250 gp
15	Intelligence +2	60,000 gp
16	Resistance 15	78,750 gp
17	Devil affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	+4 on saving throws	171,250 gp
20	DR 3/—	220,000 gp

Doppelgänger Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Disguise	—
8	Alter self 1/day	750 gp
12	Charisma +1	1,250 gp
16	Detect thoughts 1/day	2,000 gp
20	Doppelgänger affinity +2	2,850 gp

Draconic Convergence

Creatures with a draconic convergence can exhibit minor, moderate, or major traits, as shown in Table: Draconic Convergence. Draconic traits include arrogance, slight scales of the appropriate color or type, being taller and broader than average, and/or a tail.

Color: When you gain draconic convergence, choose a color or type of dragon. Your convergence traits match that dragon. This choice cannot be changed later.

Draconic Skill: You gain the listed skill as a class skill.

Magical Aptitude (Ex): You gain Magical Aptitude as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Intelligence ability score. At convergence level 9, you also gain a +2 enhancement bonus to Strength. At convergence level 15, you also gain a +2 enhancement bonus to Charisma.

Resistance (Ex): You gain resist 5 to your chosen dragon's elemental type. At convergence level 8, your resistance increases to 10. At convergence level 20, you are immune to damage of that type.

Draconic Affinity (Ex): You gain a +2 enhancement bonus on Intimidate, Knowledge (arcana), Spellcraft, and Use Magic Device checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 12, and to +3 at convergence level 18.

Breath Weapon (Su): You gain your chosen dragon's breath weapon, which deals 1d6 damage of the appropriate type for every 2 character levels you possess. At convergence level 19, it deals 1d6 damage per level of that type instead.

Fear (Sp): You can cast *fear* 1/day. Your caster level is equal to your character level.

Spell Resistance (Su): You gain spell resistance 11 + your character level.

Dragon Types (Draconic Convergence)

Each dragon type grants 1 skill, a resistance, a breath weapon, and two powers. Spells gained in this way are spell-like abilities and use your character level as the caster level.

Black: Swim, acid, 30-ft. line, water breathing, *animate dead* 1/day.

Blue: Bluff, electricity, 30-ft. line, burrow 30 feet., DR 10/magic.

Brass: Diplomacy, fire, 30-ft. line, *move earth* (sand only) 1/day, *deep slumber* 1/day.

Bronze: Craft, electricity, 30-ft. line, swim 30 feet., *polymorph* 1/day.

Copper: Perform, acid, 30-ft. line, trapfinding, *hideous laughter* 1/day (affects 1 creature per level, no two of which are more than 30 feet apart).

Gold: Sense Motive, fire, 30-ft. cone, *locate object* (gems only) 1/day, +2 resistance bonus on all saving throws.

Green: Stealth, acid, 30-ft. cone, *entangle* 1/day, trackless step.

Red: Appraise, fire, 30-ft. cone, Improved Initiative, manipulate flames 1/day. Manipulate flames allows you to control any fire spell within 10 feet of you as a standard action, move any fire effect in the area as if you were the caster, or reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, you can control any new fire spell cast within 50 feet of you, as if you were the caster. You can make all decisions allowed to the caster, including canceling the spell if you so desire.

Draconic Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Draconic skill	—
2	Magical Aptitude	750 gp
3	Intelligence +1	1,250 gp
4	Resistance 5	2,000 gp
5	Draconic affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Breath weapon	5,875 gp
8	Resistance 10	8,250 gp
9	Strength +2	11,500 gp
10	Draconic power	15,500 gp
11	Draconic affinity +4	20,500 gp
12	+2 to natural armor	27,000 gp
13	Draconic power	35,000 gp
14	<i>Fear</i> 1/day	46,250 gp
15	Charisma +2	60,000 gp
16	Spell resistance	78,750 gp
17	Draconic affinity +6	102,500 gp
18	+3 to natural armor	132,500 gp
19	Breath weapon	171,250 gp
20	Resistance (immunity)	220,000 gp

Silver: Perception, cold, 30-ft. cone, smite evil 1/day, *polymorph* 1/day.

White: Intimidate, cold, 30-ft. cone, Toughness, icewalking. Icewalking functions as *spider climb*, except only on icy surfaces. You can move and charge on ice without penalty.

Other Dragons: For other dragons, you can mix and match the above combinations, or find something equivalent, such as a spell or class feature typically gained at the same level. For any dragon, you can substitute the first power gained at 10th level for a fly speed of 30 feet with poor maneuverability, as the convergence can occasion ally grant its bearer a pair of wings.



Elemental Convergence

Creatures with an elemental convergence can exhibit minor, moderate, or major traits, as shown in Table: Elemental Convergence. Elemental traits include perpetually tousled hair, stoicism, lack of attention, and discolored skin.

Type: When you gain elemental convergence, choose a type of elemental. Your convergence traits match that elemental. This choice cannot be changed later.

Elemental Skill: You gain the listed skill as a class skill.

Endurance (Ex): You gain Endurance as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Wisdom ability score. At convergence level 18, you also gain a +2 enhancement bonus to your chosen elemental's ability score.

Resistance (Ex): You gain resist 5 to your chosen elemental's type. At convergence level 16, your resistance increases to 10.

Elemental Affinity (Ex): You gain a +2 enhancement bonus on Climb, Knowledge (planes), Perception, and Survival checks.

Elemental Power: You gain the listed power for your chosen elemental type. At 20th level, you gain another.

Save Bonuses (Ex): You gain a +2 resistance bonus on Will saves.

Elemental Types (Elemental Convergence)

Each elemental type grants 1 skill, a resistance, two powers, and an enhancement bonus to 1 ability score. Spells gained in this way are spell-like abilities and use your character level as the caster level.

Air: Sense Motive, electricity, *gust of wind* 1/day, fly 30 feet (average), Dexterity.

Earth: Knowledge (dungeoneering), acid, burrow 30 feet, *move earth* 1/day, Constitution.

Fire: Perception, fire, fast healing 2, *scorching ray* 1/day, Charisma. Your fast healing occurs any time you take fire damage and lasts for 1 round per character level. You can heal a total number of hit points each day equal to twice your character level in this way.

Water: Swim, cold, *create water* at will, swim 30 feet, Strength.

Elemental Convergence (Moderate)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
2	Elemental skill	—
4	Endurance	750 gp
6	Wisdom +1	1,250 gp
8	Resistance 5	2,000 gp
10	Elemental affinity +2	2,850 gp
12	Elemental power	4,000 gp
14	+2 on Will saves	5,875 gp
16	Resistance 10	8,250 gp
18	Elemental ability score +2	11,500 gp
20	Elemental power	15,500 gp

Fey Convergence

Creatures with a fey convergence can exhibit minor, moderate, or major traits, as shown in Table: Fey Convergence. Fey traits include longer ears or other limbs, disconcerting beauty or lack thereof, green hair, and/or large eyes.

Stealth: You gain Stealth as a class skill.

Iron Will (Ex): You gain Iron Will as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Wisdom. At convergence level 9, you also gain a +2 enhancement bonus to Charisma. At convergence level 15, you also gain a +2 enhancement bonus to Dexterity.

Faerie Magic (Sp): You can cast *charm person* 1/day. Your caster level is equal to your character level. At each of the following convergence levels, you gain additional spells you can cast as spell-like abilities once per day each.

Level Spell

- 7 *vanish*
- 10 *speak with animals*
- 12 *invisibility*
- 16 *deep slumber*
- 18 *speak with plants*

Fey Affinity (Ex): You gain a +2 enhancement bonus on Handle Animal, Knowledge (nature), Survival, and Swim checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Woodland Stride (Ex): You gain woodland stride, as the druid class feature.

Alertness (Ex): You gain Alertness as a bonus feat.

Elven Immunities (Ex): You are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

Trackless Step (Ex): You gain trackless step, as the druid class feature.

Hide in Plain Sight (Ex): You gain hide in plain sight, as the ranger class feature.

Damage Reduction (Ex): You gain DR 10/cold iron.

Fey Convergence (Major)		
Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Stealth	—
2	Iron Will	750 gp
3	Wisdom +1	1,250 gp
4	Faerie magic	2,000 gp
5	Fey affinity +2	2,850 gp
6	Woodland stride	4,000 gp
7	<i>Vanish</i> 1/day	5,875 gp
8	Alertness	8,250 gp
9	Charisma +2	11,500 gp
10	<i>Speak with animals</i> 1/day	15,500 gp
11	Fey affinity +4	20,500 gp
12	<i>Invisibility</i> 1/day	27,000 gp
13	Elven immunities	35,000 gp
14	Trackless step	46,250 gp
15	Dexterity +2	60,000 gp
16	<i>Deep slumber</i> 1/day	78,750 gp
17	Fey affinity +6	102,500 gp
18	<i>Speak with plants</i> 1/day	132,500 gp
19	Hide in plain sight	171,250 gp
20	DR 10/cold iron	220,000 gp

Genie Convergence

Creatures with a genie convergence can exhibit minor, moderate, or major traits, as shown in Table: Genie Convergence. Genie traits include tanned or blue skin, a flare for theatrics, unexpected wisdom, and a desire to please.

Bluff: You gain Bluff as a class skill.

Improved Initiative (Ex): You gain Improved Initiative as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Intelligence. At convergence level 9, you also gain a +2 enhancement bonus to Charisma. At convergence level 15, you also gain a +2 enhancement bonus to Wisdom.

Resistance (Ex): You gain resist fire 5. At convergence level 12, your resistance increases to 10. At convergence level 20, you are immune to fire damage.

Genie Affinity (Ex): You gain a +2 enhancement bonus on Diplomacy, Knowledge (arcana), Knowledge (planes), and Perform checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Genie Convergence (Major)		
Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Bluff	—
2	Improved Initiative	750 gp
3	Intelligence +1	1,250 gp
4	Resistance 5	2,000 gp
5	Genie affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Dodge	5,875 gp
8	Spell resistance	8,250 gp
9	Charisma +2	11,500 gp
10	Bard spell 1/day	15,500 gp
11	Genie affinity +4	20,500 gp
12	Resistance 10	27,000 gp
13	Bard spell 1/day	35,000 gp
14	Lore master 1/day	46,250 gp
15	Wisdom +2	60,000 gp
16	Spell resistance	78,750 gp
17	Genie affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	Bard spell 1/day	171,250 gp
20	Resistance (immunity)	220,000 gp

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Dodge (Ex): You gain Dodge as a bonus feat.

Spell Resistance (Su): You gain spell resistance 6 + your character level. This improves to 11 + your character level at convergence level 16.

Bard Spells (Sp): You know and can cast 1 1st or 2nd-level bard spell of your choice as a spell-like ability. You gain an additional bard spell of 4th-level or lower at convergence level 13, and a 6th-level or lower bard spell at convergence level 19.

Lore Master (Ex): Once per day, you can take 10 on any Knowledge skill check that you have ranks in.

Genie Convergence (Djinni vs. Efreeti)

The difference between djinni convergence and efreeti is more about personality and appearance than powers. Djinni tend more toward blue skin, and a haughty disposition. Efreeti, on the other hand, are more tanned or red, and can be unexpectedly cruel or uncaring at times. Janni are more human than genie and have their own convergence.

Giant Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Climb	—
2	Power Attack	750 gp
3	Constitution +1	1,250 gp
4	+1 to natural armor	2,000 gp
5	Giant affinity +2	2,850 gp
6	Unarmed strike 1d6	4,000 gp
7	Resistance 5	5,875 gp
8	Intimidating Prowess	8,250 gp
9	Strength +2	11,500 gp
10	Water breathing	15,500 gp
11	Giant affinity +4	20,500 gp
12	Resistance 10	27,000 gp
13	Athletic	35,000 gp
14	<i>Call lightning</i> 1/day	46,250 gp
15	Wisdom +2	60,000 gp
16	<i>Freedom of movement</i> 1/ day	78,750 gp
17	Giant affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	<i>Giant form II</i> 1/day	171,250 gp
20	Resistance (immunity)	220,000 gp

Giant Convergence (Storm)

Creatures with a giant convergence can exhibit minor, moderate, or major traits, as shown in the subsequent tables. Giant traits include chiseled features, marbled or rocky skin, a gruff or boastful personality, and/or being up to 2d6 inches taller than average.

Climb: You gain Climb as a class skill.

Power Attack (Ex): You gain Power Attack as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 9, you also gain a +2 enhancement bonus to Strength. At convergence level 15, you also gain a +2 enhancement bonus to Wisdom.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Giant Affinity (Ex): You gain a +2 enhancement bonus on Acrobatics checks made to jump as well as Climb, Intimidate, and Swim checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Unarmed Strike (Ex): Your unarmed strike deals 1d6 bludgeoning damage. You can deal lethal or nonlethal damage with your unarmed strike.

Resistance (Ex): You gain resist electricity 5. At convergence level 12, your resistance increases to 10. At convergence level 20, you are immune to electricity damage.

Intimidating Prowess (Ex): You gain Intimidating Prowess as a bonus feat.

Water Breathing (Ex): You can breathe underwater indefinitely. You can freely use any spells or other abilities while submerged.

Athletic (Ex): You gain Athletic as a bonus feat.

Giant Magic (Sp): You can cast *call lightning* 1/day. Your caster level is equal to your character level. At each of the following convergence levels, you gain additional spells you can cast as spell-like abilities once per day each.

Level Spell

16 *freedom of movement*

19 *giant form II*

Giant Convergence (Cloud, Fire, Frost, and Stone)

Unlike storm giants, the strength of convergence for cloud, fire, frost and stone giants can only be moderate or minor. In addition, each of these types gains one or more different feats at 2nd or 8th level. Finally, they have different abilities at convergence levels 6 and 10 (12 and 20 for moderate).

Cloud: Power Attack, Improved Bull Rush, *obscuring mist* 1/day, scent.

Fire: Power Attack, Cleave, resist fire 5, resist fire 10.

Frost: Power Attack, Improved Sunder, resist cold 5, resist cold 10.

Stone: Point Blank Shot, Combat Reflexes, *stone shape* 1/day, +1 to natural armor (+2 total).

Giant Convergence (Hill)

Hill giants provide only minor convergence benefits, identical to what a storm giant convergence grants at convergence levels 1 through 5 (4 through 20 for minor), except they grant +1 Strength instead of Constitution.

Guardian Convergence

Creatures with a guardian convergence can exhibit minor or moderate traits, as shown in Table: Guardian Convergence. Guardian traits include being honest with oneself and others unless doing so would cause more harm than good, having a high ethical and mortal standard, and self sacrifice.

Heal: You gain Heal as a class skill.

Improved Initiative (Ex): You gain Improved Initiative as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 9, you also gain a +2 enhancement bonus to Wisdom. At convergence level 15, you also gain a +2 enhancement bonus to Charisma.

Guardian Magic (Sp): You can cast *sacrificial oath* 1/day. Your caster level is equal to your character level. At each of the following convergence levels, you gain additional spells you can cast as spell-like abilities once per day each.

Level Spell

8 *death ward*

14 *paladin's sacrifice*

Guardian Affinity (Ex): You gain a +2 enhancement bonus on Diplomacy, Heal, Sense Motive, and Use Magic Device checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Guardian Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Heal	—
2	Improved Initiative	750 gp
3	Constitution +1	1,250 gp
4	<i>Sacrificial oath</i> 1/day	2,000 gp
5	Guardian affinity +2	2,850 gp
6	Aura of courage	4,000 gp
7	+2 on saves against poison	5,875 gp
8	<i>Death ward</i> 1/day	8,250 gp
9	Wisdom +2	11,500 gp
10	Lay on hands 1/day	15,500 gp
11	Guardian affinity +4	20,500 gp
12	Aura of resolve	27,000 gp
13	+2 on saving throws	35,000 gp
14	<i>Paladin's sacrifice</i> 1/day	46,250 gp
15	Charisma +2	60,000 gp
16	Mercy	78,750 gp
17	Guardian affinity +6	102,500 gp
18	Channel energy 1/day	132,500 gp
19	+4 on saving throws	171,250 gp
20	Mercy	220,000 gp

Auras (Su): You gain aura of courage as a paladin of your character level. At convergence level 12, you also gain aura of resolve.

Save Bonuses (Ex): You gain a +2 bonus on saving throws against poison. At convergence level 13, you gain a +2 resistance bonus on all saves. At convergence level 19, you gain a +4 resistance bonus on all saves.

Lay on Hands (Su): You can use lay on hands 1/day as a paladin of your character level. At convergence level 18, you can also use channel energy 1/day to heal yourself and creatures around you.

Mercy (Su): You gain 1 mercy that can be applied when using lay on hands, as the paladin class feature. You gain another mercy at convergence level 20.

Hag Convergence

Creatures with a hag convergence can exhibit minor traits, as shown in Table: Hag Convergence. Hag traits include interaction with vermin, collecting oddities and “trinkets,” unkempt or disheveled appearance, and/or discolored skin (usually some mix of green, brown, and blue).

Knowledge (Nature): You gain Knowledge (nature) as a class skill.

Self-Sufficient (Ex): You gain Self-Sufficient as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Intelligence.

Bestow Curse (Sp): You can cast *bestow curse* 1/day as 2nd-level spell. Your caster level is equal to your character level.

Hag Affinity (Ex): You gain a +2 enhancement bonus on Craft, Heal, Perception, and Survival checks.

Hag Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Knowledge (nature)	—
8	Self-Sufficient	750 gp
12	Intelligence +1	1,250 gp
16	<i>Bestow curse</i> 1/day	2,000 gp
20	Hag affinity +2	2,850 gp



Ironborn Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Intimidate	—
2	Toughness	750 gp
3	Strength +1	1,250 gp
4	<i>Anticipate peril</i> 1/day	2,000 gp
5	Ironborn affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Resistance 5	5,875 gp
8	Constitution +2	8,250 gp
9	+2 on Fortitude saves	11,500 gp
10	Ironborn affinity +4	15,500 gp
11	Stalwart	20,500 gp
12	Resistance 10	27,000 gp
13	+2 on Will saves	35,000 gp
14	Diehard	46,250 gp
15	Wisdom +2	60,000 gp
16	Resistance 15	78,750 gp
17	Ironborn affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	+4 on saving throws	171,250 gp
20	DR 10/adamantine	220,000 gp

Ironborn Convergence

Creatures with an ironborn convergence can exhibit minor, moderate, or major traits, as shown in Table: Ironborn Convergence. Ironborn traits include scars, taught skin, and a perpetually healthy physique.

Intimidate: You gain Intimidate as a class skill.

Toughness (Ex): You gain Toughness as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Strength. At convergence level 9, you also gain a +2 enhancement bonus to Constitution. At convergence level 15, you also gain a +2 enhancement bonus to Wisdom.

Anticipate Peril (Sp): You can cast *anticipate peril* 1/day. Your caster level is equal to your character level.

Ironborn Affinity (Ex): You gain a +2 enhancement bonus on Climb, Knowledge (dungeoneering), Ride, and Swim checks. This bonus increases to +4 with convergence level 10 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Resistance (Ex): You gain resist fire 5. At convergence level 12, your resistance increases to 10 and applies to electricity as well. At convergence level 16, your resistance increases to 15 and applies to acid as well.

Save Bonuses (Ex): You gain a +2 bonus on Fortitude saves. At convergence level 13, you gain a +2 bonus on Will saves. At convergence level 19, you gain a +2 resistance bonus on all saves that stacks with the above.

Stalwart (Ex): If you make a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, you instead avoid the effect entirely. You do not gain the benefit of the stalwart ability if you are unconscious.

Diehard (Ex): You gain Diehard as a bonus feat.

Damage Reduction (Ex): You gain DR 10/adamantine.

Jann Convergence

Creatures with a jann convergence can exhibit minor traits, as shown in Table: Jann Convergence. Jann traits include being 1d4 inches taller than average, an air of superiority, sparkling eyes, and a penchant for not wanting to remain in one place for long.

Appraise: You gain Appraise as a class skill.

Improved Initiative (Ex): You gain Improved Initiative as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Wisdom.

Invisibility (Sp): You can cast *invisibility* 1/day. Your caster level is equal to your character level.

Jann Affinity (Ex): You gain a +2 enhancement bonus on Appraise, Climb, Intimidate, and Swim checks.

Jann Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Appraise	—
8	Improved Initiative	750 gp
12	Wisdom +1	1,250 gp
16	Invisibility 1/day	2,000 gp
20	Jann affinity +2	2,850 gp

Lycanthrope Convergence

Creatures with a lycanthrope convergence can exhibit minor traits, as shown in Table: Lycanthrope Convergence. Lycanthrope traits include irritability, unease around silver, slight resemblance to your heritage, and occasional animal-like behavior.

Heritage: Choose bat, bear, boar, rat, tiger, or wolf as your lycanthropic heritage. This choice determines the convergence traits you gain and cannot be changed later.

Perception: You gain Perception as a class skill.

Bonus Feat (Ex): You gain Power Attack (bear, boar, or tiger) or Dodge (bat, rat, or wolf) as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Strength (bear, boar, tiger) or Dexterity (bat, rat, wolf).

Scent (Ex): You gain scent.

Lycanthrope Affinity (Ex): You gain a +2 enhancement bonus on Climb, Disguise, Perception, and Survival checks.

Lycanthrope Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Perception	—
8	Power Attack or Dodge	750 gp
12	Strength or Dexterity +1	1,250 gp
16	Scent	2,000 gp
20	Lycanthrope affinity +2	2,850 gp

Ogre Convergence

Creatures with a ogre convergence can exhibit minor, moderate, or major traits, as shown in Table: Ogre Convergence. Ogre traits include being 1d8 inches taller than average, an angry outlook, lack of cleanliness, peculiar eating habits, and/or greenish skin.

Intimidate (Ex): You gain Intimidate as a class skill.

Toughness (Ex): You gain Toughness as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 18, you also gain a +2 enhancement bonus to Strength.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 20.

Ogre Affinity (Ex): You gain a +2 enhancement bonus on Climb, Intimidate, Sense Motive, and Survival checks.

Damage Reduction (Ex): You gain DR 1/—.



Ogre Convergence (Moderate)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
2	Ogre skill	—
4	Endurance	750 gp
6	Constitution +1	1,250 gp
8	+1 to natural armor	2,000 gp
10	Ogre affinity +2	2,850 gp
12	Rage 1/day	4,000 gp
14	+2 on Fortitude saves	5,875 gp
16	DR 1/—	8,250 gp
18	Strength +2	11,500 gp
20	+2 to natural armor	15,500 gp

Planar Convergence

Creatures with a planar convergence can exhibit minor traits, as shown in Table: Planar Convergence. Planar traits include unexplained breezes, being warm to the touch at any time, weathered skin, and a distant personality.

Knowledge (Planes): You gain Knowledge (planes) as a class skill.

Detect Outsider (Ex): You can detect outsiders 1/day. This functions as the paladin detect evil class feature, except it can only be used to detect creatures with the outsider type.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Intelligence.

Resistance (Su): Choose an energy type. You gain resist 10 against damage of that type. You can resist a total amount of damage equal to 10 x your character level, after which this ability is suppressed until you rest for at least 8 hours.

Planar Affinity (Ex): You gain a +2 enhancement bonus on Fly, Knowledge (planes), Perception, and Survival checks.

Planar Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Knowledge (planes)	—
8	Detect outsider 1/day	750 gp
12	+1 Intelligence	1,250 gp
16	Resistance 10	2,000 gp
20	Planar affinity +2	2,850 gp

Shadow Convergence

Creatures with a shadow convergence can exhibit minor traits, as shown in Table: Shadow Convergence. Shadow traits include making people jump by just “showing up,” inability to tan, having a quiet demeanor, and an unexplained longing for some unachievable goal.

Stealth: You gain Stealth as a class skill.

Go Unnoticed (Ex): You gain Go Unnoticed as a bonus feat. You can use this feat even if you are not Small or smaller.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Dexterity.

Darkness (Sp): You can cast *darkness* 1/day. Your caster level is equal to your character level.

Shadow Affinity (Ex): You gain a +2 enhancement bonus on Disguise, Knowledge (planes), Perception, and Stealth checks.

Shadow Convergence (Minor)

Level/ Hit Dice	Trait	Purchase/ Reward Cost (in gp)
4	Stealth	—
8	Go Unnoticed	750 gp
12	+1 Dexterity	1,250 gp
16	<i>Darkness</i> 1/day	2,000 gp
20	Shadow affinity +2	2,850 gp

Titan Convergence

Creatures with an titan convergence can exhibit minor, moderate, or major traits, as shown in Table: Titan Convergence. Titan traits include physical perfection, blatant arrogance, narcissism, and/or being 2d8 inches taller.

Acrobatics: You gain Acrobatics as a class skill.

Athletic (Ex): You gain Athletic as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 9, you also gain a +2 enhancement bonus to Strength. At convergence level 15, you also gain a +2 enhancement bonus to Dexterity.

Olympian Magic (Sp): You can cast one of the following spells of your choice once per day. This choice cannot be changed later. Your caster level is equal to your character level. *Bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, or owl's wisdom.*

Titan Affinity (Ex): You gain a +2 enhancement bonus on Acrobatics, Climb, Ride, and Swim checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 12 and +3 at convergence level 18.

Titan Feats (Ex): You gain Throw Anything as a bonus feat. You also gain Deflect Arrows at convergence level 9, Improvised Weapon Mastery at convergence level 10, Snatch Arrows at convergence level 13, and Awesome Blow at convergence level 19. You do not need to meet the other prerequisites for these feats.

Transformation (Sp): You can cast *transformation* 1/day. Your caster level is equal to your character level.

Powerful Impact (Su): You can grant a magic weapon you wield the impact weapon special ability, if it qualifies and can accept a +2 special ability. Granting this ability to a weapon requires 8 hours of uninterrupted time as you imbue it with your titanic power.

Damage Reduction (Ex): You gain DR 10/lawful.

Titan Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Acrobatics	—
2	Athletic	750 gp
3	Constitution +1	1,250 gp
4	Olympian Magic 1/day	2,000 gp
5	Titan affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Throw Anything	5,875 gp
8	Strength +2	8,250 gp
9	Deflect Arrows	11,500 gp
10	Improvised Weapon Mastery	15,500 gp
11	Titan affinity +4	20,500 gp
12	+2 to natural armor	27,000 gp
13	Snatch Arrows	35,000 gp
14	<i>Transformation</i> 1/day	46,250 gp
15	Dexterity +2	60,000 gp
16	Powerful Impact	78,750 gp
17	Titan affinity +6	102,500 gp
18	+3 to natural armor	132,500 gp
19	Awesome Blow	171,250 gp
20	DR 10/lawful	220,000 gp

Troll Convergence

Creatures with a troll convergence can exhibit minor or moderate traits, as shown in Table: Troll Convergence. Troll traits include green skin, elongated features, sharpened teeth and nails, and long, greasy hair.

Perception: You gain Perception as a class skill.

Great Fortitude (Ex): You gain Great Fortitude as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 18, you also gain a +2 enhancement bonus to Strength.

Advanced Healing (Su): You gain back twice as many hit points and ability points after a night's rest.

Troll Affinity (Ex): You gain a +2 enhancement bonus on Bluff, Intimidate, Perception, and Sleight of Hand checks.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus.

Power Attack (Ex): You gain Power Attack as a bonus feat.

Regenerate (Sp): You can cast *regenerate* 1/day. Your caster level is equal to your character level.

Scent (Ex): You gain scent.

Troll Convergence (Moderate)

Level/ Hit Dice	Trait (minor 1/4 level)	Purchase/ Reward Cost (in gp)
2	Perception	—
4	Great Fortitude	750 gp
6	Constitution +1	1,250 gp
8	Advanced healing	2,000 gp
10	Troll affinity +2	2,850 gp
12	+1 to natural armor	4,000 gp
14	Power Attack	5,875 gp
16	<i>Regenerate</i> 1/day	8,250 gp
18	Strength +2	11,500 gp
20	Scent	15,500 gp

Undead Convergence

Creatures with an undead convergence can exhibit minor, moderate, or major traits, as shown in Table: Undead Convergence. Undead traits include unnaturally pale skin, sallow eyes, lethargy, and a need to understand death's many facets.

Knowledge (Religion): You gain Knowledge (religion) as a class skill.

Toughness (Ex): You gain Toughness as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Constitution. At convergence level 9, you also gain a +2 enhancement bonus to Wisdom. At convergence level 15, you also gain a +2 enhancement bonus to Strength.

Detect Undead (Sp): You can cast *detect undead* 1/day. Your caster level is equal to your character level.

Undead Affinity (Ex): You gain a +2 enhancement bonus on Disguise, Heal, Knowledge (religion), and Stealth checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Undead Convergence (Major)

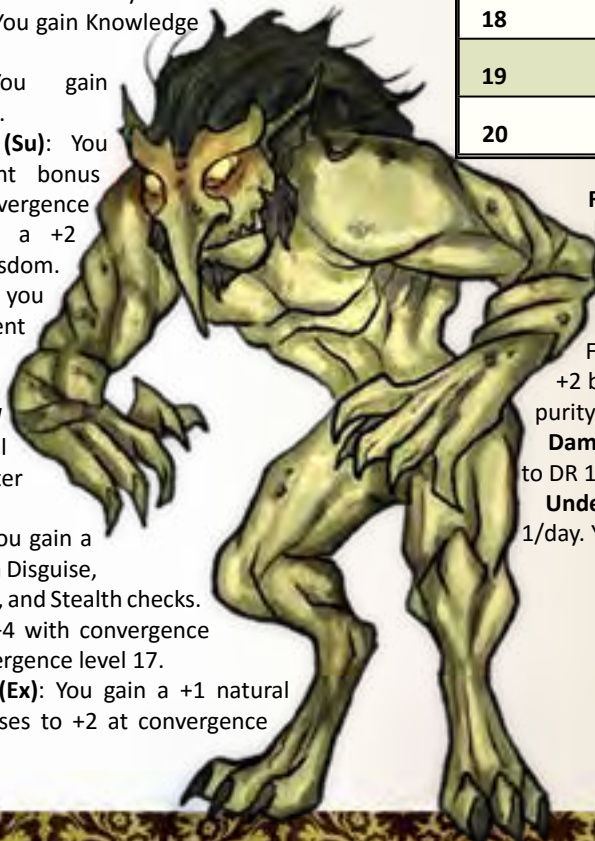
Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Knowledge (religion)	—
2	Toughness	750 gp
3	Constitution +1	1,250 gp
4	Detect undead 1/day	2,000 gp
5	Undead affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Resistance 5	5,875 gp
8	Wisdom +2	8,250 gp
9	+2 on Fortitude saves	11,500 gp
10	Undead affinity +4	15,500 gp
11	DR 5/silver	20,500 gp
12	Resistance 10	27,000 gp
13	+2 on Will saves	35,000 gp
14	<i>Undead anatomy II</i> 1/day	46,250 gp
15	Strength +2	60,000 gp
16	Resistance 15	78,750 gp
17	Undead affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	Purity of body	171,250 gp
20	DR 10/silver	220,000 gp

Resistance (Ex): You gain resist cold 5. At convergence level 12, your resistance increases to 10 and applies to electricity as well. At convergence level 16, your resistance increases to 15 and applies to acid as well.

Save Bonuses (Ex): You gain a +2 bonus on Fortitude saves. At convergence level 13, you gain a +2 bonus on Will saves. At convergence level 19, you gain purity of body, as the monk class feature.

Damage Reduction (Ex): You gain DR 5/silver. This increases to DR 10/silver at convergence level 20.

Undead Anatomy II (Sp): You can cast *undead anatomy II* 1/day. Your caster level is equal to your character level.





With new spellcasting (and alternative casting) classes comes new spells and spell lists. This chapter collects those lists in one central location for easier lookup. Each group includes any special rules required for its use.

Eldritch Invocations

When you learn a new invocation, make note of its minimum-spell level. As long as you have an unspent spell slot of that spell level or higher, you gain the benefits of the invocation. Unless stated otherwise, invocations are spell-like abilities with a spell level equal to their minimum spell level.

Some invocations have a variable effect. You set the minimum spell level and choose any other options related to those invocations when you prepare spells. For example, you can choose to *invoke the dark one* with a minimum 4th-level spell slot, applying the +8 luck bonus to your Fortitude saving throws until the next time you prepare spells. Once you have cast all of your 4th-level and higher spells for the day, you no longer gain the benefits of that invocation.

If you possess multiple invocations with the same minimum spell level, you choose which of those invocations to stop using as you run out of spell slots. For example, if you can *channel darkness* and *invoke the banshee*, but you only have one 3rd-level or higher spell slot available, you must choose which of those invocations you can no longer use until you regain your spell slots.

You can only ever have one of each invocation active at a time, and you can only ever have one invocation that creates or summons a creature active at a time.

Invocations by Minimum Spell level

1st-Level Invocations

Channel Fear: Energy blast target is shaken.
Channel Sickness: Energy blast target is sickened.
Essence Spear: Energy blast out to 120 feet.
Essence Weapon: Energy blast through weapon.
Invoke the Beguiler: Improves Bluff, Diplomacy, and Intimidate.
Invoke the Dark One: Gain luck on one type of saving throw.
Invoke the Dwarven Lords: See in magical darkness.
Invoke the Monkey King: Improves Acrobatics, Athletics, and Swim.

2nd-Level Invocations

Invoke Entropy: Avoid ranged attacks and tracking.
Invoke the Unseen: *Vanish* from sight for a short time.

3rd-Level Invocations

Channel Cold: Energy blast deals cold damage.
Channel Darkness: Energy blast target is blinded.
Channel Fire: Energy blast deals fire damage.
Invoke Darkness: Create *darkness*.
Invoke the Banshee: *Shatter* objects with a single word.
Invoke the Blind One: Gain blindsense out to 30 feet.
Invoke the Earth: Capture enemies in the earth.
Invoke the Fog: Create a *fog cloud*.
Invoke the Spider Queen: Gain *spiderclimb*.
Invoke the Swarm: Summon a swarm.
Invoke the Third Eye: Gain *see invisibility*.

4th-Level Invocations

Essence Chain: Energy blast jumps between targets.
Invoke the Lords of Air: Fly with good maneuverability.
Invoke the Magic Eater: Dispel magic, harming the target.

5th-Level Invocations

Invoke Despair: Bestow a curse.
Invoke Friendship: Target becomes your friend.
Invoke Gloom: Create a wall of gloom.
Invoke the Coward: *Dimension door*, leaving behind an image.
Invoke the Dead: *Animate dead*.
Invoke the Hungering Void: Create shadows filled with bats.
Invoke the Kraken: Create *black tentacles*.
Invoke the Lords of Flame: Create a *wall of fire*.
Invoke the Lords of Stone: Reshape stone.

6th-Level Invocations

Channel Acid: Energy blast deals acid damage.
Channel Confusion: Energy blast target is confused.
Channel Nausea: Energy blast target is nauseated.
Channel Power: Energy blast target is knocked back.
Essence Breath: Energy blast in a cone.
Invoke Plague: Create an *insect plague*.
Invoke the Living Shadow: Gain total concealment in shadows.
Invoke the Messenger: Communicate with *sending*.
Invoke Water: Create concealing fog that fatigues.

7th-Level Invocations

Invoke the Devourer: Dispel magic and gain temporary hp.
Invoke the Lords of Shadow: Shadow walk and heal faster.

8th-Level Invocations

Channel Evil: Energy blast target is enervated.
Essence Blast: Energy blast in an area.
Invoke the Fey Court: Transform an unwilling creature.
Invoke the Lords of the Unseen: Become invisible. Damage if dispelled.
Invoke the Vampire Lord: Become a swarm of shadows.

9th-Level Invocations

Invoke the Mystic: Gain *foresight*.

New Invocations

Channel Acid

Minimum Spell level: 6th.

Your energy blast deals acid damage. When it hits, you can spend a swift action to deal 2d6 acid damage at the start of the target's turn for a number of rounds equal to your caster level (Fortitude negates). This damage doesn't stack.

Channel Cold

Minimum Spell level: 3rd.

Your energy blast deals cold damage. When it hits, the target takes a –4 penalty to Dexterity (Fortitude negates). The target can use a full-round action on its turn to negate this penalty, and the penalty does not stack with other penalties of the same kind.

Channel Confusion

Minimum Spell level: 6th.

When you hit a target with your energy blast, you can spend a swift action to confuse it for 1 round (Fortitude negates).

Channel Darkness

Minimum Spell level: 3rd.

When you hit a target with your energy blast, you can spend a swift action to blind it for 1 round (Fortitude negates).

Channel Evil

Minimum Spell level: 8th.

You can choose to heal undead with your energy blast. When you hit a target with your energy blast, you can spend a swift action to give it 2 temporary negative levels (Fortitude negates).

Channel Fear

Minimum Spell level: 1st.

When you hit a target with your energy blast, you can spend a swift action to cause it to become shaken for one round (Will negates).

Channel Fire

Minimum Spell level: 3rd.

Your energy blast deals fire damage. When it hits, the target catches fire (Reflex negates).

Channel Nausea

Minimum Spell level: 6th.

When you hit a target with your energy blast, you can spend a swift action to cause it to become nauseated for one round (Fortitude negates).

Channel Power

Minimum Spell level: 6th.

When you hit a target with your energy blast, you can spend a swift action to bull rush it. Your CMB for this attempt is equal to this invocation's spell level + your caster level + your spellcasting modifier.

Channel Sickness

Minimum Spell level: 1st.

When you hit a target with your energy blast, you can spend a swift action to cause it to become sickened for one round (Fortitude negates).

Essence Blast

Minimum Spell level: 8th.

You can use energy blast to target each creature in a 20-ft.-radius spread within medium range (100 ft. + 10 ft./level).

Essence Breath

Minimum Spell level: 6th.

You can use energy blast to target each creature in a 60-ft. cone, originating at your hand.

Essence Chain

Minimum Spell level: 4th.

When you hit a target with your energy blast, you can use a free action to arc the blast to another creature within 60 feet of that target. You can arc the blast to a number of creatures equal to half the invocation's spell level, and you can target the same creature more than once, so long as you arc it to at least one other creature before targeting it again.

Essence Spear

Minimum Spell level: 1st.

Energy blast's range increases to 120 feet. If you target a creature within 30 feet, you can target its touch AC instead.

Essence Weapon

Minimum Spell level: 1st.

You can change energy blast's damage type to piercing or slashing as part of the same action to use it. When you hit a target with a melee weapon, you can spend a swift action to also deal your energy blast damage to that target. This damage is not multiplied on a critical hit.

Invoke Darkness

Minimum Spell level: 3rd.

You can cast *darkness* as a full-round action.

Invoke Despair

Minimum Spell level: 5th.

You can cast *bestow curse* as a full-round action.

Invoke Entropy

Minimum Spell level: 2nd.

Ranged attacks (including rays) targeting you have a 20% miss chance. You also do not leave footprints or a scent trail while moving. Tracking you by non-magical means is impossible.

Invoke Friendship

Minimum Spell level: 5th.

You can cast *charm monster* as a full-round action.

Invoke Gloom

Minimum Spell level: 5th.

You can cast *solid fog* as a full-round action. Creatures attempting to enter the fog are stopped. A successful Fortitude save allows the creature to enter the fog without stopping.

Invoke Plague

Minimum Spell level: 6th.

You can cast *insect plague* as a full-round action.

Invoke the Banshee

Minimum Spell level: 3rd.

You can cast *shatter* as a full-round action.

Invoke the Beguiler

Minimum Spell level: 1st.

You gain a competence bonus on Bluff, Diplomacy, and Intimidate checks equal to twice the spell level of the unspent spell slot you dedicate to this invocation (max +10).

Invoke the Blind One

Minimum Spell level: 3rd.

You gain blindsense out to 30 ft.

Invoke the Coward

Minimum Spell level: 5th.

You can cast *dimension door* as a full-round action, transferring only yourself and your equipment. When you do, you leave a silent image in the space you stood.

Invoke the Dark One

Minimum Spell level: 1st.

You gain a luck bonus to one saving throw of your choice equal to twice the spell level of the unspent spell slot you dedicate to this invocation (max +10). You cannot use this invocation to gain a luck bonus on more than one saving throw at a time.

Invoke the Dead

Minimum Spell level: 5th.

You can cast *animate dead* as a full-round action.

Invoke the Devourer

Minimum Spell level: 7th.

You can cast *greater dispel magic* as a full-round action, gaining temporary hit points equal to the highest caster level of the effects you dispel.

Invoke the Dwarven Lords

Minimum Spell level: 1st.

You gain darkvision, the ability to see 60 feet even in total darkness, including that created by *deeper darkness*.

Invoke the Earth

Minimum Spell level: 3rd.

You can attempt to grapple an opponent up to 60 feet away that is touching the ground. Your CMB for this attempt is equal to this invocation's spell level + your caster level + your spellcasting modifier.

Invoke the Fey Court

Minimum Spell level: 8th.

You can cast *baleful polymorph* as a full-round action.

Invoke the Fog

Minimum Spell level: 3rd.

You can cast *fog cloud* as a full-round action.

Invoke the Hungering Void

Minimum Spell level: 5th.

You can cast *deeper darkness* as a full-round action. The darkness also counts as a bat swarm. Creatures within the darkness are dealt swarm damage (1d6 plus bleed 1) at the start of your turn.

Invoke the Kraken

Minimum Spell level: 5th.

You can cast *black tentacles* as a full-round action.

Invoke the Living Shadow

Minimum Spell level: 6th.

You gain total concealment when standing in dim light.

Invoke the Lords of Air

Minimum Spell level: 4th.

You can cast *fly* on yourself as a full-round action.

Invoke the Lords of Flame

Minimum Spell level: 5th.

You can cast *wall of fire* as a full-round action.

Invoke the Lords of Shadow

Minimum Spell level: 7th.

You can cast *shadow walk* on yourself as a full-round action. For each hour you use shadow walk you regain hit points as if you had rested for a full day.

Invoke the Lords of Stone

Minimum Spell level: 5th.

You can cast *stone shape* as a full-round action.

Invoke the Lords of the Unseen

Minimum Spell level: 8th.

You can cast *greater invisibility* on yourself as a full-round action. If the effect is dispelled, each creature within 20 ft. of you takes 4d6 force damage and is stunned for 1 round. A successful Fortitude saving throw halves the damage and negates the stun.

Invoke the Magic Eater

Minimum Spell level: 4th.

You can cast *dispel magic* as a full-round action. If you do, the target takes 1 point of damage per spell level of the dispelled effect (no save).

Invoke the Messenger

Minimum Spell level: 6th.

You can cast *sending*. Once you have cast the spell, you can continue to communicate with the same creature until the invocation ceases or up to 24 hours, using full-round actions to do so.

Invoke the Monkey King

Minimum Spell level: 1st.

You gain a competence bonus on Acrobatics, Climb, and Swim checks equal to twice the spell level of the unspent spell slot you dedicate to this invocation (max +10).

Invoke the Mystic

Minimum Spell level: 9th.

You can cast *foresight* as a full-round action.

Invoke the Spider Queen

Minimum Spell level: 3rd.

You can cast *spider climb* on yourself as a full-round action.

Invoke the Swarm

Minimum Spell level: 3rd.

You can cast *summon swarm* as a full-round action.

Invoke the Third Eye

Minimum Spell level: 3rd.

You can cast *see invisibility* as a full-round action.

Invoke the Unseen

Minimum Spell level: 2nd.

You can cast *vanish* as a full-round action.

Invoke the Vampire Lord

Minimum Spell level: 8th.

This invocation functions as *beast shape IV*, except that it allows you to assume the form of a medium bat swarm. You gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus. You also gain blind sense 20 ft., low-light vision, DR 20/-, and swarm traits. Your swarm attack causes creatures to bleed, losing 5 hit points per round. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Invoke Water

Minimum Spell level: 6th.

You can cast *fog cloud* as a full-round action. Creatures that enter or start their turn in the fog are targeted by *touch of fatigue* (Fortitude negates).



Spell Lists

Battle Augur Spell List

0-Level Battle Augur Spells (Cantrips)

Arcane Mark: Inscribes a rune on an object or creature.
Daze: Humanoid creature with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Virtue: Subject gains 1 temporary hp.

1st-Level Battle Augur Spells

Abundant Ammunition: Replaces nonmagical ammunition every round.
Anticipate Peril: Target gains a bonus on one initiative check.
Blend: Gain a bonus to Stealth. Elf only.
Blurred Movement: As blur, but only while you are moving.
Borrow Skill: Make a skill check using another's ranks.
Comprehend Languages: You understand all languages.
Deathwatch: Reveals status of dying subjects within 30 ft.
Detect Aberration: Reveals presence of aberrations.
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Chaos/Evil/Good/Law: Reveals selected alignment.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Snares and Pits: Reveals natural or primitive traps.
Detect Undead: Reveals undead within 60 ft.
Heightened Awareness: Process information quickly.
Identify: Gives +10 bonus to identify magic items.
Invigorate: Temporarily relieves fatigue or exhaustion.
Jury-Rig: Removes broken condition from targeted object.
Karmic Blessing: Target treats one skill as a class skill.
Keen Senses: Gain +2 Perception and low-light vision.
Know the Enemy: Gain +10 on a monster Knowledge check.
Line in the Sand: Increase your attacks of opportunity per round.
Magic Weapon: Weapon gains +1 bonus.
Moment of Greatness: Doubles a morale bonus.
Rite of Centered Mind: More easily resist outside influences.
See Alignment: Aligned creatures and objects glow.
Technomancy: Detect the presence of technological objects and gain the Technologist feat.
True Strike: +20 on your next attack roll.

2nd-Level Battle Augur Spells

Acute Senses: Subject gains bonus on Perception checks.
Align Weapon: Weapon gains chosen alignment.
Alter Self: Assume form of a Small or Medium humanoid.
Arcane Disruption: Makes it difficult for the subject to cast arcane spells and spell-like abilities.
Augury: Learns whether an action will be good or bad.
Bestow Insight: Target gains training in one skill.
Bestow Weapon Proficiency: Grant weapon proficiency.
Blood Biography: Learn about a creature with its blood.
Blood Transcription: Learn a spell from the target's blood.
Bullet Shield: You gain a +4 deflection bonus to AC against firearm attacks.
Companion Life Link: Sense wounded companion.
Focused Scrutiny: Gain skill when interacting with the target.
Investigative Mind: Roll mental skills twice.
Perceive Cues: +5 Perception and Sense Motive.
Share Memory: Share one memory with the target.

Spell Gauge: You learn the spells known or prepared by the target.
Status: Monitors condition, position of allies.
Tactical Acumen: You gain an additional +1 on attack rolls or to AC due to battlefield positioning.
Warding Weapon: The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.

3rd-Level Battle Augur Spells

Arcane Sight: Magical auras become visible to you.
Aura Sight: Alignment auras become visible to you.
Heart of the Metal: Enable weapons to overcome DR like adamantine, cold iron, or silver.
Keen Edge: Doubles normal weapon's threat range.
Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
Pierce Disguise: See through low-level magical disguises.
Seek Thoughts: Detects thinking creatures' thoughts.
Versatile Weapon: Weapon bypasses some DR.

4th-Level Battle Augur Spells

Detect Scrying: Alerts you to magical eavesdropping.
Discern Lies: Reveals deliberate falsehoods.
Divination: Provides useful advice for proposed actions.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Imbue with Spell ability: Transfer spells to subject.
Legend Lore: Learn tales about a person, place, or thing.
Spellcrash, Lesser: Target loses a 3rd-level spell or spell slot.

5th-Level Battle Augur Spells

Glimpse of Truth: Gain true seeing for 1 round.
Permanency: Makes certain spells permanent.
Siphon Magic: Transfers a magical effect to yourself.
Spell Absorption: Counterspell a 3rd-level or lower-level spell to regain some spellcasting power.
Spell Resistance: Subject gains SR 12 + level.
Spellsteal: Disrupts the target's magic and transfer it to you.

6th-Level Battle Augur Spells

Analyze Dweomer: Reveals magical aspects of subject.
Brilliant Inspiration: Take best of two d20 rolls.
Find the Path: Shows most direct way to a location.
Globe of Invulnerability: Ignore 4th-level spell effects.
Legend Lore: Learn tales about a person, place, or thing.
Spellcrash: Target loses a 5th-level spell or spell slot.
Spellstaff: Stores one spell in wooden quarterstaff.
True Seeing: Lets you see all things as they really are.

7th-Level Battle Augur Spells

Arcane Sight, Greater: As arcane sight, but more powerful.
Expend: Wastes creatures' limited use magical ability.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Vision: As legend lore, but quicker.

8th-Level Battle Augur Spells

Mind Blank: Gain protection from divination and enchantment.
Spell Immunity, Greater: As spell immunity, but 8th-level.
Spellcrash, Greater: Target loses a 7th-level spell or slot.

9th-Level Battle Augur Spells

Foresight: "Sixth sense" warns of impending danger.
Mage's Magnificent Enclosure: You make an impenetrable barrier of force that negates all magic within it.
Spellbane: Prevent 1 spell per 5 levels from working in a 10-foot emanation.

Dúlra Spell List

0-Level Dúlra Spells (Cantrips)

Arcane Mark: Inscribes a rune on an object or creature.
Daze: Humanoid creature with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Disrupt Undead: Deals 1d6 damage to one undead.
Ghost Sound: Figment sounds.
Guidance: +1 on one attack roll, saving throw, or skill check.
Haunted Fey Aspect: Surround yourself with illusions.
Know Direction: You discern north.
Light: Object shines like a torch.
Lullaby: Makes subject drowsy.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whisper conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Putrefy Food and Drink: Makes food and water inedible.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Sift: See area as though examining it.
Stabilize: Cause a dying creature to stabilize.
Summon Instrument: Summons one musical instrument.
Touch of Fatigue: Touch attack fatigues target.
Unwitting Ally: Subject is considered ally for 1 round.
Virtue: Subject gains 1 temporary hp.

1st-Level Dúlra Spells

Adjuring Step: Move slowly and safely and still cast spells.
Adoration: Gain a bonus on Diplomacy and performances.
Alarm: Wards an area for 2 hours/level.
Alter Musical Instrument: Change one instrument's sound.
Alter Winds: Increase/decrease strength of natural winds.
Animal Purpose Training: Animal gains new purpose.
Animate Rope: Makes a rope move at your command.
Ant Haul: Triples carrying capacity of a creature.
Anticipate Peril: Target gains a bonus on one initiative check.
Bane: Enemies take -1 on attack rolls and saves against fear.
Beguiling Gift: Subject accepts an offered item and uses it.
Blend: Gain a bonus to Stealth. Elf only.
Bless: Allies gain +1 on attack rolls and saves against fear.
Blurred Movement: As blur, but only while you are moving.
Borrow Skill: Make a skill check using another's ranks.
Break: Gives an object the broken condition.
Bungle: Target takes a -20 penalty on next attack or check.
Call Animal: Calls the nearest wild animal to you.
Calm Animals: Calms 2d4 + level HD of animals.
Cause Fear: One creature of 5 HD or less flees.
Charm Animal: Makes one animal your friend.
Charm Person: Makes one person your friend.
Command: Subject obeys selected command for 1 round.
Commune with Birds: You can ask birds a question.
Compel Hostility: Compels opponents to attack you.
Comprehend Languages: You understand all languages.
Confusion, Lesser: One creature is confused for 1 round.
Crafter's Curse: Subject takes -5 on Craft skill checks.
Crafter's Fortune: Subject gains +5 on next Craft check.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Dancing Lantern: Animates a lantern that follows you.
Deadeye's Lore: Gain +4 bonus to Survival.



Deathwatch: Reveals status of dying subjects within 30 ft.

Decompose Corpse: Turn a corpse into a clean skeleton.

Delay Disease: Gain immunity to disease for 24h.

Delusional Pride: Target's pride swells.

Detect Aberration: Reveals presence of aberrations.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Chaos/Evil/Good/Law: Reveals selected alignment.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Snares and Pits: Reveals natural or primitive traps.

Detect Undead: Reveals undead within 60 ft.

Diagnose Disease: Detect and identify diseases.

Discern Next of Kin: Learn about target's family.

Disguise Self: Changes your appearance.

Doom: Subject takes -2 penalty on everything.

Erase: Mundane or magical writing vanishes.

Faerie Fire: Outlines subjects with light.

Forbid Action: Command target to not do something.

Forced Quiet: Target cannot make loud noises.

Fumbletongue: Target cannot speak intelligently.

Gentle Breeze: Light wind protects one target.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Heightened Awareness: Process information quickly.

Hex Vulnerability: Reuse a hex on a specific target.

Hex Ward: Target gains +4 on saves against witch hexes.

Hide from Animals: Animals can't perceive one subject/level.

Hide from Undead: Undead can't perceive one subject/level.

Hideous Laughter: Subject loses actions for 1 round/level.

Hold Portal: Holds door shut.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify: Gives +10 bonus to identify magic items.

Ill Omen: Target rolls twice and uses worst roll.

Illusion of Calm: You appear to be standing still.

Innocence: Gain +10 on Bluff checks to seem innocent.

Interrogation: Target answers questions or suffers pain.

Invigorate: Temporarily relieves fatigue or exhaustion.

Invisibility Alarm: Alarm, reacts to invisible creatures.

Jury-Rig: Removes broken condition from targeted object.

Karmic Blessing: Target treats one skill as a class skill.

Keen Senses: Gain +2 Perception and low-light vision.

Know the Enemy: Gain +10 on a monster Knowledge check.

Liberating Command: Target makes an Escape Artist check.

Lock Gaze: Compels the target to look only at you.

Magic Aura: Alters object's magic aura.

Magic Mouth: Objects speaks once when triggered.

Magic Stone: Stones gain bonus on attacks and damage.

Marid's Mastery: If target and opponent are touching water +1 bonus on attack and damage rolls, otherwise -4.

Mask Dweomer: Hides presence of a spell from detect magic.

Memory Lapse: Subject forgets events back to last turn.

Moment of Greatness: Doubles a morale bonus.

Murderous Command: Target is compelled to kill its ally.

Negate Aroma: Subject cannot be tracked by scent.

Negative Reaction: Creature cannot influence others.

Nereid's Grace: Gain a deflection bonus to AC and CMD equal to your Cha bonus.

Obscure Object: Masks object against scrying.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Play Instrument: Play instrument as if you were skilled.

Polypurpose Panacea: Gain a relaxing or entertaining effect.

Produce Flame: 1d6 damage + 1/level, touch or thrown.

Remove Fear: Suppresses fear.

Remove Sickness: Suppress some afflictions and conditions.

Repair Undead: Heals one undead.

Restful Sleep: Gain more hit points while sleeping.

Restore Corpse: Skeletal corpse grows flesh.

Sanctify Corpse: Prevent corpse from rising as an undead.

Sanctuary: Opponents can't attack you, and you can't attack.

Saving Finale: Subject rerolls failed saving throw.

Sculpt Corpse: Makes corpse look like another creature.

See Alignment: Aligned creatures and objects glow.

Share Language: Subject understands chosen language.

Shillelagh: Cudgel or quarterstaff becomes magical.

Silent Image: Creates minor illusion of your design.

Sleep: Puts 4 HD of creatures into magical slumber.

Sow Thought: Plant a brief thought in the mind of another.

Speak with Animals: You can communicate with animals.

Stumble Gap: Small hole trips creatures.

Theft Ward: Notice someone trying to steal from you.

Timely Inspiration: Gives bonus on failed check/attack.

Touch of Gracelessness: Subject is prone to falling down.

Undetectable Alignment: Conceals alignment for 24 hours.

Undine's Curse: Target suffocates when unconscious.

Unnatural Lust: Target is compelled to kiss or caress another.

Unprepared Combatant: -4 on initiative and Reflex saves.

Vanish: As invisibility for 1 round/level (5 max).

Ventriloquism: Throws voice for 1 min./level.

Vocal Alteration: Disguise target's voice.

Whispering Lore: Learn from the land itself. Elf only.

Youthful Appearance: Target appears younger.

2nd-Level Dúdra Spells

Accelerate Poison: Hastens targeted poison's onset.

Acute Senses: Subject gains bonus on Perception checks.

Aid: Bonus on attacks, saves against fear, and temporary hp.

Align Weapon: Weapon gains chosen alignment.

Alter Self: Assume form of a Small or Medium humanoid.

Ancestral Regression: Transform a drow into a surface elf.

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Animate Dead, Lesser: Create one skeleton or zombie.

Anonymous Interaction: Creatures forget about you.

Ant Haul, Communal: As ant haul, but more targets.

Augury: Learns whether an action will be good or bad.

Beastpeak: Speak normally while in animal form.

Bestow Insight: Target gains training in one skill.

Bestow Weapon Proficiency: Grant weapon proficiency.

Blessing of Courage and Life: +2 vs. fear and death.

Blessings of Luck and Resolve: Resist fear effects better.

Blindness/Deafness: Makes subject blinded or deafened.

Blood Biography: Learn about a creature with its blood.

Blood Transcription: Learn a spell from the target's blood.

Blur: Attacks miss subject 20% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Certain Grip: Gain bonus on Acrobatics, Climb and CMD.

Climbing Beanstalk: Create a climbable beanstalk.

Command Undead: Undead creature obeys your commands.

Companion Life Link: Sense wounded companion.

Compassionate Ally: Target is compelled to help injured ally.

Contingent Action: Set condition for target's readied action.

Create Treasure Map: Create a treasure map out of a corpse.

Crimson Confession: Touched object or area turns skin red.

Daze Monster: Creature with 6 HD or less loses next action.

Delay Pain: Ignore pain for 1 hour/level.

Delay Poison: Stops poison from harming subject temporarily.

Detect Thoughts: Allows "listening" to surface thoughts.

Disfiguring Touch: Target becomes disfigured.

Disguise Other: As disguise self, but affects you or another.

Distracting Cacophony: Noise makes it difficult to cast.

Enter Image: Transfer consciousness to an object.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Euphoric Cloud: Obscuring fog fascinates living creatures.

Find Traps: Notice traps as a rogue does.

Focused Scrutiny: Gain skill when interacting with the target.

Fog Cloud: Fog obscures vision.

Forest Friend: Plants become helpful instead of hindering.

Gentle Repose: Preserves one corpse.

Ghostbane Dirge: Nonmagical weapons harm incorporeal.

Ghostly Disguise: You look like a ghost of yourself.

Glitterdust: Blinds creatures, outlines invisible creatures.

Grace: Movement doesn't provoke attacks of opportunity.

Haunting Mists: Creatures are shaken and take Wis damage.

Heightened Reflexes: Allies gain +10 bonus on Reflex.

Heroic Fortune: The target gains 1 temporary hero point.

Heroism: Gives +2 on attack rolls, saves, skill checks.

Hold Animal: Paralyzes one animal for 1 round/level.

Hold Person: Paralyzes one humanoid for 1 round/level.

Honeyed Tongue: Roll Diplomacy twice, take higher roll.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Investigative Mind: Roll mental skills twice.

Invisibility: Subject is invisible for duration or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Life Pact: Creatures donate hp to stabilize fallen ally.

Locate Object: Senses direction toward object.

Mad Hallucination: Target takes penalties to mental actions.

Make Whole: Repairs an object.

Marching Chant: Allies can hustle without penalty.

Mask Dweomer, Communal: Mask dweomer affects more.

Masterwork Transformation: Item becomes masterwork.

Mindlocked Messenger: Message a specific recipient.

Minor Dream: Send a short message to a dreaming recipient.

Minor Image: As silent image, plus some sound.

Mirror Hideaway: Up to eight hide in extra-dimensional space.

Mirror Image: Creates decoy duplicates of you.

Misdirection: Misleads divinations for one creature or object.

Muffle Sound: Allies gain a bonus on Stealth checks.

Natural Rhythm: +1 on damage rolls with each hit (max +5).

Oppressive Boredom: Target loses its next action.

Oracle's Burden: Oracle Only. Creature is affected by negative oracle's curse effects.

Path of Glory: An expanding glow that heals allies within it.

Perceive Cues: +5 Perception and Sense Motive.

Pernicious Poison: Target takes a -4 penalty against poison.

Phantom Trap: Makes item seem trapped.

Pilfering Hand: Seize an object or manipulate it from afar.

Pox Pustules: Subject is sickened and has -4 Dex.

Prayer: Allies get +1 bonus on most rolls, enemies -1 penalty.

Qualm: Target gains penalties until it does nothing.

Reckless Infatuation: Target compelled to stay near another.

Remove Paralysis: Frees creatures from paralysis or slow.

Restoration, Lesser: Dispels magical ability penalty.

Returning Weapon: Grants a weapon returning.

Scare: Frightens creatures of less than 6 HD.

Scent Trail: Leave trail for allies to follow.

See Invisibility: Reveals invisible creatures or objects.

Sentry Skull: Turn a severed head into a magical sentry.

Severed Fate: Target becomes unable to use hero points.

Share Language, Communal: Share language affects more.

Share Memory: Share one memory with the target.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Silent Table: Give yourself privacy by muffling sound.

Spider Climb: Grants ability to walk on walls and ceilings.

Status: Monitors condition, position of allies.

Steal Voice: Target gains the croaking spellblight.

Suggestion: Subject follows stated course of action.

Surmount Affliction: Temporarily suppress one condition.

Symbol of Healing, Lesser*: Rune heals living creatures.

Symbol of Mirroring: Triggered rune creates mirror images.

Tongues: Speak and understand any language.

Tree Shape: You look exactly like a tree for 1 hour/level.

Twilight Haze: Illusory fog obscures vision.

Unadulterated Loathing: Target compelled to avoid another.

Warp Wood: Bends wood.

Whispering Wind: Sends a short message 1 mile/level.

Wood Shape: Reshapes wooden objects to suit you.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Dúlrá Spells

Adjustable Disguise: As disguise self, but as a swift action.

Align Weapon, Communal: Align weapon affects more.

Animate Dead: Creates undead skeletons and zombies.

Arcane Sight: Magical auras become visible to you.

Aura Sight: Alignment auras become visible to you.

Barrow Haze: Obscuring fog extends range of your hexes.

Beast Shape I: Take the form of a Small or Medium animal.

Bestow Curse: Target's life is made more difficult by you.

Blink: You randomly vanish and reappear for 1 round/level.

Blot: Ruins writings.

Borrow Fortune: The Hag provides aid at a cost.

Cackling Skull: Skull acts as magic mouth.

Charm Monster: Makes monster believe it is your ally.

Companion Mind Link: You can talk with your animal companion, and can handle it with supernatural ease.

Confusion: Subjects behave oddly for 1 round/level.

Contagion: Infects subject with chosen disease.

Control Summoned Creature: steal a summoned monster.

Countless Eyes: Extra eyes give all-around vision.

Create Food and Water: Feeds three humans/level.

Crushing Despair: Subjects take penalties from sadness.

Curse of Disgust: Target is sickened when viewing a trigger.

Deep Slumber: Puts 10 HD of creatures to sleep.

Delay Poison, Communal: Delay poison affects more.

Diminish Plants: Reduces or blights plants.

Disable Construct: Touch makes a construct helpless.

Dispel Magic: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Dominate Animal: Animal obeys your mental commands.

Explosive Runes: Deals 6d6 damage when read.

Fly: Subject flies at speed of 60 ft.

Geas, Lesser: Commands subject of 7 HD or less.

Glibness: Gain +20 bonus on Bluff checks.

Glyph of Warding: Inscription harms those who pass it.

Good Hope: Subjects gain bonuses from hopefulness.

Guiding Star: Know approximate distance from destination.

Halt Undead: Immobilizes undead for 1 round/level.

Helping Hand: Ghostly hand leads subject to you.

Hex Glyph: Inscription casts your hex on those who pass it.

Hide Campsite: Hides all traces of your campsite.

Hostile Levitation: Levitates the target up off the ground.

Howling Agony: Screaming pain limits the target's actions.
Illusory Script: Only select creatures can read text.
Improve trap: Improve one specific element of a trap.
Invigorate, Mass: As invigorate, but multiple creatures.
Invisibility Purge: Disperses invisibility within 5 ft./level.
Invisibility Sphere: Makes everyone within 10 feet invisible.
Isolate: Target becomes invisible and silent to its allies.
Jester's Jaunt: Teleport target within 30 ft. of itself.
Major Image: As silent image, plus more effects.
Malicious Spite: Target is compelled to plot against another.
Marionette Possession: As magic jar, but limited.
Mark of Obvious Ethics: Creatures see target's alignment.
Meld into Stone: You and your gear merge with stone.
Nature's Exile: Gives subject -10 on Survival checks.
Nature's Exile: Gives subject -10 on Survival checks.
Neutralize Poison: Removes and protects from poison.
Nixie's Lure: Fascinate or lure creatures with a song.
Nixie's lure: Unearthly and infectious song that seductively summons up to 24 HD of creatures and fascinate them.
Nondetection: Hides subject from divination, scrying.
Overwhelming Grief: Target takes no actions and loses Dex.
Phantom Steed: Magic horse appears for 1 hour/level.
Pierce Disguise: See through low-level magical disguises.
Plant Growth: Grows vegetation, improves crops.
Purging Finale: Removes one negative effect.
Remove Blindness/Deafness: Cures blindness or deafness.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.
Returning weapon, Communal: Share returning weapon.
Reviving Finale: Allies cured 2d6 damage.
Sacred Bond: Cast touch healing spells from a distance.
Sands of Time: Target temporarily ages.
Scrying: Spies on subject from a distance.
Sculpt Sound: Creates or changes sounds.
Secret Page: Changes one page to hide its real content.
Seek Thoughts: Detects thinking creatures' thoughts.
Sepia Snake Sigil: Text symbol immobilizes the reader.
Shrink Item: Object shrinks to one-sixteenth size.
Smug Narcissism: Target is distracted by its sense of self.
Snare: Creates a magic booby trap.
Speak with Dead: Corpse answers one question/two levels.
Speak with Plants: You can talk to plants and plant creatures.
Spider Climb, Communal: As spider climb, but divided up.
Stone Shape: Sculpts stone into any shape.
Symbol of Healing: Triggered rune heals living creatures.
Terrible Remorse: Creature is compelled to harm itself.
Tongues, Communal: As tongues, but divided up.
Triggered Suggestion: Target follows suggestion on trigger.
Unravel Destiny: Using hero points becomes difficult.

4th-Level Dúrla Spells

Adjustable Polymorph: As alter self, but change quickly.
Age Resistance, Lesser: Ignore penalties from middle age.
Anti-Incorporeal Shell: Incorporeal creatures stay away.
Antiplant Shell: Keeps animated plants at bay.
Arboreal Hammer: Tree branches attack opponents.
Aura of Doom: Creatures in your aura become shaken.
Beast Shape II: Take the form of a Tiny or Large animal.
Blight: Withers one plant or deals damage to plant creature.
Break Enchantment: Frees subjects from some spells.
Command Plants: Sways the actions of plant creatures.
Control Water: Raises or lowers bodies of water.
Curse of Burning Sleep: Creature catches fire if it sleeps.
Curse of Magic Negation: Target gains negated spellblight.

Daze, Mass: As daze, but affecting multiple creatures.
Death Ward: Resist death spells and negative energy.
Debilitating Portent: Inflicts an ill fate on a creature.
Denounce: Worsens attitudes toward target creature.
Detect Scrying: Alerts you to magical eavesdropping.
Dimension Door: Teleports you a short distance.
Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.
Divination: Provides useful advice for proposed actions.
Dominate Person: Controls humanoid telepathically.
Enchantment Foil: Trick opponents enchanting you.
Envious Urge: Targets steal from or disarm others.
Familiar Melding: Possess your familiar.
Fear: Subjects within cone flee for 1 round/level.
Feast on Fear: Targets panic, you gain temporary hit points.
Forgetful Slumber: As deep slumber. Target loses 5 minutes.
Freedom of Movement: Subject moves without interruption.
Ghostbane Dirge, Mass: Ghostbane dirge affects more.
Globe of Invulnerability, Lesser: Stops some spell effects.
Grove of Respite: Creates trees and a small spring.
Hallucinatory Terrain: One type of terrain changes.
Heroic Finale: Subject in range of music can take an action.
Heroic Fortune, Mass: Heroic fortune affects more targets.
Hold Monster: As hold person, but any creature.
Imbue with Spell ability: Transfer spells to subject.
Invisibility, Greater: As invisibility; attack and stay invisible.
Legend Lore: Learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.
Minor Creation: Creates one cloth or wood object.
Minor Phantom Object: An illusory minor creation.
Mirror Transport: Mirror becomes dimension door.
Modify Memory: Changes 5 minutes of subject's memories.
Moonstruck: Subject is enraged and confused.
Nap Stack: Subjects only need 2 hours for a night's sleep.
Nondetection, Communal: Nondetection, affects more.
Oracle's Vessel: Oracle Only. Target gains the benefits of your oracle's curse.
Path of Glory, Greater: Expanding glow heals allies 5 hp.
Persistent Vigor: Heal damage, disease and poison.
Phantasmal Killer: Fearsome illusion kills subject.
Phantom Steed, Communal: Phantom steed affects more.
Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Reincarnate: Brings dead subject back in a random body.
Repel Vermin: Insects, spiders, and other vermin stay away.
Restoration: Restores level and ability score drains.
Rusting Grasp: Your touch corrodes iron and alloys.
Sending: Delivers short message anywhere, instantly.
Serenity: Peaceful feelings harm those attempting violence.
Shadow Step: Teleport from one shadow to another.
Sleepwalk: Causes creature to move while asleep.
Solid Fog: Blocks vision and slows movement.
Soothe Construct: Reduce the berserk chance of a construct.
Speak with Haunt: Haunt answers one question/2 levels.
Spell Immunity: Subject is immune to one spell per 4 levels.
Spellcrash, Lesser: Target loses a 3rd-level spell or slot.
Spite: Inflict touch spell upon creature that attacks you.
Summoner Conduit: Target and summoned creature linked.
Symbol of Laughter: Nearby creatures lose actions.
Symbol of Revelation: Triggered symbol reveals illusions.
Symbol of Slowing: Triggered rune slows creatures.
Threefold Aspect: Appear older or younger.
Treasure Stitching: Objects on cloth become embroidered.

True Form: Removes polymorph effects.
Undead Anatomy I: Take form of a Small or Medium undead.
Utter Contempt: Target's attitude worsens by two categories.
Virtuoso Performance: Maintain 2 performances at once.
Wandering Star Motes: Subject produces light as a sunrod.
Zone of Silence: Eavesdroppers can't overhear you.

5th-Level Dúlrá Spells

Atonement: Removes burden of misdeeds from subject.
Awaken: Animal or tree gains human intellect.
Baleful Polymorph: Transform subject into harmless animal.
Banish Seeming: Disperses illusion or a change in form.
Bard's Escape: You and allies escape an emergency by teleporting to safety.
Beast Shape III: Take the form of an animal, or magical beast.
Breath of Life: Cures damage and restores life.
Cleanse: Cures damage and also removes several afflictions.
Cloak of Dreams: Living creatures within 5 ft. fall asleep.
Command, Greater: As command, but affects many.
Commune: Deity answers one yes-or-no question/level.
Commune with Nature: Learn about terrain for 1 mile/level.
Contagion, Greater: Infect a subject with a magical disease.
Control Winds: Changes wind direction and speed.
Curse, Major: As bestow curse, but harder to remove.
Dream: Sends message to anyone sleeping.
False Vision: Fools scrying with an illusion.
Foe to Friend: Redirect an enemy creature's attack.
Forbid Action, Greater: As forbid action, but 1 creature/level.
Half-blood Extraction: Transform a half-orc into an orc.
Hallow: Designates location as holy.
Heroism, Greater: As heroism, but more powerful.
Hex Glyph, Greater: Inscription casts your hex or major hex.
Joyful Rapture: Negate harmful emotions.
Magic Jar: Enables possession of another creature.
Major Creation: As minor creation, plus stone and metal.
Major Phantom Object: As major creation but illusory.
Mark of Justice: Action that triggers curse on subject.
Mind Fog: Subjects in fog get -10 to Wis and Will checks.
Mirage Arcana: As hallucinatory terrain, plus structures.
Mislead: Turns you invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Old Salt's Curse: Target becomes permanently sickened and is staggered at sea.
Overland Flight: You fly and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Permanency: Makes certain spells permanent.
Persistent Image: As major image, but no concentration.
Phantasmal Web: Catches subjects in illusory web.
Pillar of Life: Created pillar heals 2d8 +1/level (max +20)
Plane Shift: As many as 8 subjects travel to another plane.
Plant Shape I: Turns you into a Small or Medium plant.
Polymorph: Gives one willing subject a new form.
Possess Object: Possess and animate one object.
Raise Animal Companion: As raise dead, but on an animal.
Rapid Repair: Construct gains fast healing 5.
Repair Undead, Mass: Heals 1 undead/level.
Reprobation: Marked target is shunned by your religion.
Rest Eternal: Dead creature cannot be revived.
Secret Chest: Hide chest on Ethereal Plane; retrieve it at will.
Seeming: Changes appearance of one person per two levels.
Shadow Walk: Step into shadow to travel rapidly.
Shadowbard: Shadowy duplicate starts a bardic performance.
Song of Discord: Forces targets to attack each other.
Spell Immunity, Communal: Divides spell immunity up.

Spell Resistance: Subject gains SR 12 + level.
Spellsteal: Disrupts the target's magic and transfer it to you.
Stunning Finale: Stuns 3 creatures for 1 round.
Suffocation: Target quickly suffocates to death.
Suggestion, Mass: As suggestion, affects subject/level.
Symbol of Healing, Greater*: Rune heals living creatures.
Symbol of Pain: Rune wracks creatures with pain.
Symbol of Scrying: Rune activates scrying sensor.
Symbol of Sleep: Rune puts creatures into catatonic slumber.
Symbol of Striking: Symbol of death fills a 5-foot square.
Telekinesis: Moves an object or creature.
Telepathic Bond: Link lets allies communicate.
Teleport: Instantly transports you up to 100 miles per level.
Tree Stride: Step from one tree to another far away.
Truespeak: Communicate with any thinking creature.
Unbreakable Construct: Improve construct hardness or DR.
Undead Anatomy II: Take the form of a Tiny or Large undead.
Unhallow: Designates location as unholy.
Unwilling Shield: Subject shares wounds you receive.
Vengeful Outrage: Target is compelled to destroy one enemy.
Village Veil: Discourage creatures from investigating an area.
Waves of Fatigue: Several targets become fatigued.

6th-Level Dúlrá Spells

Age Resistance: Ignore penalties from old age.
Analyze Dweomer: Reveals magical aspects of subject.
Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft.-radius field hedges out living creatures.
Antimagical Field: Negates magic within 10 ft.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Banshee Blast: Cone deals damage and panics creatures.
Beast Shape IV: Take the form of an animal or magical beast.
Blazing Rainbow: Create an energy bow or a bridge.
Blessings of Luck and Resolve, Mass: Resist fear effects.
Brilliant Inspiration: Take best of two ability check, attack roll, saving throw, or skill checks.
Charm Monster, Mass: As charm monster, but more targets.
Contingency: Sets trigger condition for another spell.
Cure Light Wounds, Mass: Cures 1 subject/level.
Dispel Magic, Greater: As dispel magic, but multiple targets.
Epidemic: Infect a subject with a highly contagious disease.
Euphoric Tranquility: Makes a single creature peaceful.
Find the Path: Shows most direct way to a location.
Fool's Forbiddance: Confuses enemies who come within a magical emanation centered on you.
Geas/Quest: As lesser geas, but affects any creature.
Getaway: Teleports allies and creatures to a safe location.
Globe of Invulnerability: Ignore 4th-level spell effects.
Glyph of Warding, Greater: As glyph of warding, but stronger.
Guards and Wards: Array of magic effects protect area.
Harm: Deals 10 points/level damage to target.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Ironwood: Magic wood is as strong as steel.
Irresistible Dance: Forces subject to dance.
Liveoak: Oak becomes treant guardian.
Permanent Image: Permanent illusion.
Plant Shape II: Turns you into a Large plant creature.
Programmed Image: As major image, triggered by event.
Repel Wood: Pushes away wooden objects.
Repulsion: Creatures can't approach you.
Scrying, Greater: As scrying, but faster and longer.
Spellcrash: Target loses a 5th-level spell or spell slot.

Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Stone to Flesh: Restores petrified creature.
Symbol of Fear: Triggered rune panics nearby creatures.
Symbol of Persuasion: Rune charms nearby creatures.
Symbol of Sealing: Creates triggered wall of force.
Transport via Plants: Move from one plant to another.
True Seeing: Lets you see all things as they really are.
Undead Anatomy III: Become a Diminutive or Huge undead.
Undeath to Death: Destroys undead (max. 20d4).
Veil: Changes appearance of group of creatures.
Waves of Ecstasy: Pleasure stuns and staggers creatures.

7th-Level Dúlra Spells

Age Resistance, Greater: Ignore penalties from age.
Animate Plants: One or more plants fight for you.
Arcane Sight, Greater: As arcane sight, but more powerful.
Bestow Grace of the Champion: Gain paladin abilities.
Black Mark: Cursed creature is shaken at sea.
Blasphemy: Kill, paralyze, weaken, or daze non-evil subjects.
Changestaff: Your staff becomes a treant on command.
Circle of Clarity: Emanation hampers illusions and stealth.
Control Construct: Take control of a construct.
Control Undead: Undead fall under your command.
Control Weather: Changes weather in local area.
Create Demiplane, Lesser: Create your own demiplane.
Dictum: Kill, paralyze, stagger, or deafen non-lawful targets.
Dimensional Bounce: Teleport between two locations.
Ethereal Jaunt: You become ethereal for 1 round/level.
Expend: Wastes creatures' limited use magical ability.
Fairy Ring Retreat: Toadstool circle leads to meadow.
Fly, Mass: One creature/level gains ability to fly.
Heal: Cures damage, all diseases and mental conditions.
Hold Person, Mass: As hold person, but all within 30 ft.
Holy Word: Kill, paralyze, blind, or deafen non-good subjects.
Insanity: Subject suffers continuous confusion.
Invisibility, Mass: As invisibility, but affects all in range.
Limited Wish: Alters reality (within limits).
Lunar Veil: Dispel light and revert lycanthropes.
Phantasmal Revenge: Ghost from corpse hunts killer.
Plant Shape III: Turns you into a Huge plant.
Polymorph, Greater: One subject gains more powerful form.
Project Image: Illusory double can talk and cast spells.
Refuge: Alters item to transport its possessor to you.
Regenerate: Severed limbs grow back, cures damage.
Restoration, Greater: Restores all levels and ability scores.
Reverse Gravity: Objects and creatures fall upward.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Statue: Subject can become a statue at will.
Symbol of Stunning: Rune stuns nearby creatures.
Symbol of Weakness: Rune weakens nearby creatures.
Teleport Object: As teleport, but affects a touched object.
Teleport, Greater: As teleport, but no range limit.
Temporary Resurrection: Bring creature to life for 24 hours.
Transmute Metal to Wood: Metal becomes wood.
Vision: As legend lore, but quicker.
Walk through Space: Spend a move action to teleport.
Waves of Exhaustion: Several targets become exhausted.
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Chaos: Kill, confuse, stun, or deafen subjects.

8th-Level Dúlra Spells

Animal Shapes: One ally/level polymorphs into an animal.
Antipathy: Object or location repels certain creatures.
Atavism, Mass: One animal/level gains advanced template.
Blood Mist: Mist causes Wisdom damage and rage.
Control Plants: Controls one or more plant creatures.
Create Demiplane: As lesser create demiplane, but larger.
Demand: As sending, plus you can send suggestion.
Discern Location: Reveals location of creature or object.
Divine Vessel: The Hag reshapes you into nature's champion.
Frightful Aspect: You take on a terrifying, Large-sized form of yourself and emit an aura that causes creatures to become shaken or frightened.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Maze: Traps subject in extra-dimensional maze.
Mind Blank: Gain protection from divination and enchantment.
Nine lives: Get out of trouble or relieve harmful conditions.
Overwhelming Presence: Creatures treat you as divine.
Polymorph Any Object: Changes a subject into anything.
Prediction of Failure: Target becomes shaken and sickened.
Repel Metal or Stone: Pushes away metal and stone.
Spell Immunity, Greater: As spell immunity, but 8th-level.
Spellcrash, Greater: Target loses a 7th-level spell or slot.
Symbol of Death: Triggered rune kills nearby creatures.
Symbol of Insanity: Triggered rune causes insanity.
Sympathy: Object or location attracts certain creatures.
Trap the Soul: Imprisons subject within gem.
Undead Anatomy IV: As undead anatomy III, but stronger.
Word of Recall: Teleports you back to designated place.

9th-Level Dúlra Spells

Create Demiplane, Greater: As create demiplane, but larger.
Cursed Earth: Harm plants or creatures, or raise zombies.
Dominate Monster: As dominate person, but any creature.
Etherealness: Travel to Ethereal Plane with companions.
Foresight: "Sixth sense" warns of impending danger.
Gate: Connects two planes for travel or summoning.
Hold Monster, Mass: As hold monster, but all within 30 ft.
Interplanetary Teleport: Teleport to another planet.
Mage's Disjunction: Dispels magic, disenchant magic items.
Mind Blank, Communal\$ UC: As mind blank, but affects more.
Miracle: Requests a deity's intercession.
Shapechange: Become different creatures once per round.
Soul Bind: Traps newly dead soul to prevent resurrection.
Spell Immunity, Greater Communal: Divide spell immunity.
Suffocation, Mass: One creature/level suffocates to death.
Symbol of Strife: Triggered rune makes creatures attack.
Symbol of Vulnerability: Triggered rune gives penalties.
Teleportation Circle: Teleports creatures inside circle.
Wail of the Banshee: Deals 10 damage/level to creatures.
Weird: As phantasmal killer, but affects all within 30 ft.
Wish: As limited wish, but with fewer limits.

Invoker Spell List

0-Level Invoker Spells (Knacks)

Arcane Mark: Inscribes a rune on an object or creature.
Bleed: Cause a stabilized creature to resume dying.
Daze: Humanoid creature with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Haunted Fey Aspect: Surround yourself with illusions.
Mage Hand: 5-pound telekinesis.
Message: Whisper conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.

1st-Level Invoker Spells

Adhesive Spittle: Spit a tanglefoot bag at a creature.
Aphasia: Prevent a target from understanding language.
Beguiling Gift: Subject accepts an offered item and uses it.
Blurred Movement: As blur, but only while you are moving.
Bungle: Target takes a -20 penalty on next attack or check.
Cause Fear: One creature of 5 HD or less flees.
Charge Object: Infuse psychic energy and ownership history into an item.
Charm Person: Makes one person your friend.
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Compel Hostility: Compels opponents to attack you.
Cultural Adaptation: Adapt to fit the local culture.
Déjà Vu: Make a creature repeat its actions.
Ear-Piercing Scream: Deal sonic damage and daze target.
Endure Elements: Exist comfortably in hot or cold regions.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your base speed increases by 30 ft.
Fabricate Disguise: Create a disguise in an instant.
Fumbletongue: Target cannot speak intelligently.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Ill Omen: Target rolls twice and uses worst roll.
Illusion of Calm: You appear to be standing still.
Lock Gaze: Compels the target to look only at you.
Mage Armor: Gives subject +4 armor bonus.
Magic Aura: Alters object's magic aura.
Mask Dweomer: Hides presence of a spell from detect magic.
Mind Thrust I: Mentally deal 1d6 points of damage per level.
Mindlink: Communicate a great deal of information in an instant.
Mirror Strike: You may strike multiple opponents with a single attack.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.
Psychic Reading: medium 1, mesmerist 1, occultist 1,
Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.
Recharge Innate Magic: Regain one use of all 0 and 1st-level spell-like abilities of a racial trait.
Shadow Weapon: Create a quasi-real masterwork weapon.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
True Strike: +20 on your next attack roll.
Unprepared Combatant: -4 on initiative and Reflex saves.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.
Vocal Alteration: Disguise target's voice.

Whispering Lore: Learn from the land itself. Elf only.

Wizened Appearance: Make a target appear as an older version of itself.

Youthful Appearance: Target appears younger.

2nd-Level Invoker Spells

Adhesive Blood: Attackers' weapons stick to your gluey blood.
Adoration: Gain a bonus on Diplomacy and performances.
Alter Self: Assume form of a Small or Medium humanoid.
Anonymous Interaction: Creatures forget about you.
Augury: Learns whether an action will be good or bad.
Aversion: Cause the target to avoid an object or location.
Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Blood Blaze: Aura that makes injured creatures spray burning blood.
Bloodbath: Cause yourself and enemies to bleed.
Boiling Blood: Targets take fire damage; orcs get +2 Strength.
Commune with Birds: You can ask birds a question.
Compulsive Liar: Prevent target from speaking the truth.
Confess: inquisitor 2, psychic 2, mesmerist 2
Crimson Confession: Touched object or area turns skin red.
Darkness: 20-ft. radius of supernatural shadow.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Creature with 6 HD or less loses next action.
Deflect Blame: Blame someone else for your action.
Delay Pain: Ignore pain for 1 hour/level.
Demand Offering: Make a creature give you an object it's holding.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
False Life: Gain 1d10 temporary hp + 1/level (max +10).
Feast of Ashes: A target starves with an insatiable hunger.
Howling Agony: Screaming pain limits the target's actions.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for duration or until it attacks.
Mind Thrust II: Mentally deal 1d8 points of damage per level (max 5d8).
Minor Image: As silent image, plus some sound.
Paranoia: Cause the target to treat all creatures as enemies.
Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.
Scare: Frightens creatures of less than 6 HD.
See Invisibility: Reveals invisible creatures or objects.
Sense Fear: Perceive nearby creatures that are experiencing fear.
Sense Madness: Determine mental disturbances in nearby creatures.
Shatter: Sonic energy damages objects or crystalline creatures.
Spider Climb: Grants ability to walk on walls and ceilings.
Spontaneous Immolation: Target takes 3d6 points of fire damage and catches on fire.
Steal Breath: Pull the breath from a creature's lungs, dealing damage and leaving it unable to speak, use breath weapons, or cast spells with verbal components.
Steal Voice: Target gains the croaking spellblight.
Stricken Heart: Touch attack deals 3d6 damage and staggers target.
Thought Shield I: Gain a bonus on Will saves vs. mind-affecting effects.

3rd-Level Invoker Spells

Arcane Sight: Magical auras become visible to you.
Aura Sight: Alignment auras become visible to you.
Babble: Target becomes nauseated and fascinates nearby creatures.
Blood Biography: Learn about a creature with its blood.
Blood Scent: Gain scent ability against injured creatures.
Chain of Perdition: Creates a floating chain of force.
Countless Eyes: Extra eyes give all-around vision.
Cup of Dust: Causes a creature to become dehydrated.
Dispel Magic: Cancels one magical spell or effect.
Ego Whip I: Target suffers penalty to Int, Wis, or Cha.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Hold Person: Paralyzes one humanoid for 1 round/level.
Illusory Script: Only select creatures can read text.
Major Image: As silent image, plus more effects.
Mind Thrust III: Mentally deal 1d8 points of damage per level (max 10d8).
Resinous Skin: You gain DR 5/piercing and +4 to CMD against disarm attempts.
Sands of Time: Target temporarily ages.
Strangling Hair: Your hair animates and grapples.
Swarm of Fangs: You summon a swarm of thousands of animate, flying teeth in a 10-foot-by-10-foot cube.
Thought Shield II: Gain a bonus on Will saves vs. mind-affecting effects.
Tongues: Speak and understand any language.
Vision of Hell: Illusory hellscape makes creatures shaken.

4th-Level Invoker Spells

Agonize: Pain encourages an outsider to obey you.
Control Summoned Creature: steal a summoned monster.
Crushing Despair: Subjects take penalties from sadness.
Darkvision, Greater: See 120 ft. in total darkness.
Dimension Door: Teleports you a short distance.
Ego Whip II: Target suffers penalty to Int, Wis, or Cha.
Eyes of The Void: See 60 ft. in darkness, including magical darkness.
False Life, Greater: Gain 2d10 temporary hp + 1/level.
Fear: Subjects within cone flee for 1 round/level.
Hallucinatory Terrain: One type of terrain changes.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.
Mind Thrust IV: Mentally deal 1d8 points of damage per level (max 15d8).
Phantasmal Killer: Fearsome illusion kills subject.
Remove Curse: Frees object or person from curse.
Scrying: Spies on subject from a distance.
Shadow Step: Teleport from one shadow to another.
Thought Shield III: Gain a bonus on Will saves vs. mind-affecting effects.

5th-Level Invoker Spells

Absorb Toxicity: You become immune to diseases and toxins, absorb one, and then spread it to others.
Blight: Withers one plant or deals damage to plant creature.
Charm Person, Mass: As charm person, but affects multiple creatures within 30 ft.
Contact Other Plane: Lets you ask question of extraplanar entity.
Dream: Sends message to anyone sleeping.
Ego Whip III: Target suffers penalty to Int, Wis, or Cha.
Feast on Fear: Targets panic, you gain temporary hit points.
Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As hold person, but any creature.
Impossible Angles: Distort geometry in an area.
Mind Thrust V: As mind thrust IV, but the target is exhausted, then fatigued.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration.
Thought Shield IV: Gain a bonus on Will saves vs. mind-affecting effects.
Utter Contempt: Target's attitude worsens by two categories.
Waves of Fatigue: Several targets become fatigued.
Wreath of Blades: Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.

6th-Level Invoker Spells

Age Resistance: Ignore penalties from old age.
Analyze Dweomer: Reveals magical aspects of subject.
Circle of Death: Kills 1d4/level HD of creatures.
Contingency: Sets trigger condition for another spell.
Create Undead: Raises ghouls, ghosts, mummies, or mohrgs from physical remains.
Decapitate: Turn a critical hit into a decapitation.
Decollate: A target can safely remove its head.
Dispel Magic, Greater: As dispel magic, but multiple targets.
Ego Whip IV: Target suffers penalty to Int, Wis, or Cha.
Eyebite: Target becomes panicked, sickened, and comatose.
Flesh to Stone: Turns subject creature into statue.
Leashed Shackles: Target is restricted to a specific location.
Mind Thrust VI: As mind thrust V, but max 20d8.
Night Terrors: Disturb a creature's rest with dark dreams.
Permanent Image: Permanent illusion.
Phobia: Induce an irrational fear in a creature to the point of madness.
Suggestion, Mass: As suggestion, affects subject/level.
Thought Shield V: Gain a bonus on Will saves vs. mind-affecting effects.
True Seeing: Lets you see all things as they really are.

Necromancer Spell List

0-Level Necromancer Spells (Cantrips)

Arcane Mark: Inscribes a rune on an object or creature.
Bleed: Cause a stabilized creature to resume dying.
Daze: Humanoid creature with 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Ghost Sound: Figment sounds.
Grave Words: Make a corpse babble.
Mage Hand: 5-lb. telekinesis
Putrefy Food and Drink: Makes food and water inedible.
Touch of Fatigue: Touch attack fatigues target.

1st-Level Necromancer Spells

Bane: Enemies take -1 on attack rolls and saves against fear.
Cause Fear: One creature of 5 HD or less flees.
Deathwatch: Reveals status of dying subjects within 30 ft.
Decompose Corpse: Turn a corpse into a clean skeleton.
Detect Undead: Reveals undead within 60 ft.
Diagnose Disease: Detect and identify diseases.
Doom: Subject takes -2 penalty on everything.
Mask Dweomer^{APG}: Hides presence of a spell from detect magic.
Undetectable Alignment: Conceals alignment for 24 hours.

2nd-Level Necromancer Spells

Animate Dead, Lesser: Create one skeleton or zombie.
Blindness/Deafness: Makes subject blinded or deafened.
Blood Biography: Learn about a creature with its blood.
Command Undead: Undead creature obeys your commands.
Companion Life Link: Sense wounded companion.
Gentle Repose: Preserves one corpse.
Ghostbane Dirge: Nonmagical weapons harm incorporeal.
Ghostly Disguise: You look like a ghost of yourself.
Life Pact: Creatures donate hp to stabilize fallen ally.
Scare: Frightens creatures of less than 6 HD.
Sentry Skull: Turn a severed head into a magical sentry.
Severed Fate: Target becomes unable to use hero points.
Status: Monitors condition, position of allies.

3rd-Level Necromancer Spells

Cackling Skull: Skull acts as magic mouth.
Cup of Dust: Causes a creature to become dehydrated.
Diminish Plants: Reduces or blights plants.
Halt Undead: Immobilizes undead for 1 round/level.
Howling Agony: Screaming pain limits the target's actions.
Marionette Possession: As magic jar, but limited.
Ray of Exhaustion: Ray makes subject exhausted.
Speak with Dead: Corpse answers one question/two levels.

4th-Level Necromancer Spells

Age Resistance, Lesser: Ignore penalties from age.
Anti-Incorporeal Shell: Incorporeal creatures stay away.
Aura of Doom: Creatures in your aura become shaken.
Blight: Withers one plant or deals damage to plant creature.
Death Ward: Resist death spells and negative energy.
Fear: Subjects within cone flee for 1 round/level.
Ghostbane Dirge, Mass: Ghostbane dirge affects more.
Shadow Step: Teleport from one shadow to another.
Speak with Haunt: Haunt answers one question/2 levels.

5th-Level Necromancer Spells

Nightmare: Sends vision dealing 1d10 damage, fatigue.
Rest Eternal: Dead creature cannot be revived.
Shadow Walk: Step into shadow to travel rapidly.
Suffocation: Target quickly suffocates to death.
Unhallow: Designates location as unholy.
Unwilling Shield: Subject shares wounds you receive.
Waves of Fatigue: Several targets become fatigued.

6th-Level Necromancer Spells

Age Resistance: Ignore penalties from old age.
Antilife Shell: 10-ft.-radius field hedges out living creatures.
Contingency: Sets trigger condition for another spell.
Repulsion: Creatures can't approach you.
Spellstaff: Stores one spell in wooden quarterstaff.
Twin Form: Creates controllable duplicate of you.

7th-Level Necromancer Spells

Age Resistance, Greater: Ignore penalties from age.
Blasphemy: Kill, paralyze, weaken, or daze non-evil subjects.
Ethereal Jaunt: You become ethereal for 1 round/level.
Phantasmal Revenge: Ghost from corpse hunts killer.
Symbol of Weakness: Rune weakens nearby creatures.
Waves of Exhaustion: Several targets become exhausted.

8th-Level Necromancer Spells

Antipathy: Object or location repels certain creatures.
Curse of Night: Curse an area with eternal night.



Death Clutch: Rip out someone's heart.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death: Triggered rune kills nearby creatures.

9th-Level Necromancer Spells

Cursed Earth: Harm plants or creatures, or raise zombies.
Etherealness: Travel to Ethereal Plane with companions.
Soul Bind: Traps newly dead soul to prevent resurrection.
Suffocation, Mass: One creature/level suffocates to death.
Wail of the Banshee: Deals 10 damage/level to creatures.

Words of Power

Each word of power contains a list of effects (and the points of burn each effect is worth). Binary words, such as death and life, can be used to counter each other's effects, should a truenamer ready an action to do so (this works the same as readying a counterspell for spellcasters). Effects with an asterisk (*) next to them are new spells found later in this chapter.

Alternative spells are provided as options in case the listed book is unavailable. All alternative spells can be found in the Pathfinder Roleplaying Game Core Rulebook.

Animate

Speaking the word of power for animate, a truenamer forces his target to function at a higher capacity; living, dead, or otherwise. The binary word for animate is stop.

- (1) *Animate rope*
- (2) *Haste*
- (3) *Animate dead*
- (4) *Animate objects*
- (5) *Vortex* or *animate plants*
- (6) *Irresistible Dance*

Blaze

A truenamer that speaks the blaze word of power folds magic in on itself, creating friction that ignites the energy around his target.

- (1) *Faerie fire*
- (2) *Burst of speed* or *arcane sight*
- (3) *Fire shield*
- (4) *Damnation stride* or *fire seeds*
- (5) *Firebrand*
- (6) *Fiery Body*

Change

Change is one of the most chaotic words of power. Speaking the word change alters the fabric that makes up the material plane, turning it into something else entirely.

- (1) *Aboleth's lung* or *tree shape*
- (2) *Sculpt sound*
- (3) *Adjustable polymorph* or *elemental body I*
- (4) *Control winds*
- (5) *Changestaff*
- (6) *Polymorph any object*

Create

The word of power used to create warps reality, stealing power from an unknown location so that something new can exist that didn't before. The binary word for Create is Destroy.

- (1) *Grease*
- (2) *Create food and water*
- (3) *Black tentacles*
- (4) *Major creation*
- (5) *Rampart* or *mage's magnificent mansion*
- (6) *Clashing rocks* or *summon monster IX*

Creature

Creature is a word of power that can be spoken to change the fundamental being of the truenamer or another creature. It can also be spoken to call another creature to aid the truenamer.

- (1) *Animal aspect* or *calm animals*
- (2) *Dominate animal*
- (3) *Beast shape II*
- (4) *Baleful polymorph*
- (5) *Summon nature's ally VII*
- (6) *Shapechange*

Death

The word of power typically referred to as death directly manipulates the truenamer of creatures, plants and other living things into an unrecognizable pattern that ultimately results in their losing health or purpose, or outright dying. The binary word for Death is Life.

- (1) *Chill touch*
- (2) *Vampiric touch*
- (3) *Inflict critical wounds*
- (4) *Bestow curse*
- (5) *Symbol of weakness*
- (6) *Symbol of death*

Destroy

The word of power used to destroy warps reality, scattering power throughout the cosmos so that it no longer exists in the real world. The binary word for Destroy is Create.

- (1) *Erase*
- (2) *Neutralize poison*
- (3) *Rusting grasp*
- (4) *Break enchantment*
- (5) *Disintegrate*
- (6) *Mage's disjunction*

Grow

Grow as a word of power has many connotations. From increasing the size of things, to causing plants to burst out of the ground, truenamers with this word of power in their arsenal are amongst the more diverse of their kind.

- (1) *Accelerate poison* or *entangle*
- (2) *Plant growth*
- (3) *Enlarge person, mass*
- (4) *Animal growth*
- (5) *Giant form I*
- (6) *Earthquake*

Key

No barrier stands a chance against the truenamer who speaks the word key to open it. No power can exist when a truenamer speaks the word key to lock it.

- (1) *Knock*
- (2) *Disable construct* or *armor lock*
- (3) *Dimension door*
- (4) *Forbiddance*
- (5) *Forcecage*
- (6) *Freedom*

Life

The word of power typically referred to as life directly manipulates the truenamer of creatures, plants and other living things into an easily recognized pattern that ultimately results in their restoring health or purpose, or returning from the dead. The binary word for Life is Death.



- (1) *Stabilize*
- (2) *Remove curse*
- (3) *Cure critical wounds*
- (4) *Breath of life*
- (5) *Regenerate*
- (6) *True resurrection*

Light

Curious is the word light because it creates some effects that appear contradictory to its Common language equivalent. Truenamers who have mastered this word claim that it controls light, not by creating it, but by bending it.

- (1) *Mirror image*
- (2) *Deeper darkness*
- (3) *Unbearable brightness* or *rainbow pattern*
- (4) *Invisibility, greater*
- (5) *Prismatic spray*
- (6) *Sunburst*

Object

The Object word of power manipulates inanimate items, reshaping, breaking, or restoring them as the truenamer sees fit.

- (1) *Make whole*
- (2) *Keen edge*
- (3) *Stone shape*
- (4) *Wall of Iron*
- (5) *Control construct* or *transmute metal to wood*
- (6) *Repel metal or stone*

Rest

The word rest is confusing to truenamers who begin researching it, since their power is derived primarily of sounds and loud results. To use that power to put something to sleep boggles the mind.

- (1) *Touch of fatigue*
- (2) *Deep slumber*
- (3) *Rest Eternal* or *slow*
- (4) *Cleanse* or *symbol of sleep*
- (5) *Waves of Exhaustion*
- (6) *Euphoric Tranquility* or *temporal stasis*

Scholar

Scholar is one of the most common words of power because speaking it creates effects some truenamers feel accelerate their mastery of the art of truenaming. The binary word for scholar is warrior.

- (1) *Fox's cunning*
- (2) *Secret page*
- (3) *Tongues, Communal* or
- (4) *Brilliant Inspiration* or *contingency*
- (5) *Age resistance, greater* or *vision*
- (6) *Mind blank*

Stop

Speaking the word of power for stop, a truenamer forces his target to cease function; living, dead, or otherwise. The binary word for stop is animate.

- (1) *Forbid action* or *hold portal*
- (2) *Halt undead*
- (3) *Stay the hand* or *globe of invulnerability, lesser*
- (4) *Hold monster*
- (5) *Symbol of stunning*
- (6) *Time stop*

Warrior

Warrior is a challenging word of power because speaking it creates effects some truenamers feel are atypical to their mastery of the art of truenaming. The binary word for warrior is scholar.

- (1) *True strike*
- (2) *Magic weapon, greater*
- (3) *Battle trance* or *stoneskin*
- (4) *Transformation*
- (5) *Mage's Sword*
- (6) *Frightful Aspect* or *protection from spells*

New Spells

Aberrant Body I

School transmutation (polymorph); **Level** alchemist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the aberration type. If the form you assume has any of the following abilities, you gain the listed ability: All-around vision, amorphous, burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, engulf, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, spittle, strangle, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Small aberration: If the form you take is that of a Small aberration, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium aberration: If the form you take is that of a Medium aberration, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Aberrant Body II

School transmutation (polymorph); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

This spell functions as *aberrant body I*, except that it allows you to assume the form of a tiny or large creature of the aberration type.

Tiny aberration: If the form you take is that of a Tiny aberration, you gain a –2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large aberration: If the form you take is that of a Large aberration, you gain a +6 size bonus to your Strength, a –2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Abjuring Touch

School abjuration [force]; **Level** alchemist 1, bloodrager 1, cleric 1, magus 1, paladin 1, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target one willing creature touched

Duration 1 minute/level (D)

You touch an ally and choose to either gain its armor class, touch AC, and flat-footed AC or grant it your respective values for the duration. This does not change the target's speed, spell failure, or armor check penalties. Spells that modify the armor class to be given run out after their normal duration (if shorter) and the target's armor class cannot be further modified for the duration.

As a standard action while the effect lasts, you may touch another ally and grant it the alternate bonuses instead, removing the effect from yourself or a previous creature touched.

Armored Resistance

School abjuration [force]; **Level** alchemist 1, bloodrager 1, cleric 1, dŭlra 1, magus 1, paladin 1, summoner 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Choose Fortitude, Reflex, or Will saving throws. Add your armor bonus to the chosen saving throw in place of your base save for the duration. Enhancement bonuses on your armor apply instead of those granted by another effect, if higher.

For example, a suit of +4 full plate grants a +13 bonus to your saving throw when this spell is cast, ignoring the +3 Cloak of Resistance you wear. If you put on a +5 Cloak instead, the bonus becomes +14 (+9 from the full plate and +5 from the cloak).

Burning Gout

School transmutation [fire]; **Level** alchemist 1, cleric 1, druid 1, inquisitor 1, magus 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (flecks of dried skin)

Range touch **Target** creature touched

Duration 1 round/level (D); see text

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of fire damage per caster level (maximum 5d6), and the target must make a successful Fortitude saving throw or be forced to move at half its normal speed (round down to the next 5-foot increment) for the duration.

Burning Gout, Greater

School transmutation [fire]; **Level** alchemist 4, cleric 5, druid 5, inquisitor 4, magus 4, occultist 4, shaman 4, sorcerer/wizard 4, witch 5

Casting Time 1 standard action

Components V, S, M (flecks of dried skin)

Range touch

Target creature touched

Duration 1 round/level (D); see text

Saving Throw Fortitude partial; see text; **Spell Resistance** yes

Your successful melee touch attack deals 5d6 points of fire damage and coats the target's feet in flame. For the duration, the target's speed is halved (round down to the next 5-foot increment) and it takes 5d6 points of fire damage at the end of each of your turns. A successful Fortitude saving throw deals half damage and negates the movement penalty for one round.



Burst of Radiance (Summary for Bloodline of the Sun)

School evocation [good, light]

Casting Time 1 standard action

Components V, S, F (the sorcerer's bonded spear or staff)

Range long (400 ft. + 40 ft./level)

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial; **Spell Resistance** yes

This spell fills the area with a brilliant flash of shimmering light. Creatures in the area are blinded for 1d4 rounds, or dazzled for 1d4 rounds if they succeed at a Reflex save. Evil creatures in the area of the burst take 1d4 points of damage per caster level (max 5d4), whether they succeed at the Reflex save or not.

Pet Rock

School divination; **Level** bard 2, druid 2, dúlra 2, ranger 2, witch 2

Casting Time 3 minutes

Components V, S

Range personal

Target you

Duration see text

A loose stone no bigger than the palm of your hand can provide you with a basic description and number of creatures that have passed within 20 feet of it in the last 4 hours +1 hour per caster level. Once the description is complete, the stone returns to normal.

Shatter Soul

School necromancy [curse, emotion, mind-affecting]; **Level** cleric 6, inquisitor 6, magus 6, occultist 6, shaman 6, witch 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration Instantaneous

Saving Throw Will negates; see text; **Spell Resistance** yes

Your successful melee touch attack forces the target to make a Will saving throw or fall prone and become unable to move as it is assaulted by visions of losing its closest friends and family in the most terrible of ways. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature can safely land on its turn, and a swimmer can float to the surface or tread water if it must to survive.

After the initial saving throw, the touched creature also takes 6 points of Wisdom damage. If this would reduce the creature's Wisdom score to 0, it dies.

Wisdom damage dealt in this way can be removed with a *remove curse* or greater spell.

Symbol of Healing, Greater

School conjuration (healing); **Level** cleric 6, dúlra 5, witch 6

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Will half (harmless) (see text); **Spell Resistance** yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 4d8 points + 1 point of damage per caster level (maximum +20). Undead and other creatures harmed by

positive energy instead take 4d8 points of damage + 1 point per caster level (maximum +20); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Greater symbol of healing can be made permanent with a *permanency* spell by a caster of 12th level or higher for the cost of 20,000 gp.

Symbol of Healing, Lesser

School conjuration (healing); **Level** cleric 2, dúlra 2, paladin 2, witch 2

Casting Time 5 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 250 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Will half (harmless) (see text); **Spell Resistance** yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 1d8 points + 1 point of damage per caster level (maximum +10). Undead and other creatures harmed by positive energy instead take 1d8 points of damage + 1 point per caster level (maximum +10); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Lesser symbol of healing can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

Transmute Armor

School transmutation; **Level** alchemist 3, bard 3, dúlra 3, inquisitor 3, magus 3, occultist 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You touch a creature and choose to either gain its armor class, touch AC, and flat-footed AC or grant it your respective values for the duration. Against an unwilling creature, this requires a successful melee touch attack. The effect does not change the target's speed, spell failure, or armor check penalties. Spells that modify the armor class to be given run out after their normal duration (if shorter) and the target's armor class cannot be further modified for the duration.

As a standard action while the effect lasts, you may touch another creature and grant it the alternate bonuses instead, removing the effect from yourself or a previous creature touched.



6 Equipment and Items

Not to take away from the amazing *Artificer's Handbook*, this chapter introduces some new equipment specifically requested and tailored to the story of the *Book of Many Things*. It also serves as the location for referenced equipment in previous chapters.

Equipment

Equipment is as unique as the races who create it. Humans, alone, have created countless variations of the same concept for a sword over their history, and other races are no different.

New Weapons and Modifications

Battle Gauntlet (1,002 gp)

This metal glove is crafted with levers and pulleys. A harness looped around the shoulder holds it in place.

Weapon Groups: Hammer, monk, natural

Type: Simple, one-handed bludgeoning or piercing (spiked).

Damage/Crit: unarmed+2 / x3 (bludgeoning) or 19-20 x2 piercing)

Range: -- **Weight:** 2 lbs.

Special: The mechanism takes 1 minute to put on properly, and nothing can be carried or worn in the hand using it. The more powerful the wielder's unarmed strike, the more effectively the levers are pulled, propelling the knuckles forward. A battle gauntlet can be removed as a full-round action.

Shield Blade (Modification) (+1,300 gp)

The blade of this weapon has been flattened out and spread into the crude semblance of a shield, allowing it to be used defensively in a pinch.

Weapon Groups: This modification can be applied to any two-handed axe or heavy blade. It increases the weapon's weight by 2 lbs.

The weapon provides a +2 shield bonus to AC. You can enchant it as both a shield and a weapon, but you must pay for both separately, in the same manner as a double weapon.

Nonmagical Equipment

Convergence Dust (see text)

When a convergence is removed from a creature (usually as part of a ritual or a *mage's disjunction*), the essence of that convergence becomes nonmagical dust which can be used either to restore the convergence that created it (for no additional fee), or toward the costs for creating another convergence (as an equivalent amount of gp). On occasion, convergence dust can also be retrieved from creatures with inherent magical power. As a reward, 1 gp of convergence dust is equal to 2 gp in coins and weighs half as much.

Special Materials

Duskwood

HP/inch 20; Hardness 10; Weight: normal.

Cost: Weapons, armors, and shields fashioned from duskwood are always masterwork items as well; the masterwork cost is included in the prices given below.

Duskwood is a special tree that grows in the forest home of the xendauni. Alive, the duskwood tree absorbs ambient magic and destroys elementals. When harvested, the obsidian-like bark can be fashioned into nonmagical, elemental-bane weapons, and the pulp can be shaped and worked into spell resistant armor and

shields. Because of the magic-resistant nature of duskwood, adding any magical enhancements to duskwood equipment increases its price by 2,000 gp. This increase is applied the first time the item is enhanced, not once per ability added. Divide this cost by 2 for every size smaller than Medium the equipment is, and multiply by 2 for every size larger.

A duskwood shield or suit of duskwood armor sized for a Medium creature has the following potential costs and properties, as designated by the crafter during the equipment's creation. This is a nonmagical property.

Cost	Property Gained
+ 1,000 gp	Spell Resistance (13)
+ 4,000 gp	Spell Resistance (15)
+ 9,000 gp	Spell Resistance (17)
+16,000 gp	Spell Resistance (19)

A Medium duskwood weapon costs an extra 2,000 gp and gains the elemental bane property (treat it as a +2 magic weapon when attacking elementals. It deals +2d6 damage against elementals). This is a nonmagical property.

Magic Items

On some worlds, magic items are a shop away at a convenient city or wizard's cabal. On others, they are the stuff of legend, forged in mysterious ways from impossible materials for only the most powerful of beings. Whatever their rarity, magic items remain a staple of fantasy in some form or another.

New Magic Items

Element Sheen

Aura: moderate abjuration; **CL** 6th

Slot none; **Price:** 1,800 gp per bottle.

Element sheen, also referred to as Bottled Chaos, is a special oil that can be rubbed into any object to give it added protection. Each bottle can treat a single cloak, an object weighing no more than 30 lbs., or one shield or suit of armor sized for a Medium creature. Half the amount used for each category by which the equipment is smaller, and double it for each category larger. When the element sheen absorbs 72 damage (see below), it runs out and must be reapplied.

When treated with element sheen, the worn armor or shield ignores 1 point of damage for every damage die of the attack that strikes it. For example, a dagger, longsword, or greataxe each deal 1 less damage with attacks, but a greatsword or scythe deals 2 less damage. A 5th-level rogue that uses sneak attack with his shortsword on a creature wearing element sheen armor deals 4 less damage with that attack (1 for the sword, 3 for the sneak attack dice). Wearing armor and a shield coated with element sheen reduces damage by 2 per damage die instead, dividing the resistance between items.

When a bottle of element sheen is rubbed into a magic cloak of resistance, it grants the same resistance described above to the damage dealt by spells such as *scorching ray* (–4 damage) or *fireball* (–1 per die).

Applying element sheen to any other object allows that object to ignore 1 point of damage per damage die dealt to it by any source, up to the sheen's limit. This resistance applies after hardness, if any.

Construction Requirements: Craft Wondrous Item, *protection from energy, shield*; **Cost** 900 gp per bottle.

Glimmer of Convergence

Aura: strong transmutation; **CL** 3rd

Slot none (see text); **Price:** see text.

Glimmers of convergence are gossamer sheets of magic that, when dawned, vanish and convey upon their wearer a minor, moderate, or major convergence of the appropriate level for 12 hours (minor), 24 hours (moderate), or 48 hours (major). The price to purchase a glimmer is 1/4 of the price to purchase the convergence.

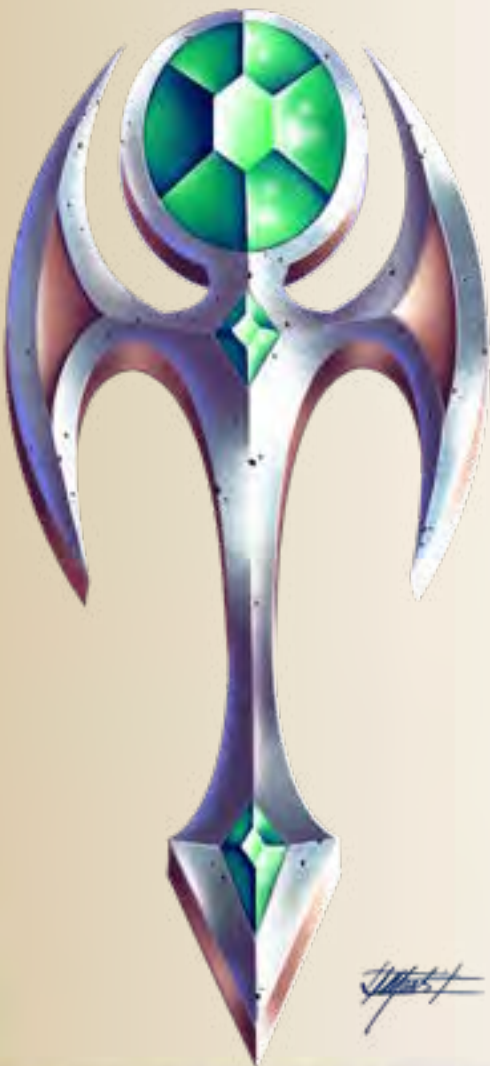
Using a glimmer is a full-round action that draws attacks of opportunity. The glimmer counts as the wearer's convergence while active, suppressing its natural convergence if one exists.

Pact-Bound Implement

Aura: moderate evocation; **CL** 3rd

Slot none; **Price:** 2,500 gp (+1), 8,500 gp (+2), 18,500 gp (+3), 32,500 gp (+4), 50,500 gp (+5), 72,500 gp (+6), 98,500 gp (+7), 128,500 gp (+8)

An item of much importance to an invoker, the pact-bound implement can be any object related to the invoker's patron, carried in one hand and through which the invoker's energy blast can be channeled. Each implement grants its wielder an enhancement bonus between +1 and +5 to its energy blast class feature. In addition, the wielder can add ranged weapon enhancements to the blast (to a total of a +8 enhancement bonus, overall). The blast does not count as any other weapon for this purpose, but does count as magical for the purpose of overcoming damage reduction.



Heir Apparent Capital Expense Items

These items are here in reference only for the heir apparent capital expense class feature.

Amulet of Elemental Strife

This amulet shines brightly when brought within 60 feet of an outsider with the elemental subtype, shedding light as a torch. The amulet glows a different color depending on the subtype of the elemental or elementals present (white for air, yellow for earth, red for fire, and blue for water). If more than one subtype is present, the gem flickers back and forth between the appropriate colors.

The wearer gains resistance 5 against a single energy type determined by the subtype of the closest elemental present (air grants electricity resistance, earth grants acid resistance, fire grants fire resistance, and water grants cold resistance). If the closest elemental possesses multiple subtypes, the wearer may choose which type of resistance she gains. This energy resistance only applies against attacks from elementals. The amulet also allows any attacks made by the wearer to bypass the damage reduction of such creatures.

Bladed Belt

On command, the belt's wearer can transform the belt into a single masterwork slashing and/or piercing melee weapon of her choice. As long as she is holding the weapon, she can also revert it back to belt form with a command.

Belt of Equilibrium

As long as this belt's wearer doesn't move more than 5 feet during her turn, she ignores the penalties for being fatigued, shaken, or sickened until the end of her next turn or until she moves more than 5 feet, whichever occurs first. While she does not take any of the penalties of those conditions, she is considered to be under the effect of those conditions until they end or are removed.

Belt of Fallen Heroes

The belt of fallen heroes has three panels depicting scenes of battle.

Once per day on command, the wearer can summon the spirit of a hero of one of the depicted battles. This spirit acts as a spiritual ally, though unlike the force created by that spell, the summoned hero is not entirely mindless.

Whether or not the summoned hero is active, it attempts to guide its wearer to victory via telepathic warning and advice, granting its user a +1 insight bonus on all saving throws.

Belt of Mighty Hurling, Greater

When worn, the belt grants its wearer a +4 enhancement bonus to Strength and allows him to apply his Strength modifier as a bonus on attack rolls instead of his Dexterity modifier when making ranged attacks with thrown weapons. Ranged weapons with which the wearer is proficient gain the returning quality. This does not apply to improvised ranged weapons or splash weapons. Finally, the range increment of any weapon thrown by the wearer gains a +10-foot bonus. Treat this Strength bonus as a temporary ability bonus for the first 24 hours the belt is worn.

Belt of Stoneskin

Every 24 hours, this belt's wearer gains DR 10/adamantine until the belt absorbs 100 points of damage, at which point the belt becomes useless for the remainder of the 24-hour period. When first worn, or after each time this belt is taken off, it must worn for 24 consecutive hours in order for its magic to take effect again.

Blind Man's Fold

A blind man's fold fully obscures normal vision while worn, but grants the effects of the Improved Blind-Fight feat. Creatures which are unable to see normally gain no benefit from wearing a blind man's fold.

Body Wrap of Mighty Strikes

Once per round, the wearer may add a +5 enhancement on one attack and damage roll for an unarmed strike or natural attack (for one specific attack, not all attacks made with an unarmed strike that round). The wearer may use this item an additional time per round when his BAB reaches +6, +11, and +16.

Choosing to enhance an unarmed strike is not an action and may occur when it is not the wearer's turn (such as when making an attack of opportunity). The wearer must decide to use the item before the attack roll is made, but does not have to expend all uses at the same time. For example, if the wearer can use the item twice per round, he can use it once on his turn when making an attack and save the second for the possibility of making an attack of opportunity.

Bracers of Falcon's Aim

Once per day, on command, the wearer gains the benefits of *aspect of the falcon* for 1 minute. The wearer must wear these bracers continuously for 24 hours before activating this ability.

Burglar's Boots

These boots grant their wearer a +5 competence bonus on Perception checks to spot or locate traps and devices on the floor with 10 feet. This includes pits, pressure plates, and other mechanical and magical devices located on or attached to the floor. This bonus also applies to AC and on any Reflex saving throws against such traps.

Charlatan's Cape

The cloak acts like a cloak of the mountebank, but its *dimension door* power can be used three times per day. Furthermore, once per day the wearer of the cloak can use *ethereal jaunt*, as per the spell.

Cloak of Displacement, Major

On command, this cloak's magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Collar of the True Companion

If worn by a creature of the animal type with an Intelligence less than 3, a collar of the true companion grants a +2 enhancement bonus to Intelligence. This does not give the animal the ability to speak, but it does allow it to understand one spoken language (chosen by the item's creator).

If the collar is worn for at least 1 week by a creature of the animal type, the creature is raised to humanlike sentience, as though by the *awaken* spell. Once this occurs, the collar loses its magical properties.

If a collar of the true companion is worn for more than 1 week by a creature not of the animal type, the wearer is feebleminded until the collar is removed.

Crown of Heaven

The crown of heaven grants its wearer fluency in Celestial and allows her to detect evil at will and use tongues once per day, both on command. She also gains a +5 sacred bonus on Knowledge (planes) checks regarding outsiders with the good or evil subtypes, and any effect she creates with the good descriptor takes effect at +1 caster level.

A crown, an orb, and a scepter of heaven—collectively known as a regalia of heaven—increase in power when used together. If the wearer of a crown of heaven wields an orb or scepter of heaven, effects she creates with the good descriptor gain an additional +1 caster level, and she gains a +1 sacred bonus to AC and on saves against attacks or effects created by evil creatures. She also radiates an aura of menace in a 20-foot radius. Any evil creature within this aura takes a —2 penalty on attack rolls, on saving throws, and to AC until it successfully hits the wearer of the regalia (DC 20 Will negates). A creature that saves is immune to this effect for 24 hours. If the aura is dispelled, the wearer can restore it as a standard action.

If the crown is worn while the wearer is wielding both an orb and scepter of heaven, the crown's caster level increases to 15th, effects the wearer creates with the good descriptor gain an additional +1 caster level increase, and her sacred bonus to AC and saves increases to +2. In addition, as a full-round action, the wearer can create an aura of sanctity for as long as she concentrates. This aura provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made or effects created by evil creatures, as well as the benefits of a magic circle against evil and a lesser globe of invulnerability.

A crown of heaven bestows one negative level on any evil creature bearing it, which cannot be removed or overcome while carrying the crown. If the same creature carries an orb or scepter of heaven, it gains one additional negative level per object. An evil creature intention ally donning a crown of heaven gains an additional negative level and is affected as bestow curse (DC 17) immediately and every 24 hours that the crown is worn. A neutral character can attempt a DC 17 Fortitude save to avoid gaining these negative levels.

Efreeti Bottle

The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly amid a cloud of noxious smoke. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three wishes. In either case, afterward the efreeti disappears forever, and the bottle becomes nonmagical. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Endless Ammunition Weapon

Each time an endless ammunition weapon is nocked, a single non-magical arrow or bolt is spontaneously created by the magic, so the weapon's wielder never needs to load the weapon with ammunition.

If the wielder attempts to load the weapon with other ammunition, the created arrow or bolt immediately vanishes and the wielder can load the weapon as normal. This ability does not reduce the amount of time required to load or fire the weapon. The created arrow or bolt vanishes if removed from the weapon; it persists only if fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired.

Eyes of the Dragon

The eyes of the dragon grant the wearer darkvision 120 ft. and blindsense 60 ft. The wearer sees four times as well as a human in dim light and twice as well in normal light.

Eyes of the Owl

These magical goggles grant the wearer low-light vision.

Feather Step Slippers

Once per day for 10 minutes, these slippers allow their wearer to ignore the adverse movement effects of difficult terrain as if subject to the feather step spell, including granting the ability to take 5-foot steps in difficult terrain.

Gauntlets of the Weaponmaster

On command, the wearer of the gauntlet can store a single weapon he is holding in the gauntlets. When he does so, a graven image of the weapon appears on the gauntlet's plates. The wearer can store up to 10 weapons in the gauntlets in this manner. Retrieving a weapon requires the wearer to touch the image of the weapon he wants. Doing so is a swift action. When a weapon is retrieved, it appears in the hands of the wearer and any weapons the wearer had in his hands is stored in the gauntlets. If there is no room in the gauntlet for the weapons the wearer is holding, those weapons are dropped. The gauntlets can only store weapons; other items cannot be placed in the gauntlet.

Furthermore, three times per day on command, the gloves affect the wearer as the *greater heroism* spell.

Goggles of Minute Seeing

When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Disable Device checks. Both lenses must be worn for the magic to be effective.

Gunman's Duster

The gunman's duster grants a +4 armor bonus to AC and a +2 luck bonus to the wearer's touch AC against firearm attacks. If the wearer is a gunslinger or has the Amateur Gunslinger feat, she begins each day with 1 additional grit point. This extra point does not increase her maximum grit total. When the wearer uses the gunslinger's dodge deed, the deed's dodge bonuses to AC increase by +1. If the wearer is not a gunslinger, she may use the gunslinger's dodge deed once per day.

Jailer's Dungeon Ring

The ring is magically attuned to one or more iron prisoner's dungeon rings. When the wearer of a jailer's ring places a prisoner's ring on a subject, the prisoner cannot remove the ring without the use of a *remove curse*, *limited wish*, *miracle*, or *wish* spell. The wearer of the jailer's ring can also remove a linked prisoner's ring at any time.

The jailer is aware of any wearer of a linked prisoner's ring like a constant *status* spell. Addition ally, all wearers of linked prisoner's rings count as familiar to the jailer for purposes of spells such as *scrying* and *teleport*.

Iron Flask

When the user speaks the flask's command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be used only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.

Minotaur Belt

This belt grants its wearer a +2 enhancement bonus to Strength, and the ability to ignore difficult terrain while charging or making an overrun, bull rush, or trample attempt. Treat the enhancement bonus to Strength as a temporary ability bonus for the first 24 hours the belt is worn.

Monocle of the Investigator

The monocle of the investigator fits over a single eye but takes up the entire eyes slot.

Once per day, the wearer is able to gaze at a 10-foot-by-10-foot area and see exactly what occurred in that area during the past 24 hours. The vision of what occurred in the specified area comes to the user in a single minute of observation; if that minute is interrupted, the wearer must use the monocle again to get the full observation. All the visual details of the observed events are clear and memorable to the user, no matter how obscure. The monocle does not, however, provide any insight into the observed events besides what can be visually seen. Observed conversations cannot be heard, for example.

Monster Almanac, Greater

The user must spend at least 10 minutes researching a particular type of monster to get any benefit from the almanac. If the user is trained in the appropriate Knowledge skill to identify the monster, she gets a +5 circumstance bonus on her skill check.

She can attempt a Knowledge check to identify a creature despite being untrained in the appropriate skill (without the +5 bonus) regardless of the DC.

If the user spends 24 hours instead of 10 minutes, she can treat the check as though she got a result of 25. This functions much like using an extensive library and doesn't require the user to be trained in the relevant Knowledge skill.

Orb of Golden Heaven

The orb of golden heaven, sheds light like a *continual flame* spell. Making a melee touch attack with the orb has the same effect as dousing the target with a flask of holy water. A good creature may hold the orb in hand and command it to invoke *consecrate* and *searing light* each once per day.

The orb bestows one permanent negative level on any evil creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by restoration spells) while the bearer has the orb. If the bearer of an orb of golden heaven wears a crown of golden heaven, its light counts as daylight instead of continual flame, and its consecrate acts as if the orb were a shrine to the bearer's deity.

Ring of Arcane Signets

The wearer can, as a standard action, embed a single image of her choosing on any object (as if using *arcane mark*) simply by pressing the ring against it. The wearer may choose the color and other cosmetic features of the image each time she uses the ring. The brand is otherwise permanent unless removed by *dispel magic*, *erase*, or a more powerful spell.

Ring of Spell Knowledge III

Through study, the wearer can gain the knowledge of a single spell in addition to those allotted by her class and level. The ring can hold spells of 3rd level or lower.

A ring of spell knowledge is only a storage space; the wearer must still encounter a written, active, or cast version of the spell and succeed at a DC 20 Spellcraft check to teach the spell to the ring. Thereafter, the wearer may cast the spell or use it (such as for

brewing potions) as though she knew the spell and it appeared on her class' spell list.

Arcane spells that do not appear on the wearer's class list are treated as one level higher for all purposes (storage and casting). Heir apparents with the soothsayer adventuring goal can ignore this restriction when learning a spell that can be used to brew a potion.

Robe of Blending

Once per day, a robe of blending allows you to assume the form of another humanoid creature, as if using *alter self*. This change lasts for 1 hour, although you can end it prematurely as a free action. While in this form, you also gain the ability to speak and understand the basic racial languages of your chosen form. For example, if you take the form of an orc, you can speak and understand Orc.

Sandals of Quick Reaction

When the wearer acts during a surprise round, he can take a standard and a move action during the surprise round. If the wearer already has the ability to take a standard and a move action during the surprise round, he instead gains a +10 circumstance bonus to speed when acting during a surprise round.

Sash of the War Champion

The wearer treats his fighter level as 4 higher than normal for the purpose of the armor training and bravery class features.

Scepter of Heaven

A scepter of heaven acts as a +1 evil outsider bane morningstar. The scepter has the following powers when wielded by a good-aligned creature. The wielder of a scepter of heaven gains a +2 sacred bonus on caster level checks made to dispel magic against the evil descriptor or effects created by evil outsiders.

The wielder can use the scepter to use *bless weapon* on command and at will as the spell.

Once per day on command, if the wielder can shoot a *spear of purity* from the scepter. If the wielder of a scepter of heaven wears a crown of heaven, the scepter's caster level increases to 15th (increasing its aura to strong) and, when used as a weapon, it gains the holy property. A good-aligned wielder may also use holy smite, holy sword, and holy word, as the spells, once per day each.

A scepter of heaven is of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the rod is in hand and disappears when the rod is no longer held. This negative level cannot be overcome in any way (including restoration spells) while the rod is being held.

Scorpion Whip

The whip deals lethal damage (medium 1d4 slashing, x2), even to creatures with armor bonuses. If you are proficient with both scorpion whips and whips, you can use a scorpion whip in either the normal way, as a typical light performance weapon, or as a whip.

Weapon Features: Performance (plus disarm, reach, and trip if you are proficient with whip.)

Shoes of Lightning Leaping

Once per day on command, a creature wearing these boots can transform into lightning and move up to 50 feet in a straight line, re-materializing at the far end of the lightning bolt. Creatures in the path of the lightning take 6d6 points of electricity damage and objects take damage as per the lightning bolt spell. If the lightning strikes an object or barrier and fails to burst through it, the creature wearing the boots appears next to the impacted object and is staggered for 1 round. Movement while in lightning form does not provoke attacks of opportunity.

Sipping Jacket

Once per day as a standard action, the wearer can pour a potion onto this lining, suffusing it into the coat. If the potion has an instantaneous duration, the wearer can activate the coat as a swift action to consume the potion. If the potion's duration is measured in rounds, the wearer can activate the coat as a swift action to gain the potion's benefits for 1 round, repeating as desired each round until the potion's entire duration has been used. These rounds do not need to be consecutive. The coat absorbs only potions with instantaneous or round-based durations, and only those which affect creatures (for example, it does not work on oils). Once the coat absorbs a potion, the potion cannot be retrieved from it, only used as described above. The absorbed potion loses its powers after 24 hours, even if unused.

Smuggler's Robe

On command, the wearer and non-living objects up to her maximum load are sucked into an extradimensional space within the robe, leaving the robe to collapse where the wearer was standing.

The robe appears to be merely a pile of discarded clothes, and does not detect as magical or function so long as the wearer is within the extradimensional space.

While inside the extradimensional space, the wearer cannot take most actions, but can breathe comfortably for up to 24 hours. The wearer can see the area around the robe, though special senses such as darkvision or blindsense do not function. The wearer may leave the extradimensional space with a thought as a free action—the only action he can make while inside the extradimensional space. He reappears wearing the robe once more. However, if there is not enough room for the wearer to reappear (for example, if the robe was placed inside a small box) then the wearer cannot leave the extradimensional space.

If the robe is destroyed or its magic suppressed while the wearer is within the extradimensional space, or if he spends 24 hours within it, he and all objects inside reappear instantaneously in the robe's space, and the wearer is dazed for one round.

Sniper Goggles

The wearer of these goggles can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die.

Staff of Obstacles

The wielder can, as a standard action that doesn't provoke attacks of opportunity, activate the staff of obstacles to cast the following spells.

- *Arcane lock* (1 charge)
- *Grease* (1 charge)
- *Wind wall* (1 charge)
- *Wall of fire* (2 charges)
- *Wall of ice* (2 charges)
- *Wall of stone* (3 charges)

Wyvern Cloak

The cloak provides the wearer a +4 resistance bonus on Will saves, a continuous *feather fall* effect (as the spell), and the ability to use *fly* once per day. At will as a swift action, the wearer can form the hem into a stinger, granting her a sting natural weapon. This sting deals 1d6 points of damage plus *poison* (as the spell; DC 16). Reverting the stinger to its normal, inconspicuous shape is a free action.



7

Campaign Requests

Arcanist Options

Requested by Bill Mead during our Kickstarter. Thank you!

Arcanists as a group are purveyors of all things arcane. They study magic in the vein of wizards, but their application of that power is more akin to the sorcerous ways. This often unites arcanists in their unique methods, but can on occasion divide them as well.

Exploits (Su)

Martial Exploit: As a swift action, an arcanist can expend 1 point from her arcane reservoir and a 1st-level or higher arcanist spell slot to increase her base attack. The increase is equal to the level of the spell slot (to a maximum of her arcanist level). This lasts for a number of rounds equal to the arcanist's Charisma modifier (minimum 1).

Martial exploit can grant a 6th-level or higher arcanist extra attacks for having a high base attack. Temporary hit points gained in this way are not replaced by using martial exploit again, but they can be increased by expending a higher level spell slot.

Temporary Expertise: When performing a skill check, an arcanist can expend 1 point from her arcane reservoir as a free action to use a 1st-level or higher arcanist spell slot to gain temporary ranks in that skill up to her arcanist level. The number of temporary ranks gained is equal to twice the level of the spell slot used, and the skill is added to the arcanist's list of class skills for the duration. This lasts for a number of rounds equal to the arcanist's Charisma modifier (minimum 1).

Greater Exploits (Su)

Dimensional Portal: When using dimensional slide, the arcanist can expend additional points from her arcane reservoir to designate a number of additional, willing creatures equal to the extra points spent to travel through the dimensional crack with the arcanist. On a designated creature's turn, it can move to the location of the dimensional crack and step through it using its normal move. Doing so ends the creature's turn. Once all designated creatures have stepped through, or at the start of the arcanist's next turn, the crack closes.

The arcanist must have the dimensional slide exploit to select this exploit.

Burdened Arcanist (Archetype)

The burdened arcanist has been shown a greater path through divine intervention and, willing or not, walks that path to better understand the mysteries of her god and the curse that comes with her knowledge.

Burdened Reservoir (Su): A burdened arcanist's arcane reservoir can only hold a maximum amount of magical energy equal to her arcanist level (minimum 3 points). This counts as an oracle's curse for the purpose of effects and feats related to that feature.

At 1st level, the burdened arcanist gains access to one oracle's mystery of her choice. She may spend points from her arcane reservoir and expend a spell slot of the same level to cast a mystery spell with a spell level equal to the points spent.

At 5th level, the burdened arcanist gains an arcanist exploit, but her effective arcanist level is reduced by 3. She gains another exploit at 10th level, and a greater exploit at 15th level.

This alters the arcane reservoir class feature and replaces the arcanist exploits gained at 1st, 5th, 9th, 13th, and 17th level.

Divine Supplicant (Ex): At 1st level, a burdened arcanist is given a spellbook containing all 0-level cleric spells (orisons) plus one 1st-level cleric spell and two 1st-level wizard spells. The burdened arcanist still selects additional 1st-level spells from the sorcerer/wizard spell list.

When a burdened arcanist gains new spells at every odd level (3rd, 5th, 7th, and so on), those spells can be chosen from the cleric spell list instead.

Revelations: At 3rd level, and every 4 levels thereafter, a burdened arcanist gains a revelation from her mystery. At 20th level, she gains her mystery's final revelation.

This replaces the arcanist exploits gained at the listed levels and magical supremacy.

Necrolyte (Archetype)

Necrolytes are to arcanists as necromancers are to sorcerers. They spend their days toiling over forbidden texts and practicing inherently evil magic. Some believe this takes a toll on the arcanists' sanity, but those who learn the secrets of life and death claim their minds have never been clearer.

This archetype pairs especially well with the twilight sage archetype.

Charnel Touch (Su): At 4th level, a necrolyte can expend 1 point from her arcane reservoir to use charnel touch, as the necromancer class feature. The necrolyte's effective necromancer level is equal to her arcanist level -3.

This replaces the arcanist exploit gained at 3rd level.

Spectral Hand (Sp): At 7th level, as long as the necrolyte has at least 1 point remaining in her arcane reservoir, she can cast *spectral hand* at will.

This replaces the arcanist exploit gained at 7th level.

Exploits (Su): Necrolytes can select from the following exploits.

Cruelty: The necrolyte chooses one cruelty that she can apply to her charnel touch ability. She treats her arcanist level as her necromancer level for this purpose. A necrolyte can select this exploit once for every 4 levels of arcanist she possesses.

Damage Reduction: As an immediate action, a necrolyte can spend 1 point from her arcane reservoir to gain Damage Reduction 1/- until the start of her next turn. This DR improves by +1 at 11th level and every 4 levels thereafter. The necrolyte must be at least 7th level to select this exploit.

Greater Exploits: Starting at 11th level, a necrolyte can select the following greater exploits.

Fortification (Ex): A necrolyte can spend 1 point from her arcane reservoir and expend a spell slot of at least 3rd level to gain light fortification. This lasts for a number of rounds equal to the necrolyte's Charisma modifier. At 17th level, the necrolyte can spend 2 points and a 5th level or higher spell slot to gain moderate fortification instead, and the effect lasts a number of minutes equal to her Charisma modifier. At 20th level, she can spend 3 points and a 7th level or higher spell slot to gain heavy fortification for a number of hours equal to her Charisma modifier.

Polymorph Savant (Archetype)

One group of deviant arcanists has recently gained notoriety and taken to calling themselves polymorphists, or more formally polymorph savants. Their studies into arcane magic are more focused than others like them, but the results can be transformative.

Polymorph Specialist: At 1st level, a polymorph savant can expend 1 point from her arcane reservoir to use one of her spell slots to cast *enlarge person*, *reduce person*, or any spell from the polymorph subschool, using herself as the target. These spells are cast as if they were on the polymorph savant's spell list and prepared. A spell cast in this way must be of a level the polymorphist can cast.

At 10th level, if she dies with an unspent 5th-level or higher spell slot and at least 5 points remaining in her arcane reservoir, the polymorphist spends those points and casts *reincarnate* the following round, appearing in the space where she died. If her new form can't fit in the space, the spell fails and she remains dead.

This replaces the arcanist exploits gained at 1st and 9th level.

Powerful Change (Su): At 3rd level, the polymorph savant learns to harness the power of her magic to empower her transmutations. Whenever the polymorphist casts a transmutation spell using one of her arcanist spell slots, she can expend 1 point from her arcane reservoir as a free action to bolster the spell. If the spell grants a bonus to an ability score, the bonus then increases by 2. If it grants a bonus to more than one ability score, only one of the ability scores gains this bonus. The polymorph savant cannot expend more than 1 point from her arcane reservoir in this way.

This ability replaces the arcanist exploit gained at 3rd level.

Natural Spell: At 5th level, a polymorph savant gains Natural Spell as a bonus feat, even if she doesn't meet the prerequisites. While she has at least 1 point remaining in her arcane reservoir, the polymorphist can use this feat to speak while in any form that otherwise loses that ability. This replaces the arcanist exploit gained at 5th level.

Greater Exploit: At 11th level, a polymorph savant can select the following greater exploit.

Wild Shape (Su): A polymorph savant can spend 1 point from her arcane reservoir and expend a spell slot of at least 2nd level to grant herself wild shape, as the druid class feature. The polymorph savant's effective druid level is equal to twice the level of the spell slot expended. The effect lasts for a number of hours equal to the polymorphist's Charisma modifier (minimum 1).

Transmutation Supremacy (Su): At 20th level, the polymorph savant learns to fully master the power of transmutation. Whenever she casts a transmutation spell, it is treated as it were affected by the Extend Spell feat without altering the casting time or slot used. (She cannot then alter its duration again with the Extend Spell feat). Whenever she uses her powerful change ability, the bonus increases by 4 instead of 2. In addition, polymorph specialist no longer requires the polymorphist to expend a point from her arcane reservoir to activate.

This ability replaces magical supremacy.

Champions of R'lyeh

Requested by Kenneth Zike during our Kickstarter. Thank you!

Without chaos, there can be no order, for to establish order, one must derive or create a pattern in the chaos. Such is not the case in reverse. The alien beings who exist as chaos have existed for time immeasurable; long before the word order was first written into a mortal's lexicon. Those who understand this truth draw strength from it. They know that order's tenuous hold on reality is exactly that. They know that the seams rip and tear, and cry for the release of the greater beings imprisoned by mere gods.

They are the champions of R'lyeh.

The Unnamed

The unnamed are believed to be children lost to the Chaos during their formative years. Unlike deep one hybrids, these children are imbued with the gifts of the Great Old Ones, rather than born to it.

Being perfectly amicable and polite in normal company, unnamed will fight to the death to prevent any other creature from removing their masks. No being alive or dead is known to have ever survived the removing of an unnamed's mask without permission, but given time to prepare, an unnamed can remove it freely when tapping into the power of the Chaos.

Unnamed Racial Traits (11 RP)

+2 to Any One Ability Score: Unnamed are transformed by the Chaos, granting them versatility in their physical and mental state.

Born of the Deep Ones: Unnamed are Humanoids with the Human and Deep One subtypes.

Channel the Great Old Ones (Sp): As a full-round action, an unnamed can remove its mask, revealing the countenance of a being of pure chaos. While the mask is removed, creatures within 30 feet of the unnamed who can see the unnamed are shaken. An adjacent creature that can see the unnamed must succeed at a Will save (DC 10 + half the unnamed's hit dice + her Charisma modifier) each round or become confused until the start of its next turn, as the *confusion* spell.

Early Training: Someone, or something trains unnamed before they leave into the larger world. Unnamed begin play with 3 traits, rather than 2. If traits are not available to every character at 1st level, an unnamed can choose up to 3 traits should it take the Additional Traits feat. All rules regarding traits still apply.

Nameless One: Each unnamed begins play with Nameless One as a bonus feat and a mask the unnamed wears when not channeling the Great Old Ones (see above). A creature that attempts to remove an unnamed's mask without permission must attempt a Will save (DC 17 + the unnamed's Charisma modifier) or be stricken permanently mad, as *insanity*. Unnamed guard this secret closely, and will fight to the death to prevent their mask from being removed, rather than allow a creature to view the glory of the Great Old Ones beneath.

Nameless One

Benefit: A character with this feat eschews all of her former identities, going as far as to render her former name completely inaccessible by mortal means. You perform an 8-hour ritual that requires the expenditure of 200 gp for rare oils, incense, and creation of a special mask. After this ritual, you forever lose all names and identities previously associated with you (including any identities that you gain from class abilities). You adopt a brief descriptive title in place of a new name.

Your title must not reference the names of any people or places.

At the ritual's conclusion, you must don the mask created for the ritual, the appearance of which is evocative of your title. While you're wearing this mask, any attempts to scry or otherwise locate any of your eschewed identities or connect you to those identities do not work, revealing nothing but darkness, as if you were an invalid target or did not exist. Successful Knowledge checks to identify you reveal your new title rather than any old identity, but can reveal your strengths and weaknesses normally.

As long as you wear the ritual mask and do not reveal your connection to any past identities, any attempt to scry on you independent of your eschewed identities requires a successful caster level check with a DC of 10 + your hit dice.

In addition, you are immune to effects that require the use of your name, such as the named bullet spell. While benefiting from this feat, you cannot wear any magic items in the head slot, as the mask used by this effect effectively occupies this slot (though this benefit is not magical for the purpose of dispel magic and other effects). In addition, you cannot attempt to impersonate a specific individual by any means, magical or non-magical. If you ever reveal or confirm your connection to your eschewed identities, you immediately lose the benefit of this feat and gain 1d4 permanent negative levels as your discarded identities return. You cannot regain the benefit of this feat or remove these negative levels until you atone (as per atonement, as if restoring a class feature).

Skilled: Unnamed gain an additional skill rank at first level and one additional rank whenever they gain a level.

Blades of Hastur (Witchblade Archetype)

Righteous are those who revere the King in Yellow, for it is his gifts that herald the defeat of the followers of the gods.

Hastur, the Unspeakable was the Great Old One who met the gods in direct combat when first they sought to lock away the timeless being and his kin. In his fashion, Hastur fought back by converting those who gazed upon his dark truth; not only turning them away from their faiths, but twisting their divinely learned powers into magic of the occult and mind.

Blades of Hastur are witchblades who follow the teachings of the Great Old Ones. They prefer the power of invocation over that of the mortal witch's ways.

Alignment: Chaotic-neutral.

Weapon and Armor Proficiencies: A blade of Hastur is proficient with all simple weapons and the rapier. They are proficient with light and medium armor and shields (except tower shields). This alters the witchblade's weapon and armor proficiencies.

Aura of Chaos (Ex): The power of a blade of Hastur's aura of chaos (see the *detect chaos* spell) is equal to his witchblade level. This replaces aura of law.

Retributive Blade (Su): Beginning at 1st level, a blade of Hastur can cause a creature to suffer mysterious wounds with a touch. Each day he can use this ability a number of times equal to 1/2 his witchblade level plus his Charisma modifier. With one use of this ability, a blade of Hastur can choose to deal 1d6 points of damage + 1d6 for every two witchblade levels he possesses beyond 1st. This damage is precision damage, and creatures immune to sneak attack are immune to retributive blade. Using this ability is a standard action, unless the blade of Hastur attacks the target of his curse strike, in which case it is a swift action. This replaces hand of justice.

Invocations (Sp): At 3rd level, and every 3 levels thereafter a blade of Hastur gains an invocation for which he qualifies. See Eldritch Invocations in chapter 6 for a list of invocations the blade of Hastur can learn. This replaces hex, major hex, and grand hex.

Divine Boon: Blades of Hastur cannot choose the Witch's Familiar divine boon.

A blade of Hastur who chooses witchblade's mount adds the entropic template to his mount at 8th level, instead of the resolute template.

A blade of Hastur who chooses the hexblade divine boon adds chaotic, corrosive, and corrosive burst to the list of properties he can add to his weapon and removes axiomatic, flaming, and flaming burst.

This alters the options available to divine boon.

Pact Spells: This functions as the witchblade's pact spells feature, except the blade of Hastur adds one of the following spells to his list at 5th, 8th, 11th, and 14th levels, respectively.

Spell Level	Spell
1st	<i>comprehend languages</i> or <i>hideous laughter</i>
2nd	<i>detect thoughts</i> or <i>touch of idiocy</i>
3rd	<i>clairaudience-clairvoyance</i> or <i>suggestion</i>
4th	<i>black tentacles</i> or <i>shadow conjuration</i>

This alters pact spells.



Channel Energy (Su): At 4th level, a blade of Hastur can channel negative energy like an evil cleric. Using this ability consumes two charges of retributive blade. This alters and replaces the witchblade's channel energy.

Champion in Yellow (Su): At 20th level, a blade of Hastur becomes a conduit for the power of the Great Old One. His DR increases to 10/law. Whenever he uses curse strike and successfully strikes a lawful outsider, the outsider is also subject to a *banishment*, using his witchblade level as the caster level (his weapon and familiar automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the strike immediately ends. In addition, whenever he deals an amount of damage to a creature equal to 1/4 of its total hit points (minimum 25 points of damage) or more with retributive blade and doesn't kill it outright, the creature must make a Fortitude save (DC 10 + half the blade of Hastur's level + his Intelligence modifier). If the saving throw fails, the creature dies. This replaces order's champion.

Escapade

Requested by Luke McGlone during our Kickstarter. Thank you!

Go big or go home; that is the credo of the escapade. A consummate wielder of firearms and student of wizardly magic, the escapade blends both into a deadly hail of bullets and spells. When her enemies get too close, she's able to keep them at bay. If the going gets particularly tough, she can quickly bound away up a cliff or between a pair of buildings. Escapades with some experience under their belt can also help nearby allies, avoid attacks altogether, and even turn spells back on their caster.

Role: Escapades are ranged weapons and magic users. They focus on staying out of melee while bringing enemies down from mid range.

Alignment: Any.

Hit Die: d8.

Parent Classes: Unchained rogue and wizard.

Starting Wealth: 5d6 x 10 gp (average 175 gp)

Class Skills

The escapade's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the escapade.

Weapon and Armor Proficiency: An escapade is proficient with all simple weapons, plus all martial ranged weapons and firearms. They are not proficient with any type of armor or shield. Armor interferes with an escapade's movements, which can cause her spells with somatic components to fail.

Guncaster (Su): An escapade is adept at transferring spell energy into her firearm attacks. As a swift action, she can sacrifice a spell and transform that energy into capacity and a weapon bonus equal to the level of the spell sacrificed on a single barrel of a firearm

she wields. With that weapon bonus the escapade can apply any of the following magic weapon properties: enhancement bonuses (up to +5) and dancing, defending, distance, flaming, flaming burst, frost, ghost touch, icy burst, merciful, seeking, shock, shocking burst, spell storing, thundering, vicious, and wounding. For each +1 enhancement bonus applied to the escapade's weapon, it can also deal +1d6 sneak attack damage, as the rogue class feature, to flat-footed targets within 30 feet of her.

The escapade's firearms gain no benefit from having two of the same weapon special abilities on the same barrel. Guncaster lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the barrel different enhancements.

Gunsmith: At 1st level, an escapade gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The escapade also gains Gunsmithing as a bonus feat.

Over the Top (Ex): Escapades are adept at moving across the tops of staggered surfaces like buildings, spires, and similar locations. Provided she is wearing no armor, an escapade can move at full speed while traveling across the tops of buildings or similar structures, and takes no penalties on any Dexterity-based Skill checks or Reflex saves that might be incurred from moving about on such a structure.

Spells: An escapade casts arcane spells drawn from the sorcerer/wizard spell list. An escapade must choose and prepare her spells ahead of time.

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

An escapade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Escapade. In addition, she receives bonus spells per day if she has a high Intelligence score.

Table: Escapade
Base

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+0	Guncaster, gunsmith, over the top	1	—	—	—	—	—
2nd	+1	+0	+3	+0	Dancing shot, redirection	2	—	—	—	—	—
3rd	+2	+1	+3	+1	Acrobatic climber, conveyance, smart defense	3	—	—	—	—	—
4th	+3	+1	+4	+1	Redirection, uncanny dodge	3	1	—	—	—	—
5th	+3	+1	+4	+1	Elusive target, evasion	4	2	—	—	—	—
6th	+4	+2	+5	+2	Tenacity +3, unchained rogue talent	4	3	—	—	—	—
7th	+5	+2	+5	+2	Sneak attack +1d6	4	3	1	—	—	—
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, redirection	4	4	2	—	—	—
9th	+6/+1	+3	+6	+3	Debilitating injury	5	4	3	—	—	—
10th	+7/+2	+3	+7	+3	Escapade's edge, unchained rogue talent	5	4	3	1	—	—
11th	+8/+3	+3	+7	+3	Elusive target	5	4	4	2	—	—
12th	+9/+4	+4	+8	+4	Redirection	5	5	4	3	—	—
13th	+9/+4	+4	+8	+4	Sneak attack +2d6	5	5	4	3	1	—
14th	+10/+5	+4	+9	+4	Advanced talents, unchained rogue talent	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+5	Escapade's edge, volley spell	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+5	—	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+5	Mad dash	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+6	Unchained rogue talent	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+6	Sneak attack +3d6, tenacity +3	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+6	Escapade's edge, expert guncaster	5	5	5	5	5	5

An escapee may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the escapee decides which spells to prepare.

Spellbook: An escapee must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for *read magic*, which all escapees can prepare. An escapee begins play with a spellbook containing the cantrips *detect magic* and *read magic*, which are 1st-level spells for her, plus three 1st-level sorcerer/wizard spells of her choice. The escapee also selects a number of additional 1st-level sorcerer/wizard spells equal to her Intelligence modifier to add to her spellbook. At each new escapee level, she gains two new sorcerer/wizard spells of any spell level or levels that she can cast (based on her new escapee level) for her spellbook. At any time, an escapee can also add spells found in other spellbooks to her own.

An escapee can learn spells from a wizard's spellbook, just as a wizard can from an escapee's spellbook. The spells learned must be on the sorcerer/wizard spell list, as normal. An alchemist can learn formulae from an escapee's spellbook, if the spells are also on the alchemist spell list. An escapee cannot learn spells from an alchemist.

School of the Gun: An escapee's primary focus is on how best to use her firearm with the magic she has learned. At 1st level, she must choose 4 schools of arcane magic as opposition schools, representing the knowledge she has sacrificed in arcane lore to gain mastery in her weapon. An escapee who prepares spells from her opposition schools must use two spell slots of that level to prepare the spell. For example, an escapee with evocation as an opposition school must expend two of her available 3rd-level spell slots to prepare a *fireball*. In addition, an escapee takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of her opposition schools as a prerequisite.

Dancing Shot (Ex): At 2nd level, when a creature that an escapee can see moves out of a square within 30 feet of her, she can use her attack of opportunity to make a ranged attack against the creature's touch AC. If she hits, the attack deals no damage and the creature is flat-footed until the end of the escapee's next turn (Reflex DC 10 + half the escapee's level + her Intelligence modifier negates).

Redirection (Ex): At 2nd level, as an immediate action, an escapee can attempt a reposition or trip combat maneuver against a creature adjacent to the escapee that attacks her. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the escapee's level + escapee's Intelligence modifier to halve the duration), plus 1 additional round at 4th level and for every four levels thereafter (to a maximum of 6 rounds at 20th level). The escapee gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking her. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply. An escapee can use this ability a number of times per day equal to 3 + her escapee level, but no more than once per round.

At 4th level, an escapee can use redirection against an opponent adjacent to her that attacks an ally with a melee attack.

At 8th level, an escapee gains Combat Reflexes as a bonus feat and can use redirection in place of her attacks of opportunity, up to her maximum times per day.

At 12th level, an escapee can use redirection once per round to move up to half her speed after successfully repositioning or tripping an opponent.

Acrobatic Climber (Ex): At 3rd level, an escapee can use her Acrobatics skill to attempt a rapid climb onto or descend from a rooftop or other high surface, ricocheting against another surface before or after diving through an opening (such as a balcony or window) directly below. So long as she has at least two surfaces no farther than 10 feet apart to bounce against, she can ricochet her body back from one to the next, climbing or descending great distances with a single check. The DC is 10 + 5 for every additional 10-foot increment traversed beyond the initial 10 feet. If she fails, she falls the full distance.

Conveyance (Sp): Every escapee learns how to convey her magic into up to two firearms she wields, transforming them into arcane guns. At 3rd level, the escapee decides whether she wants to have one or two arcane guns at a time. If the escapee chooses to have only one arcane gun at a time, spells fired through the arcane gun that require an attack roll have a $\times 3$ critical hit multiplier.

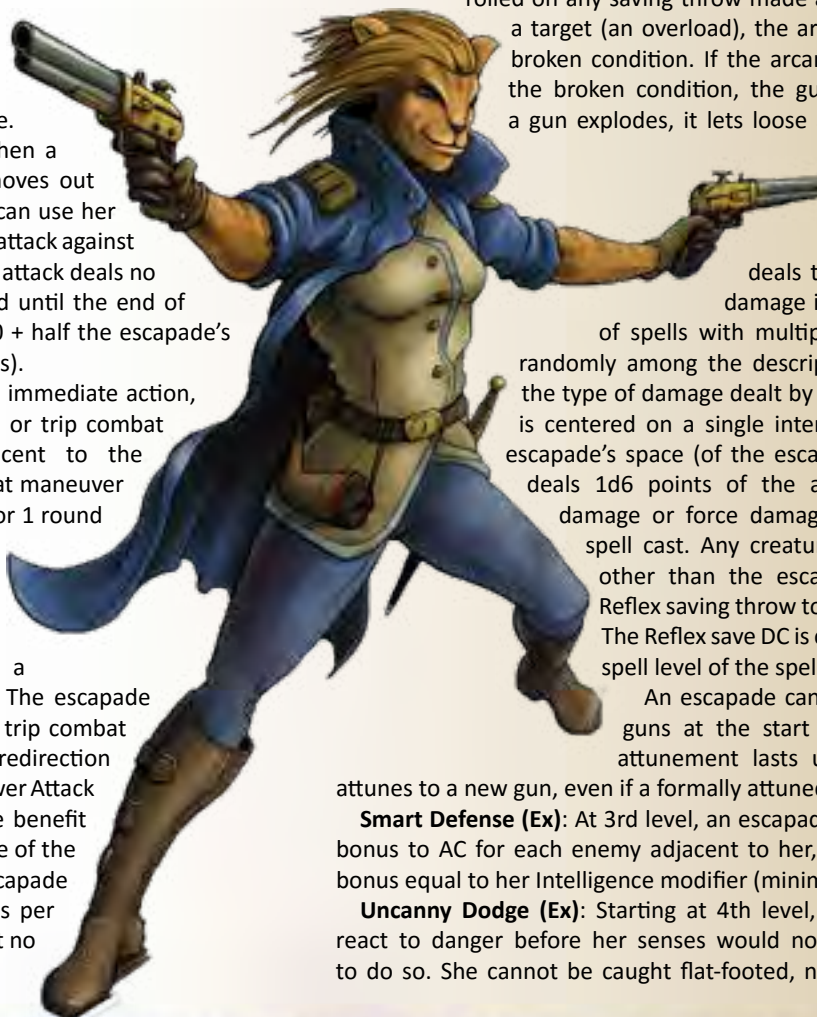
An escapee can cast any ranged touch attack, cone, line, or ray spells through her arcane gun. When she casts through the arcane gun, the gun's enhancement bonus (if any) is a bonus to the spell's attack rolls or to the spell's saving throw DCs.

Yet there are dangers inherent to this method. If any of the spells' attack rolls result in a natural 1 (a misfire), or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the arcane gun gains the broken condition. If the arcane gun already has the broken condition, the gun explodes. When a gun explodes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the escapee's space (of the escapee's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the escapee can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the spell level of the spell being sacrificed.

An escapee can attune her arcane guns at the start of each day. That attunement lasts until the escapee attunes to a new gun, even if a formally attuned gun is destroyed.

Smart Defense (Ex): At 3rd level, an escapee gains a +1 dodge bonus to AC for each enemy adjacent to her, up to a maximum bonus equal to her Intelligence modifier (minimum 1).

Uncanny Dodge (Ex): Starting at 4th level, an escapee can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose



her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An escapade with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

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

Elusive Target (Ex): Starting at 5th level, an escapade who is hit by a melee attack can spend one use of redirection to attempt a Reflex save opposed by the attacker's attack roll to halve damage from that attack. At 11th level and above, the escapade suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the escapade, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage.

Evasion (Ex): At 5th level, an escapade can avoid even magical and unusual attacks with great agility. If she succeeds at a 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 escapade is wearing no armor. A helpless escapade does not gain the benefit of evasion.

Tenacity (Ex): At 6th level, and again at 19th level, an escapade gains a +3 bonus to her choice of Fortitude or Will saving throws.

Unchained Rogue Talent: As an escapade gains experience, she learns a number of talents that aid her and confound her foes. Starting at 6th level, an escapade gains one unchained rogue talent. She gains an additional unchained rogue talent for every 2 levels of escapade attained after 6th level. An escapade cannot select an individual talent more than once.

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

An escapade cannot choose a ninja trick with the same name as an unchained rogue talent.

Sneak Attack (Ex): At 7th level, even when not using guncaster, an escapade can deal 1d6 sneak attack damage with ranged attacks made within 30 feet of a target. When using guncaster, she adds 1d6 additional sneak attack damage (so an escapade who uses a 3rd-level spell deals 4d6 sneak attack damage). This increases to 2d6 at 13th level, and 3d6 at 19th level.

Improved Uncanny Dodge (Ex): At 8th level, an escapade can no longer be flanked.

This defense denies another creature the ability to sneak attack the character by flanking her, unless the attacker has at least four more hit dice than the escapade does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum hit dice required to flank the escapade.

Debilitating Injury (Ex): At 9th level, whenever an escapade deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by an escapade talent or other special ability). The escapade can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a -2 penalty to AC. The target takes an additional -2 penalty to AC against all attacks made by the escapade. At 10th level and 16th level, the penalty to AC against attacks made by the escapade increases by -2 (to a total maximum of -8).

Disoriented: The target takes a -2 penalty on attack rolls. In addition, the target takes an additional -2 penalty on all attack rolls it makes against the escapade. At 10th level and 16th level, the penalty on attack rolls made against the escapade increases by -2 (to a total maximum of -8).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Escapade's Edge (Ex): At 10th level, an escapade has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. She gains the skill unlock powers for that skill as appropriate for her number of ranks in that skill. At 15th and 20th levels, she chooses an additional skill and gains skill unlock powers for that skill as well.

Advanced Talents: At 14th level and every 4 levels thereafter, an escapade can choose an advanced unchained rogue talent in place of an unchained rogue talent.

Volley Spell (Su): At 15th level, when an escapade saves against a targeted spell or spell-like ability, she may reflect the effect back onto its caster as *spell turning* by spending a number of uses of redirection equal to half the spell's level (minimum 1).

Mad Dash (Ex): At 17th level, an escapade can spend 1 use of her redirection as a free action at the start of her round. If she does, the escapade can move up to half her speed while using a full-attack action with one or more ranged weapons. This allows the escapade to make each of her attacks at any point during her move.

Expert Guncaster: At 20th level, an escapade gains 3 extra spell level's worth of capacity, weapon bonus, and duration when using guncaster, to a maximum of 9th level. In addition, her gun no longer explodes when using conveyance, but it is still destroyed if already broken.

Favored Class Bonuses

The following races are particularly well-suited to becoming escapades and gain additional options when choosing it as their favored class.

Changeling: Add 1/4 spell from the witch spell list to the escapade's spellbook. This spell must be at least one level below the highest spell level the escapade can cast.

Goblin: Add +1/4 of a d6 sneak attack damage when using guncaster (max +2d6).

Halfpling: Gain a +1/2 bonus on reposition and trip combat maneuver checks when using redirection.

Human: Add one spell from the sorcerer/wizard spell list to the escapade's spellbook. This spell must be at least one level below the highest spell level the escapade can cast (minimum 1st).

Leonin: Add 1 foot to the distance the escapade can climb or fall before increasing the DC of her Acrobatics check when using acrobatic climber. This benefit only applies in 5-ft. increments.

Nephilim: Add a +1/3 dodge bonus to AC for each enemy adjacent to the escapade, to a maximum of twice her Intelligence modifier.

Seeker: Add +1/4 of a d6 sneak attack damage when using guncaster (max +2d6).

Vulture-Man: Gain a +1/3 bonus on critical hit confirmation rolls made while using conveyance to cast a spell (maximum bonus of +5).

Marauder (Archetype)

Marauders were originally nephilim escapades who decided to spread the knowledge of their training to other races to help battle the Chaos. Their training is less focused on magic and more on technology and evasion.

Evasive Fire (Ex): At 2nd level, as an immediate action, a marauder can move up to 5 feet when a creature attacks her with a melee attack. This movement grants the marauder a +2 dodge bonus to AC against the attack (plus any bonuses from smart defense) and does not provoke attacks of opportunity. If the attack misses, the marauder can use her attack of opportunity to make a ranged attack against the creature. She can use this ability a number of times per day equal to 3 + her escapade level.

At 4th level, the marauder gains Combat Reflexes as a bonus feat and threatens squares within 5 feet of her when wielding a ranged weapon. At 8th level, instead of moving, the marauder can use her attack of opportunity to make up to 2 ranged attacks against the attacking creature, whether it hits or misses. At 12th level, she can make up to 3 ranged attacks instead, targeting up to 3 different creatures. Ranged attacks made in this way do not draw attacks of opportunity.

This ability counts as and replaces Redirection. Abilities that cost uses of redirection cost uses of evasive fire instead.

Rapid Reload: At 2nd level, a marauder gains Rapid Reload as a bonus feat. This replaces dancing shot.

Clustered Shots (Su): At 3rd level, when a marauder uses guncaster to improve her gun, she also gains the ability to make a ranged attack with that weapon once per round as a swift or move action. She must make this attack against a creature she has already attacked during the same round, and totals the damage from all hits before applying that opponent's damage reduction (if any). This lasts for a number of rounds equal to the spell level used for guncaster.

At 8th level, the marauder can reduce the number of rounds remaining of clustered shots by 1 to roll the weapon's damage dice for her swift action attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total. At 15th level, she can reduce her remaining rounds by 2 and roll the weapon's damage dice 3 times instead.

This replaces conveyance, improved uncanny dodge, and volley spell.

Raven Companion (Ex): At 4th level, a marauder gains a giant raven companion. This ability functions like the druid animal companion ability (which is part of the nature bond class feature), except that the marauder's effective druid level is equal to her escapade level -3. This replaces uncanny dodge, debilitating injury, and mad dash.

Raven, Giant

Starting Statistics

Size Small; **Speed** 20 ft., fly 50 ft. (average); **Attack** bite (1d4); **Ability Scores** Str 8, Dex 13, Con 10, Int 2, Wis 15, Cha 7; **Special Qualities** low-light vision, scavenger.

4th-Level Advancement

Size Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex +2, Con +2.

Giant ravens are hardy birds that often feed on carrion or even undead flesh. As a direct result of this unusual dietary habit, they gain a +4 bonus on saves to resist ingested diseases.

Uncanny Dodge (Ex): This ability can be chosen as an unchained rogue talent beginning at 6th level, and improved uncanny dodge can be chosen beginning at 10th level if the marauder has uncanny dodge.

Sentry (Ex): At 7th level, a marauder can use a full-round action to craft a specialized sentry out of scraps of wood and metal she picks up on her adventures. An enemy that enters or starts its turn within 30 feet of a sentry takes 1d6 piercing damage + any sneak attack damage the marauder may have from guncaster. A successful Reflex save (DC 10 + half the marauder's escapade level + her Intelligence modifier) halves the damage. A sentry has an AC of 5, hit points equal to the marauder's escapade level, and hardness equal to half her escapade level. The marauder can have one sentry active at a time at 7th level, up to two at 13th, and up to three at 19th level. No two sentries can be within 30 feet of each other. Every round a marauder has at least 1 sentry active counts as 2 rounds of guncaster.

This replaces the escapade's sneak attack increases gained at the listed levels.

Silver Eidos (Archetype)

Named for the man who perfected the techniques, silver eidos escapades sacrifice the versatility of studied magic for innate spells and reflexes.

Spellcasting: A silver eidos gains spells per day and spells known as a bard. He can cast any spell he knows without preparing it ahead of time.

A silver eidos's selection of spells is extremely limited. He begins play knowing *detect magic* and *read magic*, plus two 1st-level spells of his choice.

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

The silver eidos still draws his spells from the sorcerer/wizard spell list, and his spellcasting ability modifier is still Intelligence.

This alters the escapade's spellcasting.

Loop Casting (Su): At 3rd level, when a silver eidos casts a targeted spell with a casting time of 1 full round or less, he can also declare that he is loop casting. If he rolls a natural 20 on the attack roll, or a target rolls a natural 1 on its saving throw, the silver eidos can cast that same spell as a move action on his next turn against the same target. If the spell has multiple targets, the silver eidos can only loop cast the spell targeting creatures against whom he rolled a natural 20 or who rolled a natural 1. Loop casting still expends a spell slot of the same level as normal.

Loop casting is dangerous, however, and can suffer interference or feedback. When a silver eidos rolls a natural 1, or a target rolls a natural 20 on its saving throw, the silver eidos is also affected as if struck by the spell. At 20th level, the silver eidos no longer risks interference or feedback.

This replaces conveyance and alters expert guncaster.

Flight: At 11th level, a silver eidos gains a fly speed equal to his normal speed with average maneuverability. If he casts *fly*, his maneuverability changes to perfect for the duration. This replaces the 11th level benefit of elusive target.

God-Blooded, Dragari

Requested by Ronald Paris during our Kickstarter. Thank you!

Only the god-blooded themselves know the true name of their draconic patron. Left with nothing but conjecture, they are seen by some as the divine children of a god and a silver dragon. By others, they are believed to be born the bastards of a five-headed goddess of dragons.

Whatever the truth, the dragari god-blooded are a stalwart people, faithful to their league first and foremost.

Physical Description: Dragari stand on average a foot taller than other god-blooded, and they can weigh up to 60 lbs. more. Like most god-blooded, their exposed skin is often a mix of blue and purple hues, but scales grow in place of a human's hair. The scales are often one color, but only rarely relate to the dragari's actual parentage.

Society: Dragari societies are led by a council of 3 or more elder dragari. These elders act as judge, jury, and executioner in matters of law and order, and any creature seen as not following their way is forced out to keep the general peace. In dragari society the individual is not as important as the league.

Relations: On their own, dragari can be an interesting sort, with stories to share and adventures to be had. In formal settings, or when dealing in an official capacity, a dragari can come off as arrogant, belittling, or superior because of its draconic heritage.

Alignment and Religion: A dragari's natural instinct is to be lawful, such that even those of chaotic alignment are usually more organized about their plans and considerations.



Like other god-blooded, dragari are not beholden to their divine parent, but will at least respect its place in comparison.

Adventurers: When a dragari adventures, it does so out of pride, a sense of justice or loyalty, and occasion ally greed. While their bonuses may push the race toward classes like barbarian, fighter, or witchblade, these god-blooded also get a fair shake out of becoming accelerists, escapades, and rogues.

Male Names: Bates, Bumble, Dodger, Fagin, Oliver, Sikes

Female Names: Chitling, Maylie, Rosalie, Sourberry, Tobi

Dragari Racial Traits (13 RP)

+2 Strength, +2 Intelligence: Dragari gain the natural strength and cunning of their draconic kin.

Medium: Dragari god-blooded are Medium creatures and thus have no bonuses or penalties due to their size.

Draconic Outsider: Dragari are outsiders with the augmented, dragon, and native subtypes.

Base Speed: Dragari have a base speed of 30 feet. They take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, a dragari can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. A dragari with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, the dragari can take advantage of the updraft to increase the distance it can glide.

Low-Light Vision: Dragari can see twice as far as humans in conditions of dim light.

Darkvision: Dragari can see in natural darkness out to 60 feet.

Dragari Immunities: Dragari are immune to magic sleep effects and gain a +2 racial bonus on saving throws made against transmutation spells and effects.

Soft Scales: A dragari's scales are not naturally tough, but they are an impressive sight. This grants the dragari a +2 racial bonus on its choice of Diplomacy or Intimidate checks. That skill is always a class skill for the dragari.

Winged Combat: Dragari may not be able to fly directly, but they have learned to put their wings to good use. They gain a secondary wing attack that deals 1d4 bludgeoning damage on a hit. In addition, when a dragari fights defensively or uses the full defense action, it can use its wings to provide it with a +4 shield bonus to Armor Class.

Languages: Dragari begin play speaking Common and Draconic. Dragari with high Intelligence can choose from the following: Aklo, Celestial, Elven, Halfling, Tengu, and Xendauni.

Alternate Racial Traits

The following racial traits can be selected in place of the typical dragari god-blooded racial traits.

Dragari Brute: Some dragari are better suited to physical tasks, such as guarding their league or battling in melee. These dragari gain +1 natural armor and a primary claw attack that deals 1d4 slashing damage on a hit. This replaces winged combat.

Intimidating Prowess: A dragari can sometimes rely on its raw Strength over Charisma to put fear into its enemies. It gains Intimidating Prowess as a bonus feat. This replaces soft scales.

Legendary Cunning: The children of heroic members of a league are raised as legends, brought up with a hero's future planned for them whether they embrace it or not. These dragari use Intelligence in place of Charisma on Diplomacy and Use Magic Device checks and in place of Dexterity when rolling for Initiative. This replaces soft scales and winged combat.

Cognizant Sorcerer (Sorcerer Archetype)

While dragons are the epitome of sorcery, it is not always a function of their personality or lineage. Sometimes, a dragon can learn to use sorcerous magic without also being the life of the party.

Dragari, in particular, prefer the use of cognizant sorcery over bloodline sorcery. They study magic through continued and rigorous use, rather than locking themselves away to study in a tower or hoping their ancestor cast lightning bolt that one time.

When a dragari learns cognizant sorcery, it gains the following.

Spells: To learn or cast a spell, a cognizant sorcerer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Intelligence modifier. In addition, she receives bonus spells per day if she has a high Intelligence modifier.

This alters the sorcerer's spells.

Cognizant Studies: Each cognizant sorcerer shows aptitude in a particular school of magic early in her studies. She gains an arcane school, which functions as the wizard class feature except as noted here.

A cognizant sorcerer who casts a spell from one of her two opposition schools must use two spell slots of that level to do so. For example, a cognizant sorcerer with evocation as an opposition school must expend two of her available 3rd-level spell slots to cast *fireball*. In addition, the sorcerer takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of her opposition schools as a prerequisite.

Cognizant sorcerers receive an additional spell known of each spell level they can cast, from 1st on up. This spell must be chosen from the sorcerer's specialty school. A cognizant sorcerer can select a spell modified by a metamagic feat to cast in his school slot, but it uses up a higher-level spell slot, as usual. A universalist cognizant sorcerer doesn't gain these extra spells known.

This replaces the sorcerer's bloodline powers and bloodline spells.

Bonus Feats: At 7th, 13th, and 19th level, a cognizant sorcerer gains a bonus feat or arcane discovery, as a wizard of his level. A cognizant sorcerer can only learn an arcane discovery in place of one of these bonus feats.

This replaces the sorcerer's bloodline feats.

Cognizant Sorcerer Arcane Affinities

These affinities are adjusted for the cognizant sorcerer because they are incompatible or require a spellbook in their original forms.

Alchemical Affinity: Whenever you cast a spell that appears on both the sorcerer and alchemist spell lists, you treat your caster level as 1 higher than normal and the save DC of such spells increases by 1. Additionally, you can learn 1 alchemist spell that is not on the sorcerer spell list as sorcerer spell. That spell must be at least 2 levels lower than the highest-level sorcerer spell you can cast. You can exchange that spell for another, as you could any sorcerer spell.

Faith Magic: Select one spell granted by a domain belonging to the god you worship. This spell must be at least 2 levels lower than the highest-level sorcerer spell you can cast. At the beginning of each day, when you regain your spells, you gain the ability to cast that spell once, using a spell slot 1 level higher than the spell's actual level. You can exchange the spell for another, as you could any sorcerer spell. This is cast as a divine spell.

Fast Study: As an immediate action when another creature casts a spell on the sorcerer spell list, you can make a Spellcraft check against the spell's save DC (or 10 + the spell's level + the spellcasting modifier of the creature casting it if there is no save).

If you succeed, you learn the spell and can cast it for the next 24 hours, using your own spell slots to do so. You can learn one spell in this way at a time at 5th level, two spells at 10th, and three at 20th.

Forest's Blessing: Whenever you cast a spell that appears on both the sorcerer and druid spell lists, you treat your caster level as 1 higher than normal and the save DC of such spells increases by 1. Additionally, you can learn 1 druid spell that is not on the sorcerer spell list as sorcerer spell. That spell must be at least 2 levels lower than the highest-level sorcerer spell you can cast. You can exchange that spell for another, as you could any sorcerer spell.

Split Slot: Once per day, you can use a spell slot to cast a spell that is two spell levels lower. When you do, you gain an additional spell slot of the lower spell level with which to cast another spell. For example, a 10th-level cognizant sorcerer can use a 5th-level spell slot to cast *fireball* and gain another 3rd-level spell slot with which to cast *lightning bolt*. This discovery has no effect on 2nd-level or lower spells (including cantrips). You may select this discovery multiple times.

Piran Kati (Armor Proficiency Option)

This option is available to dragari and creatures that can find a dragari to train them in piran kati.

Dragari do not typically grow natural armor in the way some scaled races do, nor are they amazingly dextrous. Aside from their wings, they are on par with dwarves and humans in the natural defense department.

On the other hand, the arid climates and scaled appendages of the dragari do not lend themselves well to the wearing of armor. Over the years, this has led to the development of a combat technique the dragari call piran kati.

When wearing no armor, and not using a shield, a dragari that makes an attack roll can roll twice and choose either before hearing the results. If the dragari chooses the lower roll and hits, its attack deals extra damage equal to its level (minimum 3 extra damage). If both rolls are a critical threat and would hit the target (a natural 20 still automatically hits), the critical hit is confirmed automatically and the attack deals extra damage equal to twice the dragari's level (minimum 6 extra damage).

Piran kati requires the perfect alignment of one's body. Wearing armor of any kind or carrying a medium or heavier load breaks this alignment until the dragari can rest for at least 8 hours. Dragari can use a shield without breaking their alignment, but they do not gain the shield's bonus to AC when using piran kati.

Dragari Feats

The following feats are available to members of the dragari race.

Dragon's Breath

Prerequisites: Con 15, character level 5th, dragari.

Benefit: Choose a dragon type (such as gold or white). Once per day, you can use that dragon's breath weapon, as the draconic sorcerer bloodline power. Your effective sorcerer level is equal to your character level.

More God than Dragon

Prerequisites: Dragari, soft scales racial trait.

Benefit: You gain a god-blooded racial trait or alternate racial trait of your choice.

Snake Scales

Prerequisites: Int 13, dragari or member of a scaled race.

Benefit: Add your Intelligence modifier to Stealth skill checks in addition to your Dexterity modifier.

Kitsune, Kurabi

Requested by Ryann Padilla during our Kickstarter. Thank you!

In folklore, kitsune are often depicted as tricksters who can take the forms of humanoids. Sometimes they are innocent thieves of berries and butter. In other stories, they are lessons on morality and greed. These legends are largely based in truth.

Not all kitsune are innocent con artists, though. The kurabi, for example, are dangerous warriors seeking freedom from their mortal bindings.

Tales of the kurabi always begin with a lie told in the presence of a kitsune. Most often, this lie ends in the birth of a child left uncared for. The kitsune follows the mother, sometimes even aiding her until she discards her son or daughter. The kitsune then steals the baby and raises it, transforming it into a kurabi, or child of the fox.

Kurabi do not grow to adulthood. Their kitsune upbringing instills in them an innocent mien that masks the anger and frustration they feel toward being abandoned. When they would become men and women, their emotions peak and they transform into yakwei—fox monsters—for the first time. This sign of physical maturity is also the point at which a young kurabi will leave its adoptive home to seek adventure, restitution, or vengeance.

Physical Description: Kurabi are small and childlike, resembling halflings with tufted ears, one or more tails, and sometimes a light coat of fur ranging in hues of red, orange, and white. When a kurabi transforms into its yakwei form, it grows into a massive beast closely resembling a cross between a werewolf and a fox. One can usually distinguish a kurabi's yakwei because they share the same colorations and markings, but there have been occasions where siblings and kurabi who grow close enough to another kitsune take on a different appearance when transformed.

Base Height	Base Weight	Modifier	Weight Modifier
m 2 ft. 9 in.	32 lbs.	2d4	x1 lbs.
f 2 ft. 8 in.	27 lbs.	2d4	x1 lbs.

Aging Effects

Grown	Middle Age	Old	Venerable	Maximum Age
12 years	35	53	70	+2d20 years

Society: Kurabi are usually raised away from the prying eyes of civilization. Farms and forest hovels are commonly homes for these wayward children. A kurabi's upbringing often dictates how well it can blend into other societies and go unnoticed for its unique appearance.

Relations: As kurabi mature, they learn to build relationships with very few. Being discarded or stolen at birth can do that. But, those who grow beyond their past can form lasting friendships and occasion ally even find love themselves. It is rumored that a kurabi who can make a thousand true friends can be freed of its curse and grow to adulthood. Some take this to heart, while others let it eat at them until they grow bitter and distant after trying to reach such an unobtainable goal.

Alignment and Religion: The kitsune that raises a kurabi usually instills its own beliefs and ideals in the child. Some latch onto this parental connection, while others rebel against it. Those kurabi who use faith as an expression of their views are devout, but refuse to bring others into the fold without proof of their own devotion.

Adventurers: After achieving yakwei, a kurabi will leave the home in which it grew up. The young man or woman often takes this opportunity to find others of similar views and goals to work with. Because of their outlook on life, this usually ends with the kurabi joining a thieves' guild, mercenary camp, or missionary church.

Male Names: Bates, Bumble, Dodger, Fagin, Oliver, Sikes

Female Names: Chitling, Maylie, Rosalie, Sourberry, Tobi

Kurabi Racial Traits (10 RP)

+2 Dexterity, +2 Intelligence, –2 Charisma: Kurabi have agile minds and bodies, but they live with their past reflected in their perpetual youth.

Small: Kurabi are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Foxkin: Kurabi are humanoids with the kitsune and shapechanger subtypes.

Base Speed: Kurabi have a base speed of 30 feet.

Low-Light Vision: Kurabi can see twice as far as humans in conditions of dim light.

Darkvision: Kurabi can see in natural darkness out to 60 feet.

Frightful Scent: Kurabi's natural musk is potent enough that animals naturally fear the children of the fox. They suffer a –4 penalty on Handle Animal checks and checks made to influence the initial attitudes of animals. Animals always begin with an attitude of unfriendly toward kurabi.

A kurabi's scent is also distinct, granting creatures a +2 bonus on Survival checks to follow its trail.

Keen Senses: Kurabi receive a +2 racial bonus on Perception checks.

Natural Weapons (Ex) In her natural form, a kurabi has a secondary bite attack that deals 1d3 points of damage.

Yakwei (Su): A kurabi can change shape to a bestial form as a full-round action. When a critical hit is confirmed against a kurabi, or when the kurabi is hit with an attack while flat-footed, it can transform as an immediate action instead. The kurabi can maintain this form for up to 1 minute per level. These minutes need not be consecutive, but must be spent in 1-minute increments.

In bestial form, a kurabi grows to Medium size, taking on monstrous, animalistic features. This grants the kurabi the following benefits:

- +2 Strength.
- 2 primary claw attacks that each deal 1d4 points of piercing and slashing damage.
- The kurabi's bite attack deals 1d4 piercing damage.
- +1 racial bonus to natural armor.

At 7th level, a kurabi's yakwei form becomes Large. It gains the following benefits instead. Because this is a supernatural transformation, the kurabi's yakwei form cannot grow larger than this, even through magic. This replaces the feat normally gained at 7th level.

- +4 Strength, +2 Constitution, –2 Dexterity.
- 2 primary claw attacks with 10-ft. reach that each deal 1d6 points of piercing and slashing damage (this does not change the reach of manufactured weapons wielded by the kurabi).
- The kurabi's bite attack deals 1d6 piercing damage with a x3 critical multiplier.
- When it hits the same target with both claw attacks, the kurabi can rend its target for an additional 1d6 + Strength modifier damage.
- +2 racial bonus to natural armor.

Languages: Kurabi begin play speaking Common and Sylvan. Kurabi with high Intelligence can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

Alternate Racial Traits

The following racial traits can be selected in place of the typical kurabi racial traits.

Agile: The kurabi gains a +2 racial bonus on Acrobatics checks. This replaces keen senses.

Kitsune Magic (Ex/Sp): Kurabi can sometimes channel their destructive transformations into magical potential. These kurabi add +1 to the caster level of transmutation spells that they cast. Kurabi with an Intelligence score of 11 or higher gain the following spell-like ability: 3/day—*alter self* (caster level equals the kurabi's level). This replaces frightful scent and yakwei.

Innocent Look: Kurabi with this racial trait get along better by pretending to actually be children. They lose their –2 penalty to Charisma. This alters the kurabi's racial traits and replaces natural weapons.

Stigmata: Even when not in its yakwei form, a kurabi can sometimes be viewed as monstrous. The kurabi suffers a –4 penalty on all Diplomacy and Disguise checks. This replaces frightful scent.

Vulpine: Kurabi can occasionally curb their natural tendencies toward anger, allowing them better control over their yakwei. These kurabi gain Fox Shape as a bonus feat at 1st level, ignoring its prerequisites. Fox Shape allows the kurabi to take the form of a fox whose appearance is static and cannot be changed each time it assumes that form. While in this form, the kurabi gains a +10 racial bonus on Disguise checks made to appear as a fox. Changing from kurabi to fox shape is a standard action. This ability otherwise functions as *beast shape II*, and the kurabi's ability scores change accordingly. This replaces frightful scent and yakwei.

Kurabi Favored Class Bonuses

The following options are available to all kurabi characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. In addition, a kurabi can choose any kitsune favored class bonus, and vice versa.

Accelerist: Add +1 damage to the accelerist's attacks made after moving, to a maximum of twice the accelerist's Strength or Dexterity bonus.

Convoker: Add DR 1/evil to the convoker's avatar. Each additional time the convoker selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).

Darkseeker: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the darkseeker's Wisdom modifier. The darkseeker adds +1/2 to the number of uses per day of that domain power.

Invoker: Add a +1/2 bonus on all Intimidate checks.

Necromancer: Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

Witchblade: Add +5 feet to the distance at which the witchblade's familiar grants the Alertness feat (maximum +20 feet).

Kurabi's Blessing (Smite Option)

Antipaladins, blades of Hastur, paladins, witchblades, and several other classes gain the supernatural ability to smite particular enemies with their attacks. Kurabi who join the ranks of the divinely powered or fiendishly inclined can take a different path.



When a kurabi uses smite, or its equivalent, she can also enter her yakwei form as part of the same action if she has any remaining time to do so. Instead of gaining claw attacks, the kurabi increases the damage dice of the weapon she wields by 1 size category (Small becomes Medium, and so on).

At 5th level, a kurabi paladin always chooses a weapon as her divine bond. Antipaladins typically do the same with their fiendish boon, but they can still gain a fiendish servant. Witchblades and blades of Hastur never choose witchblade's mount as a divine boon.

Beginning at 7th level, the kurabi's weapon damage dice grow by 2 size categories (typically to large) instead. When wielding a weapon with which she is bonded, the kurabi also increases her reach or range with that weapon by 5 feet. This does not increase the range at which the weapon threatens attacks of opportunity.

Kurabi Fang Weapon Property

Kurabi fang weapons are not actually made from kurabi. They are named for the kurabi who grew up in a farmstead and had to melt down bread pans to make weapons to fend off the villagers who discovered them. Being unskilled, the children of the fox suffered many burns and cuts, but their combined spirit and dedication were rewarded when the weapons glowed orange as the first of them became yakwei. Their claws took on the same orange glow and the kurabi found their ability to fight back much improved.

Aura: strong transmutation; **CL** 3rd

Slot weapon; **Price:** +2

When you have a kurabi fang weapon in your possession but are not wielding it, your attacks with a specific natural weapon count as +2 magic weapons and gain any other magic weapon properties possessed by the kurabi fang weapon. A natural attack can only benefit from one kurabi fang weapon at a time.

A slashing kurabi fang weapon grants its bonus and properties to claw or talon attacks. A piercing kurabi fang weapon grants them to bite or gore attacks instead, and a bludgeoning kurabi fang weapon grants them to wing or tail attacks.

Physical Skills

Collaboration by Iokennoron McComber, provided during our Kickstarter. Thank you!

The skills available to all characters deal with fairly common interactions in the world, from watching for an ambush, to riding a mount, to knowing the local mayor of the town three counties over. Some skills, however, require a more direct focus and approach. They aren't feats (though certainly, those trained in them can perform amazing feats at times), nor are they tied to specific classes or races, but they do require training and improvement over time. These are physical skills.

Acquiring Physical Skills

Physical skills are acquired in much the same way as traditional skills. Like traits, physical skills can be made available to all characters as early as 1st level, or an individual character can choose the Physical Skill Training feat to gain access to them on his own.

Physical Class Skills and Skill Ranks per Level

The physical class skills (and the key ability for each skill are) Aerobics (Dex), Cardio (Con), Endurance (Con), Flexibility (Dex), Power (Str), and Weightlifting (Str). Table: Physical Skill Summary lists which skills are available to each class. For classes not listed here, use a similar class and the guidelines below to make your best determination.

When physical skills are incorporated into the game, each character gains a number of physical skill ranks (PSR) per level based on their class. A character can also spend the free skill rank from their favored class on a physical skill.

- **Fighters and Unchained Monks:** 4 ranks per level.
- **Full Base Attack Bonus and Monks:** 3 ranks per level.
- **3/4 Base Attack Bonus and Heirs Apparent:** 2 ranks per level.
- **1/2 Base Attack Bonus:** 1 rank per level.

Physical Skill Training (Combat Feat)

Benefit: Choose one physical skill—Aerobics, Cardio, Endurance, Flexibility, Power, or Weightlifting. That skill becomes a class skill for you and you gain ranks in it equal to your base attack bonus. When your base attack increases, you gain another rank in the chosen skill.

In addition, you can make untrained physical skill checks using Aerobics, Endurance, and Weightlifting.

Special: You can gain this feat multiple times. It's benefits do not stack. Each time you gain this feat, select a new physical skill to gain as a class skill. Some classes gain additional benefits (see exceptional physical skill, below).

Exceptional Physical Skill

Some classes are exceptionally well versed in physical skills. While fighters and monks gain the most direct physical skill ranks (PSR), these classes can use traditional skill ranks to increase physical skills instead.

Barbarian, Cavalier, Kineticist, Monk, Ninja, Rogue, and Vigilante.

Physical Skill Descriptions

At their base, physical skills function in the same way as other skills. Characters spend physical skill ranks to gain them as they level, and those which are class skills grant that character a +3 to his checks. Cardio, Flexibility, and Power are trained only skills, while Aerobics, Endurance, and Weightlifting can be attempted by anybody with limited results. Meanwhile, Aerobics, Flexibility, and Weightlifting all suffer from armor check penalties.

Aerobics (Dex; Armor Check Penalty)

Aerobics cover general fitness activities such as stretching, light jogging, and work outs like yoga and tai chi. You can also use Aerobics in place of Acrobatics and Perception checks to perform actions that require exceptional hand-eye coordination, like throwing tiny objects or batting them away.

Check: Stretching helps to improve your mobility and increases blood flow to your brain and other muscles. The table below gives the DCs for various tasks that require Aerobics checks.

Aerobics

DC	Task
15	Light stretching. You can take 10 on Strength, Dexterity, and Constitution-based skill checks for 8 hours.
20	Light workout. Increase your movement speed by 5 ft. for 5 minutes.
20	Moderate stretching. You can take 10 on your next Strength, Dexterity, or Constitution check made within 1 minute.
25	Moderate workout. You gain a +5 circumstance bonus on your next skill check made within 1 minute. You must have at least 1 rank in the chosen skill.
25	Thorough stretching. You gain a +1 circumstance bonus on attacks made with thrown weapons and attacks made against creatures and objects at least 1 size smaller than you for 8 hours.
30	Thorough workout. Choose 1 skill. You gain a +5 circumstance bonus on all skill checks made with the chosen skill for 8 hours.

Action: Light aerobics requires 1 minute of stretching or working out. Moderate aerobics requires at least 2 minutes, and thorough aerobics requires at least 5 minutes.

Try Again: Yes, but you are fatigued for the duration of the new check and for up to 1 minute per failure afterward. Each time you fail by 5 or more, you take a cumulative –2 penalty to Dexterity for 1 minute. This penalty can be removed with a successful Heal check (DC 15). If this penalty would reduce your Dexterity modifier to –1 or lower, the penalty lasts for 8 hours instead and cannot be healed without the use of magic.

Special: If you have the Acrobatic or Athletic feat, you get a +2 bonus on all Aerobics checks.

Untrained: If you have no ranks in aerobics, light aerobics requires at least 5 minutes of stretching or working out, and you cannot attempt moderate or thorough aerobics.

Cardio (Con; Trained Only)

Cardio training is any exercise that increases heart rate, gets one breathing heavier, and directly increases the potential of the cardiovascular system (heart, lungs, etc). Cardio consists of a variety of things, from short interval to long base mile workouts. Cardio checks can be made in place of Constitution checks during forced marching or when running long distances.

Check: Cardio checks help you to run in short bursts, travel longer during the day, and remain under water for longer than average. They can also give you a minor bump in the usefulness of some class features.

Extended Running: You can push yourself to run for another round. The DC for this check is 10 + the number of rounds you have already run beyond your Constitution score.

Extended Duration: You can push the limits of a class feature measure in rounds, such as bardic music or rage. The DC for this check is 20 + the number of rounds you have pushed the duration beyond its maximum.

Table: Physical Skill Summary

Skill Class	Aerobics (Dex)	Cardio (Con)*	Endurance (Con)	Flexibility (Dex)*	Power (Str)*	Weightlifting (Str)
Accelerist/Escapade	—	C	C	C	C	—
Alchemist	—	C	C	—	—	C
Antipaladin	—	C	C	—	—	C
Arcanist	—	—	C	C	—	—
Barbarian/Veritus Champion*	—	C	C	—	C	C
Bard	C	—	C	C	—	—
Battle Augur	—	C	C	—	C	C
Bloodrager	—	C	—	—	C	C
Brawler	C	C	—	—	C	C
Cavalier*	C	C	C	—	—	C
Cleric	—	C	C	—	—	C
Convoker	—	—	C	—	C	—
Darkseeker	C	—	C	C	—	—
Druid	—	C	C	C	—	—
Dúlra	—	C	C	C	—	—
Fighter	C	C	C	C	C	C
Gunslinger	—	C	C	C	—	—
Heir Apparent	C	—	C	—	—	C
Hunter	—	C	C	C	C	—
Inquisitor	—	C	C	—	—	C
Investigator	C	C	C	—	—	—
Invoker	—	C	C	—	C	—
Kineticist*	C	C	C	C	C	C
Magus	C	C	—	C	—	C
Medium	—	C	C	C	—	—
Mesmerist	—	C	C	C	—	—
Midnight Legate	—	—	C	—	C	C
Monk*	C	C	C	C	C	C
Nature Warden	—	C	C	C	—	C
Necromancer	—	C	C	C	—	—
Occultist	—	—	C	—	C	C
Oracle	—	C	C	—	C	—
Paladin	—	C	C	—	—	C
Psychic	—	—	C	—	C	—
Ranger	C	C	C	—	—	C
Rogue*	C	—	C	C	—	C
Samurai	C	—	C	—	C	C
Shaman	—	—	C	C	—	C
Shifter	—	C	C	C	C	—
Skald	—	—	C	—	C	C
Slayer	—	—	C	C	C	C
Spiritualist	—	—	C	C	—	C
Sorcerer	—	—	C	C	C	—
Summoner	—	C	C	—	C	—
Swashbuckler	C	—	C	C	—	C
Truename	—	C	C	C	—	—
Vigilante*	C	C	C	C	C	C
Warpriest	—	C	C	—	C	C
Witch	C	C	C	—	—	—
Witchblade	—	C	C	—	—	C
Wizard	C	C	C	—	—	—

* This class can spend traditional skill ranks on physical skills.

+ Trained Only: Cardio, Flexibility, Power.

Hold Breath: You can hold your breath for another round or use a standard action without it costing you 1 round of holding your breath. The DC for this check is 10 + the number of rounds you have already run beyond your Constitution score.

Increased Resources: Once per day, you can attempt a DC 25 Cardio check to gain 1 extra point in a resource pool you possess, such as grit or ki.

Improved Toughness: Once per day, you can attempt a DC 15 Cardio check to gain temporary hit points equal to your level + your Constitution modifier. These temporary hit points last for up to 8 hours. You can take 10 on this check.

Action: Cardio checks are typically made as part of another action. If used during combat, gaining an extra resource point or maintaining a per round ability is a move action, and gaining temporary hit points is a standard action.

Try Again: When you fail a check to run, you must stop running and can only take a single move action each round for 1 minute. Failing a forced march check deals 1d6 nonlethal damage and fatigues you while that damage remains.

Special: If you have the Toughness feat, you get a +2 bonus on all Cardio checks.

Endurance (Con)

Endurance refers specifically to any training that allows you to “endure” physically strenuous situations longer. Endurance checks are made in place of Constitution checks to avoid drowning or dying of starvation or thirst. They can also be made in place of Acrobatics checks to reduce falling damage.

Check: You can make an Endurance check in place of other checks or saves in the following situations.

- Swim checks made to resist nonlethal damage from exhaustion.
- Constitution checks made to avoid nonlethal damage from starvation or thirst.
- Fortitude saves made to avoid nonlethal damage from hot or cold environments.
- Fortitude saves made to resist damage from suffocation.

In addition, when you roll a Reflex save, you can also make an Endurance check as an immediate action against the same DC. If you succeed, reduce any damage you take by an amount equal to your ranks in this skill. This can reduce the damage you take to 0.

Action: Endurance checks are typically made as part of another action. Substituting an Endurance check for a saving throw is an immediate action.

Try Again: Failing any of the checks listed above comes with their own penalties.

Special: If you have the Endurance feat, you get a +2 bonus on all Endurance skill checks.

Flexibility (Dex; Armor Check Penalty)

Flexibility checks lengthen and stretch muscles, helping to prevent injury, back pain, and balance problems. A flexible individual more easily achieves full range of motion with its limbs, which can improve athletic performance and function, such as reaching, bending, or stooping during daily tasks.

Check: You can make a Flexibility check in the following situations.

- In place of Climb and Swim checks.
- To avoid penalties for squeezing for 1 round.
- To replace CMD while grappled or pinned.
- Fortitude saves made to resist damage from suffocation.

In addition, when you roll a Reflex save, you can also make a Flexibility check as an immediate action against the same DC. If you succeed, reduce any damage you take by an amount equal to your ranks in this skill. This can reduce the damage you take to 0.

Action: Flexibility checks are typically made as part of another action.

Try Again: You cannot try the same Flexibility check more than once per minute unless you take 1 round to loosen up (DC 10 + your character level + your Dexterity modifier). Each time you fail the same check, you take a cumulative –1 penalty to your next attempt.

If you fail a flexibility check by 5 or more, you may become stuck (if squeezing) or dislocate something. If you dislocate something, you are fatigued and take a –2 penalty to Strength and Dexterity. A DC 15 heal check deals 1 point of damage and removes the penalties. The fatigue ends 1 minute later.

Special: When unarmored and unencumbered, you get a +2 bonus on all Flexibility checks.

Untrained: If you are not trained in Flexibility, you cannot attempt to reduce damage as part of a Reflex save.

Power (Str; Trained Only)

Power is the force and speed with which you exert yourself in any physical task. Strength is an important factor, but even an individual with little strength can improve its exertion over time.

Check: You can make a Power check in the following situations.

- In place of Disable Device checks, but only to break objects.
- In place of CMB to inflict damage when grappling.
- In place of CMB when performing a bull rush, reposition, sunder, or trip combat maneuver.

In addition, when you roll a Will save, you can make a Power skill check against the same DC as an immediate action. If you succeed, you gain a +2 bonus on your Will save.

Action: Power skill checks are typically made as part of another action.

Try Again: Failing any of the checks listed above comes with their own penalties.

Special: If you have the Iron Will feat, you get a +2 bonus on all Power skill checks.

Weightlifting (Str)

Lifting weights trains your body to lift even greater weight over time. Long term benefits include preventing disease, weight management, and increased focus.

Check: The table below gives the DCs for various tasks that require Weightlifting checks.

Weightlifting

DC	Task
10+	Warm Up. Increase your effective Strength score by 1 +1 for every 5 by which you beat the DC. This lasts for up to 8 hours and only applies when calculating your maximum carrying capacity.
20	Light workout. Increase your movement speed by 5 ft. for 5 minutes.

20	Moderate lifting. You can take 10 on your next Strength, Dexterity, or Constitution check made within 1 minute.
25	Moderate workout. Reduce your encumbrance by 1 category for 8 hours (heavy load to medium, medium to light).
25	Thorough lifting. You deal +1 damage with melee weapons, thrown weapons, and composite bows for 5 minutes.

In addition, after a moderate or thorough Weightlifting check, when you roll a Fortitude or Will save, you can make a Weightlifting skill check against the same DC as an immediate action. If you succeed, you gain a +2 bonus on your save.

Action: Light weightlifting requires that you spend 1 minute working out or lifting at least your max carry. Moderate weightlifting requires at least 2 minutes and a load heavy enough to lift, and thorough weightlifting requires at least 5 minutes and a load heavy enough to push or drag.

Try Again: Yes, but you are fatigued for the duration of the new check and for up to 1 minute per failure afterward. Each time you fail by 5 or more, you take a cumulative –2 penalty to Strength for 1 minute. This penalty can be removed with a successful Heal check (DC 15). If this penalty would reduce your Strength modifier to –1 or lower, the penalty lasts for 8 hours instead and cannot be healed without the use of magic.

Special: When unarmored and unencumbered, you get a +2 bonus on all Weightlifting checks. If you have Intimidating Prowess, you can substitute a Weightlifting check for Intimidate, adding your Charisma bonus (if any) to the check.

Untrained: If you have no ranks in Weightlifting, light weightlifting requires at least 5 minutes of working out or lifting at least your max carry, and you cannot attempt moderate or thorough weightlifting.

Skill Unlocks

As you gain ranks in physical skills, you can also unlock additional benefits. To do so, you must have the Signature Skill feat for that skill, although unchained rogues can also pick them for their rogue's edge class feature, and fighters, monks, and rangers add Signature Skill to their lists of bonus feats, but only if they choose a physical skill. Hybrid classes with one of the above classes as a parent that gain bonus feats also add Signature Skill to their list in the same way.

Bonuses gained from physical skill unlocks overlap, they do not stack with each other. They do stack with bonuses gained by using the skills.

If the campaign doesn't incorporate physical skills, you must also take Physical Skill Training before you can gain physical skill unlocks.

Aerobics

You can choose one of these benefits for every 5 ranks you obtain in Aerobics. Some benefits require that you have more ranks before you can choose them.

Fleet (5 Ranks): You gain Fleet as a bonus feat.

Hand-to-Hand (5 Ranks): You gain a +1 bonus to unarmed attack and damage rolls.

Defensive Training (10 Ranks): You gain a +1 bonus to AC when fighting defensively. When using total defense, you gain a +2 bonus instead.

Resistance Training (15 Ranks): You gain a +2 resistance bonus on all saving throws any time you stretch for at least 2 minutes. This lasts for 4 hours with 2 minutes of stretching, or 8 hours with 5 minutes.

Pinnacle of Dexterity (20 Ranks): Increase your Dexterity by 1.

Cardio

You can choose one of these benefits for every 5 ranks you obtain in Cardio. Some benefits require that you have more ranks before you can choose them.

Adrenaline (5 Ranks): You gain a +1 bonus to initiative and on attack and damage rolls made when you are at or below 50% of your total hit points.

Fleet (5 Ranks): You gain Fleet as a bonus feat.

Toughness (10 Ranks): You gain Toughness as a bonus feat.

Breathing Techniques (15 Ranks): You are only required to breathe once every 5 minutes in order to avoid suffocation or drowning.

Pinnacle of Constitution (20 Ranks): Increase your Constitution by 1.

Endurance

You can choose one of these benefits for every 5 ranks you obtain in Endurance. Some benefits require that you have more ranks before you can choose them.

Walk it Off (5 Ranks): Reduce any fall damage you would take by 1d6.

Hold Breath (5 Ranks): You double the amount of time you can hold your breath.

Great Fortitude (10 Ranks): You gain Great Fortitude as a bonus feat.

Endurance (10 Ranks): You gain Endurance as a bonus feat.

Damage Reduction (15 Ranks): You gain Damage Reduction 1/-.

Sparring Partner (15 ranks): When an attack would deal nonlethal damage to you, you take half that damage instead.

Spell Resistance (20 Ranks): You gain Spell Resistance 20 + your Constitution modifier.

Pinnacle of Constitution (20 Ranks): Increase your Constitution by 1.

Flexibility

You can choose one of these benefits for every 5 ranks you obtain in Flexibility. Some benefits require that you have more ranks before you can choose them.

Combat Finesse (5 Ranks): You gain a +1 bonus to melee attack rolls made with light and finesse weapons. This counts as the Weapon Focus feat for the purpose of meeting prerequisites.

Skill Synergy (5 ranks): You gain a +2 bonus on Escape Artist checks and on Acrobatics checks made to move through a threatened space.

Dodge (10 Ranks): You gain Dodge as a bonus feat.

Improved Grapple (10 Ranks): You gain Improved Grapple as a bonus feat, even if you wouldn't qualify for it otherwise.

Whiskers (15 Ranks): You can squeeze through any space large enough to fit your head while moving, treating that space as difficult terrain. If you stop moving while squeezing in this way, you must make a Flexibility check (DC 25) or become stuck.

Combat Finesse, Improved (15 Ranks): Requires the combat finesse skill unlock. You gain a +2 bonus to melee damage rolls made with light and finesse weapons. This counts as the Weapon Specialization feat for the purpose of meeting prerequisites.

Evasion (20 Ranks): You gain evasion, as the monk class feature.

Pinnacle of Dexterity (20 Ranks): Increase your Dexterity by 1.

Power

You can choose one of these benefits for every 5 ranks you obtain in Power. Some benefits require that you have more ranks before you can choose them.

Adrenaline (5 Ranks): You gain a +1 bonus to initiative and on attack and damage rolls made when you are at or below 50% of your total hit points.

Hand-to-Hand (5 Ranks): You gain a +1 bonus to unarmed attack and damage rolls.

Overpower (5 Ranks): You gain a +1 bonus to melee and thrown weapon damage rolls.

Iron Will (10 Ranks): You gain Iron Will as a bonus feat.

Power Attack (10 Ranks): You gain Power Attack as a bonus feat.

Candle Strike (15 Ranks): As a standard action, you can make a single attack against a creature, substituting your ranks in the Power skill for your base attack. If you miss by 4 or less, you deal half your normal weapon damage as nonlethal.

Overpower, Improved (15 Ranks): Requires the overpower skill unlock. You gain a +2 bonus to melee and thrown weapon damage rolls. This counts as the Weapon Specialization feat for the purpose of meeting prerequisites.

Shattering Strength (15 Ranks): When you attack an object, you can make a Power check to ignore its hardness. The DC for this check is equal to the object's hardness.

Pinnacle of Strength (20 Ranks): Increase your Strength by 1.

Weightlifting

You can choose one of these benefits for every 5 ranks you obtain in Weightlifting. Some benefits require that you have more ranks before you can choose them.

Deadlift (5 ranks): When you use weightlifting to lift a creature or object for 1 round, you can use your push/drag weight instead. Afterward, you are fatigued for a number of rounds equal to 10 - your combined Str and Con modifier.

Overpower (5 Ranks): You gain a +1 bonus to melee and thrown weapon damage rolls.

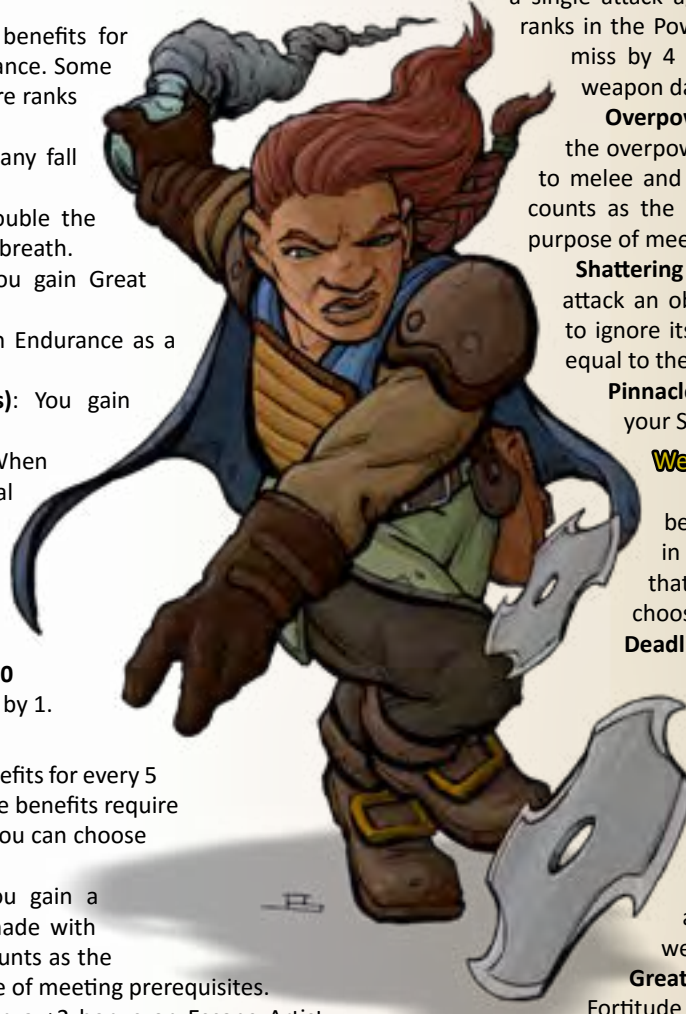
Great Fortitude (10 Ranks): You gain Great Fortitude as a bonus feat.

Salmon Ladder (10 Ranks): You can substitute Weightlifting for Climb and Swim checks and Acrobatics checks made to jump. You gain a bonus on these checks equal to half your total bonus in the related skills.

Overpower, Improved (15 Ranks): Requires the overpower skill unlock. You gain a +2 bonus to melee and thrown weapon damage rolls. This counts as the Weapon Specialization feat for the purpose of meeting prerequisites.

Shattering Strength (15 Ranks): When you attack an object, you can make a Weightlifting check to ignore its hardness. The DC for this check is equal to the object's hardness.

Pinnacle of Strength (20 Ranks): Increase your Strength by 1.



Transference

Requested by Brian Re during our Kickstarter. Thank you!

Transference is the metaphysical tying of etheric cords that allows one to enter the consciousness of another more completely than through enchantment or necromancy. It is the exchange of souls between bodies. This is neither inherently evil nor a mind-affecting effect.

Because transference is not a traditional school of arcane magic, it cannot be chosen as a specialization or opposed school. It also cannot be chosen as an option for class abilities or feats such as Spell Focus. Access to transference spells is locked behind the Transference Studies feat.

All transference spells have specific properties that remain true regardless of the spell itself. Except where specified, all of these properties apply to both you and the creature you become.

Hit Dice, Damage, and Dying: The target of the transference cannot have more hit dice than you (all hit dice, not just caster level). When you enter the target's body, you do so at its current hit point total.

As the initiator of the transference, damage you take while in a creature's body stays with you when you return to your own. Damage your body takes also remains with it. If your body dies while you are another creature, you die when the spell ends. If you die while you are another creature, both of you die.

Physical and Mental Abilities: For all intents and purposes, you are the target, and it is you. In essence, you can take that creature's character sheet or stat block and read from it instead of your own.

While you are another creature, you remember who you are and any purpose you may have for casting the transference, but you are otherwise limited to the creature's functions. In creatures with Intelligence 2 or lower, this means you lose concentration if you perform a task more complicated than an animal could be trained to perform.

Memories: You do not have the target's memories. You retain your own. You also do not retain any memory of the creature's training or spellcasting ability when you return to your body.

Spellcasting: While you are another creature, you can only cast spells if that creature could originally cast spells (the body is a conduit for magic, but the soul dictates how that magic is processed). Any spells you cast as the target use your spell slots, and you can only cast the spells the target knows or has prepared.

Transference Studies

Prerequisite: Ability to cast at least 1 enchantment or psychic spell.

Benefit: Exchange one of your enchantment or psychic spells for a transference spell of the same level. Any limitations on use of the spell apply to the transference spell as well.

In addition, if you have levels in one or more spellcasting classes able to learn at least one enchantment or psychic spell, you add transference spells to those classes' spell lists.

Transference Spells

The following spells are available to characters with the Transference Studies feat.

Ancient Transference

School transference; Level 7

Casting Time 1 standard action

Target one dragon or magical beast of your HD or less (see text)

Duration concentration plus 2 rounds/level (D)

Saving Throw Will negates; Spell Resistance no

This functions like *lesser animal transference*, except as noted here. You can use this spell to become an intelligent magical beast.

Ancient Transference, Lesser

School transference; Level 5

Target one dragon or magical beast of your HD or less (see text)

Saving Throw Will negates; Spell Resistance no

This functions like *lesser animal transference*, except as noted here. You can use this spell to become an intelligent magical beast.

Ancient Transference, Greater

School transference; Level 9

Casting Time 1 standard action

Target one dragon or magical beast of your HD or less (see text)

Duration 1 min/level (D)

Saving Throw Will negates; Spell Resistance no

This functions like *lesser animal transference*, except as noted here. You can use this spell to become an intelligent magical beast.

Animal Transference

School transference; Level 3

Casting Time 1 standard action

Target one animal or magical beast of your HD or less (see text)

Duration concentration plus 2 rounds/level (D)

This spell functions like *lesser animal transference*, except as noted here. You can only become a magical beast if it has an Intelligence score of 1 or 2 (animal intelligence).

Animal Transference, Greater

School transference; Level 5

Casting Time 1 standard action

Target one animal, magical beast, or vermin of your HD or less (see text)

Duration 1 min/level (D)

This spell functions like *lesser animal transference*, except as noted here. You can only become a magical beast if it has an Intelligence score of 1 or 2 (animal intelligence).

Animal Transference, Lesser

School transference; Level 1

Casting Time 1 full-round action

Components S

Range touch

Target one animal of your HD or less

Duration concentration plus 1 round/level (D)

Saving Throw none; Spell Resistance no

You and the target exchange souls for the duration. Except for concentrating on the spell, you become the creature, and vice versa. As the initiator of the transference, any damage you take remains with you when you return to your body, as does any damage your body takes while you're the animal. If your body dies while you are the animal, you die when the spell ends (you are aware of the death of your body). If you die while you're the animal, you and the animal both die.

While you are the animal, you remember who you are and any purpose you may have for becoming the animal, but attempting to do anything more than the animal could be trained to do breaks your concentration.

When the spell ends, you return to your body wherever it may be, crossing planes if necessary to do so.

Fey Transference

School transference; Level 7

Casting Time 1 standard action

Target one fey of your HD or less

Duration concentration plus 2 rounds/level (D)

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Fey Transference, Lesser

School transference; Level 5

Target one fey of your HD or less

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Fey Transference, Greater

School transference; Level 9

Casting Time 1 standard action

Target one fey of your HD or less

Duration 1 min/level (D)

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Humanoid Transference

School transference; Level 5

Casting Time 1 standard action

Target one humanoid or monstrous humanoid of your HD or less

Duration concentration plus 2 rounds/level (D)

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Humanoid Transference, Lesser

School transference; Level 3

Target one humanoid of your HD or less

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Humanoid Transference, Greater

School transference; Level 7

Casting Time 1 standard action

Target one humanoid or monstrous humanoid of your HD or less

Duration 1 min/level (D)

Saving Throw Will negates; Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above.

Otherworldly Transference

School transference; Level 8

Casting Time 1 standard action

Target one corporeal aberration or outsider or of your HD or less

Duration concentration plus 2 rounds/level (D)

This spell functions like *lesser animal transference*, except as noted above.

Otherworldly Transference, Lesser

School transference; Level 4

Target one corporeal aberration or outsider or of your HD or less

This spell functions like *lesser animal transference*, except as noted above.

Otherworldly Transference, Greater

School transference; Level 6

Casting Time 1 standard action

Target one corporeal aberration or outsider or of your HD or less

Duration 1 min/level (D)

This spell functions like *lesser animal transference*, except as noted above.

Undead Transference

School transference; Level 4

Casting Time 1 standard action

Target one corporeal undead of your HD or less

Duration concentration plus 2 rounds/level (D)

Saving Throw Will negates (see text); Spell Resistance no

This spell functions like *lesser animal transference*, except as noted above. Mindless undead do not receive a saving throw.

Undead Transference, Lesser

School transference; Level 2

Target one corporeal, mindless undead of your HD or less

This spell functions like *lesser animal transference*, except as noted above.

Undead Transference, Greater

School transference; Level 6

Casting Time 1 standard action

Target one corporeal undead of your HD or less

Duration 1 min/level (D)

This spell functions like *lesser animal transference*, except as noted above.



Veritus Champion

Requested by Logan Simpson during our Kickstarter. Thank you!

Dread, fear, and respect. A veritus champion commands all of these. With the sustaining power of blood at his beck and call, the champion sweeps an area for signs of life to crush or control.

Seeing a veritus champion in action may lead to the conclusion that these blood knights are inherently evil, but many draw their power from within, relying only on their own constitution to get them through the rigors of battle. There is no shortage of evil champions, certainly, but those who avoid the stigma often seek any who give in to—or sometimes even relish—their abilities, attempting to stop them. Failing that, they are never afraid to do what must be done.

Role: Veritus champions flow between up front damage and group defender, deciding with each new day how much of themselves, or others, they'll give toward their blood debt.

Alignment: Any.

Hit Die: d12.

Starting Wealth: 3d6 x 10 gp (average 105 gp)

Class Skills

The veritus champion's class skills are Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the veritus champion.

Weapon and Armor Proficiency: A veritus champion is proficient with all simple and martial weapons, light and medium armor, and shields (except tower shields).

Blood Debt (Ex): At the beginning of each day, a veritus champion must pay a blood debt to gain access to some of his abilities. This can be done by dealing hit point damage to himself or another creature as part of a one-hour ritual. For every 3 hit points of damage dealt during this ritual, the champion rolls 1d12 + his Constitution modifier and dedicates that many points toward his blood debt, to a maximum of 12 points per veritus champion level.

Hit point damage dealt in this way cannot be healed with magic, but is restored in full with 8 hours of rest if the creature is still alive.

The saving throw DC of any abilities created by converting points of blood debt is 10 + half the veritus champion's level + his Constitution modifier.

Detect Blood (Su): Every veritus champion can detect living creatures and the flow of their blood as they grow weary from extended combat or near brushes with death. This functions as *detect magic*, except as follows:

1st Round: The champion detects the presence or absence of living creatures.

2nd Round: Number of different living creatures, and how many hit points the creature with the most hit points has remaining.

3rd Round: The current hit points and location of each living creature.

Sheathed in Blood (Ex): As a standard action, a veritus champion can convert 3 points of his blood debt into a +1 enhancement bonus applied to his armor, saving throws (as a resistance bonus), or one or more weapons he wields. He can gain up to three of these benefits as a full-round action. These bonuses last for up to 1 hour per veritus champion level, but do not stack with similar bonuses already applied to the champion's armor, saves, or weapons.

As a veritus champion gains levels, he can convert more of his blood debt into further enhancements, as indicated on Table: Veritus Champion under the "Enhancement" section.

In addition, these bonuses can be used to add any of the following properties:

Armor: balanced, bitter, cocooning, deathless, fortification (light, medium, or heavy), ghost touch, invulnerability, or stanching.

Weapon: bane, called, corrosive, corrosive burst, cruel, dancing, ghost touch, keen, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties can be added to any the armor or weapon already has, but duplicates do not stack. If the armor or weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the blood debt is converted and cannot be changed until the next time the champion uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the champion.

Table: Veritus Champion

Level	Base					Enhancement		
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC	Saves	Weapon
1st	+1	+0	+0	+2	Blood debt, detect blood, sheathed in blood	+1	+1	+1
2nd	+2	+0	+0	+3	Endurance, spark of life +1	+1	+1	+1
3rd	+3	+1	+1	+3	Blood doll, status	+2	+2	+1
4th	+4	+1	+1	+4	Blood magic	+2	+2	+2
5th	+5	+1	+1	+4	Blood biography	+2	+2	+2
6th	+6/+1	+2	+2	+5	Spark of life +2, waves of blood	+3	+3	+2
7th	+7/+2	+2	+2	+5	Diehard, greater status	+3	+3	+2
8th	+8/+3	+2	+2	+6	Sanguine step	+3	+3	+3
9th	+9/+4	+3	+3	+6	Blood burst (1 doll)	+4	+4	+3
10th	+10/+5	+3	+3	+7	Spark of life +3	+4	+4	+3
11th	+11/+6/+1	+3	+3	+7	Survivor	+4	+4	+3
12th	+12/+7/+2	+4	+4	+8	—	+5	+5	+4
13th	+13/+8/+3	+4	+4	+8	Blood burst (2 dolls)	+5	+5	+4
14th	+14/+9/+4	+4	+4	+9	Spark of life +4	+5	+5	+4
15th	+15/+10/+5	+5	+5	+9	Blood possession	+6	+5	+4
16th	+16/+11/+6/+1	+5	+5	+10	Sanguine jump (teleport)	+6	+5	+5
17th	+17/+12/+7/+2	+5	+5	+10	Blood burst (3 dolls)	+6	+5	+5
18th	+18/+13/+8/+3	+6	+6	+11	Blood possession, spark of life +5	+7	+5	+5
19th	+19/+14/+9/+4	+6	+6	+11	Death's reprieve	+7	+5	+5
20th	+20/+15/+10/+5	+6	+6	+12	Blood possession, sanguine jump (greater teleport)	+8	+5	+6

Endurance: At 2nd level, a veritus champion gains Endurance as a bonus feat.

Spark of Life (Ex): At 2nd level, a veritus champion gains a +1 bonus on saving throws made against energy drain and death effects. This bonus increases by +1 for every four levels beyond 2nd.

Blood Doll (Su): At 3rd level, a veritus champion learns how to use the small amounts of blood from creatures he strikes with his weapon. When the champion scores a critical hit against a creature, or reduces that creature to 0 or fewer hit points, he can spend an immediate action to create a blood doll with hit points equal to half the damage dealt or its total remaining hit points, whichever is fewer.

A blood doll is a diminutive undead with an AC of 14 and no natural attacks. It is blind, but can follow and interact with the veritus champion that created it as if it could see. The doll can be sacrificed as part of the champion's morning ritual. If not sacrificed, it bursts after 24 hours.

A veritus champion can tell his blood dolls apart and knows from what creatures they were created. A creature can willingly allow a veritus champion to create a blood doll from it by taking a minimum of 4 hit points of damage as a standard action. This damage cannot be healed, naturally or with magic, until the blood doll is sacrificed or bursts.

Status (Sp): At 3rd level, as long as a veritus champion has at least 3 points dedicated to his blood debt for the day, he can cast *status* at will as a spell-like ability. At 7th level, he can cast *greater status* instead.

Greater status allows a veritus champion to cast a 2nd-level or lower harmless touch spell he may know (such as with blood magic) on a creature under the effects of status.

Blood Magic: At 4th level, a veritus champion can create a blood doll from the corpse of a spellcaster that has died within 1 minute. This blood doll has hit points equal to the creature's total hit dice. When the champion sacrifices any blood doll created from a spellcaster during his morning ritual, the doll grants him the ability to cast a number of spells available to the dead spellcaster equal to the champion's Constitution modifier for 24 hours. The champion can choose which spells he gains, up to 4th level spells.

To cast a spell, a veritus champion converts 12 points of his blood debt per spell level at the beginning of the casting (these are lost if the spell is interrupted or otherwise dispelled).

Blood Biography (Sp): At 5th level, as long as a veritus champion has at least 6 points dedicated to his blood debt for the day, he can cast *blood biography* at will as a spell-like ability.

To use this ability, a veritus champion must hold a small scrap of parchment or other absorbent medium to at least one drop of a creature's blood (dried or fresh). After 1 minute, the blood creates legible text on the parchment detailing who and what the source of the blood was as well as how and when it was shed. If the source of the blood was a living or undead creature, it can make a Will save to negate this effect.

Waves of Blood (Sp): At 6th level, a veritus champion can convert 12 points of his blood debt as a standard action to cast *waves of blood* as a spell-like ability.

Waves of blood creates a cone of gore that extends out in a 30-foot wave from the veritus champion. The wave causes torrents of roiling blood to push the champion's opponents away from him, attempting a bull rush combat maneuver against all creatures of any size within its area of effect. The champion attempts a single combat maneuver check with a bonus equal to his Constitution modifier and applies the result to each creature within the area.

The bull rush doesn't provoke attacks of opportunity. Any creature in the area must also succeed at a Fortitude saving throw or become sickened for 1d6 rounds by the tide of blood.

The area covered by the cone remains slick for 1 round, requiring a successful DC 10 Acrobatics check from any creature attempting to move within it (as if moving on uneven ground). Any creature that falls prone due to failing the check must succeed at a Fortitude save or become sickened until it stands back up.

Diehard: At 7th level, a veritus champion gains Diehard as a bonus feat.

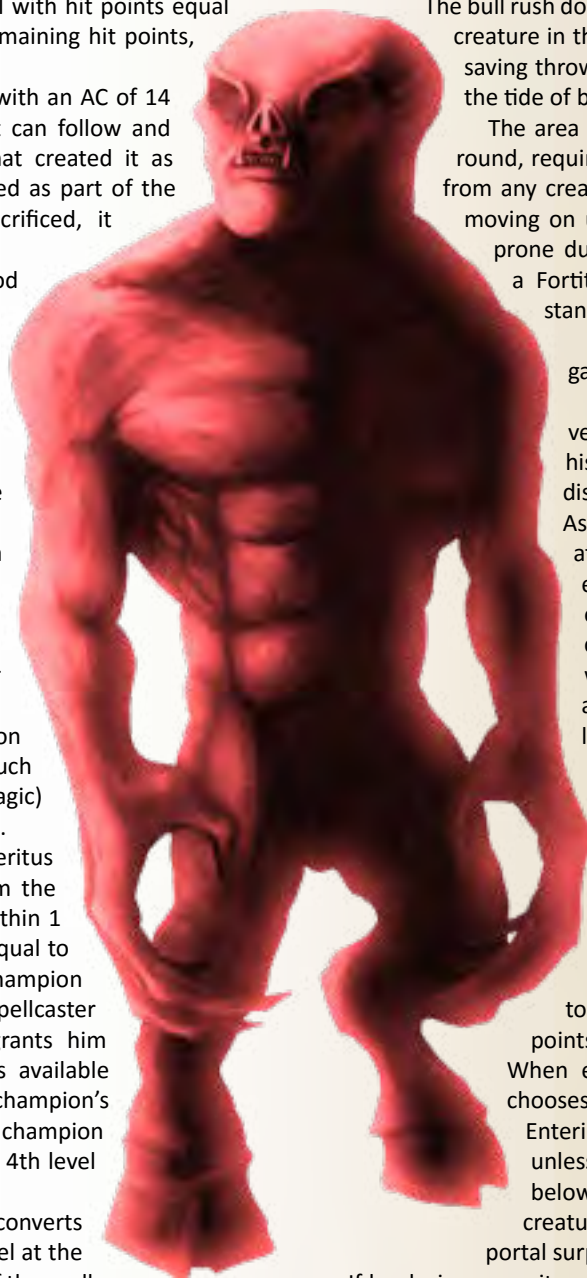
Sanguine Step (Su): At 8th level, a veritus champion can convert 24 points of his blood debt to transport himself great distances via the blood of living creatures. As a standard action that does not provoke attacks of opportunity, he can seamlessly enter any living creature (except an elemental, ooze, plant, undead, or other creature without blood or a similar fluid) whose size equals or exceeds his own and pass to another living creature within long range (400 ft. + 40 ft. per level). This otherwise functions as *dimension door*.

The entry and destination creatures need not be familiar to the champion. A veritus champion cannot use himself as an entry creature. If an intended entry creature is unwilling, the champion must make a successful melee touch attack to enter (a missed touch attack wastes the action, but not the points).

When exiting a creature, a veritus champion chooses an adjacent square in which to appear. Entering and exiting a creature is painless unless the champion wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a magical portal surprising and quite unsettling.

If he desires, a veritus champion can attempt to make a bloody exit from the destination creature. He bursts forth explosively from the creature's body, dealing 1d6 points of damage per 2 veritus champion levels. A successful Fortitude save halves the damage. When he makes a bloody exit, a veritus champion must succeed on a DC 15 Fortitude save or be stunned for 1 round from the shock of his expulsion.

At 16th level, a veritus champion counts his sanguine jump as *teleport* instead, either designating a creature he has at least studied carefully as his exit point, or picking a general direction and distance, appearing out of a random, living creature instead. At 20th level, he counts it as *greater teleport*.



Blood Burst (Su): At 9th level, a veritus champion can burst one of his blood dolls as an attack action. The champion chooses a doll he can see, which bursts, raining gore on creatures in a 10-ft. radius, centered on it. Each creature in the area takes damage equal to the blood doll's current hit points and is sickened for 1d6 rounds. A successful Reflex save deals half damage and negates being sickened. A natural 1 on the save creates a new blood doll with hit points equal to half the damage dealt.

At 13th level, a veritus champion can burst up to 2 blood dolls as part of a full-attack action, giving up an attack for each. At 17th level, he can burst up to 3 blood dolls.

Survivor: At 11th level, a veritus champion gains Survivor as a bonus feat, which grants him a +5 bonus on all Constitution checks made to stabilize while dying. Once per day, if he is struck by a critical hit or sneak attack, the champion can spend an immediate action to negate the critical or the sneak attack damage, making the attack a normal hit.

Blood Possession (Su): At 15th level as a full-round action, as long as a veritus champion has at least 60 points dedicated to his blood debt for the day, a blood doll he created can enter and control the body of any corporeal creature that has blood.

This ability functions as *marionette possession*, except that the blood doll's body also enters the target and the target can be unwilling. A successful Will save negates this effect. This ability can be used once per day at 15th level, twice per day at 18th level, and three times per day at 20th level. The champion can end this possession at any time as a standard action. If the host body is slain while the blood doll is possessing it, the doll is immediately ejected, takes 4d6 points of damage, and is stunned for 1 round.

Death's Reprieve (Su): Once per day at 19th level, a veritus champion can bring herself back from death's door.

When the champion dies, all of her blood dolls burst at once, dealing their damage to every creature in their surrounding area (as blood burst). The veritus champion then returns to life at the start of her next turn with no blood debt remaining and hit points equal to the amount of blood debt she lost.

Wizard Options

Requested by Brian Blaney during our Kickstarter. Thank you!

The original students of arcane magic, wizards have a long history of power and traditions backing them. While arcane power can only be manipulated in a finite number of ways, the smartest wizards know mortals will likely never approach learning them all.

Grey Mage (Archetype)

The Mages of Arakon is a school of wizards trained in the three great loves of the wizard's life: Constructs, force spells, and magic of all disciplines. As grey mages, they also learn to enhance their magical equipment beyond its normal use.

Starting Spells: A grey mage adds *mage armor*, *magic missile*, and *shield* to his spellbook in place of the three 1st-level spells learned by other wizards. This alters the mage's starting spells.

School of the Grey: A grey mage gains Craft Construct as a bonus feat at 1st level. He can use this feat in place of another item creation feat when improving his familiar or bonded object. If he chooses a familiar for his arcane bond, the grey mage's familiar is a tiny construct of his choice (clay, flesh, or stone) with construct traits and damage reduction 1/bludgeoning (clay), slashing (flesh), or piercing (stone). This damage reduction increases by +1 at 5th level and every 5 wizard levels thereafter. At 7th level, the grey mage can exchange his familiar for a homunculus, as if he possessed the Improved Familiar feat. He grants his homunculus the same damage reduction as a wizard of his level -6.

If he chooses an object for his arcane bond, the mage gains a *shield* effect as long as he continues to use or wear the object. Starting at 7th level, any time the mage concentrates on a spell, this becomes a *greater shield* effect until the start of his next turn.

This modifies arcane bond and replaces arcane school and Scribe Scroll.

Student of All (Su): As a full-round action, a grey mage can expend two of his prepared 1st-level spells (or one spell and his bonded object's daily use) to cast *cure light wounds*. At 5th level, he can expend two 2nd-level spells to cast *cure moderate wounds*. At 9th level, he can expend two 3rd-level spells to cast *cure serious wounds*. At 13th level, he can expend two 4th-level spells to cast *cure critical wounds*. At 17th level, he can expend two 5th-level spells to cast *breath of life*.

Magic Item Expert (Ex): At 5th level, as a standard action, a grey mage can touch a magic item that grants one or more enhancement bonuses to increase those bonuses by +1 (to a maximum of twice the item's original enhancement bonus) while the mage remains within 100 feet of the item. At 10th, 15th, and 20th, the mage can grant another +1 to the same item or a different item touched. If the mage loses an item enhanced by magic item expert, or wishes to change the item he grants the bonus, he can apply his bonuses to a new item when next he prepares his spells.

This replaces the bonus feats gained at the listed levels.

New Spells

Barrage of Missiles, Arakon's

School evocation [force]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target up to six creatures, no two of which can be more than 15 ft. apart

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

This spell functions like *magic missile*, except that you fire up to six missiles per round while you concentrate. If at least three missiles strike a target with resistance to force damage or the ability to ignore magic missiles, that ability is suppressed while you concentrate.

Electrocute

School evocation [electricity]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a small iron bar)

Range medium (100 ft. + 10 ft./level)

Target creature or object touched

Duration 1 round/level (D); see text

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell functions like *hold person*, except the target takes 2d6 electricity damage each round while paralyzed.

Magic Missile Swarm, Arakon's

School evocation [force]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target up to ten creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell functions like *magic missile*, except that you randomly fire up to one missile per level (max 10) at enemy targets within range. If there are more enemies than missiles, those closest to you are affected first.

Greater Shield

School abjuration [force]; **Level** alchemist 3, bloodrager 3, magus 3, psychic 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration concentration +1 round/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *shield*, except that the +4 shield bonus to AC gains an enhancement bonus of +1 per four caster levels (maximum +5).

New Magic Items

Replicas of items originally crafted by the great Arakon are now being produced by his disciples. When one buys such an item, they must sit and listen to at least one tale of the great wizard as a part of the selling price.

Staff of the Grey

The first Staff of the Grey was used by Arakon the Grey as a mighty implement of magic, tuned to all kinds of magic equally. It was crafted from the fossilized bone of a Titan that somehow fell through the planes of existence and came into the wizard's possession. Through trial and error, Arakon turned the bone into the Staff of the Grey, embedding the gem at the top to help power it. The gem itself was pure magical energies formed into a solid material and given shape.

Aura: strong varies; **CL** 13th; 8th (lesser); 19th (greater)

Slot none; **Price:** 50,000 gp; lesser staff 25,000 gp; greater staff 150,000 gp

Description

To use any abilities from this staff, the wielder must attune to it by praying at a Temple dedicated to the god of magic for a minimum of 5 days (3 days for lesser, 7 days for greater) until the gem itself glows (all schools dedicated to the mages of arakon have such a temple available). Once that happens the Staff of the Grey is attuned to its wielder, allowing them to store spells within it as charges.

A staff of the grey can normally store up to three 1st, 2nd, or 3rd-level spells to be cast at 1 charge each. It can also store a single 4th, 5th, or 6th-level spell to be cast using 2 charges. Spells are stored on the staff while charging it, and random staves may already contain one or more spells that can be recharged or changed by an attuned wielder.

Each staff also counts as a predetermined lesser or normal metamagic rod worth no more than 32,500 gp. The effects of this can only be applied to a spell stored within the staff.

Lesser Staff: A lesser staff can only store up to three 1st-level spells (1 charge) and one 2nd or 3rd-level spell (2 charges). It counts as a lesser metamagic rod worth no more than 14,000 gp.

Greater Staff: A greater staff acts as a normal staff of the grey, except it can also store a single 7th-level or higher spell to be cast using 3 charges. It also counts as a greater, normal, or lesser metamagic rod worth no more than 121,500 gp.

Construction

Craft Staff, *imbue with spell ability*, at least 1 spell of of the highest level to be stored; **Cost** 25,000 gp; lesser 12,500 gp; greater 75,000 gp.



Ring of the Magister

Rings of the magister are given to trusted mages of arakon to help them as they begin learning a new form of magic. They are specific in their use, but valuable to those who can benefit from them.

Aura: moderate transmutation; **CL** 10th

Slot none; **Price:** 13,000 gp

Description

This ornate ring is engraved with a shooting star surrounded by 5 gemstones. When worn, the ring greatly enhances the wearer's lesser spellcasting ability. If the wearer has more levels in one spellcasting class over another, she treats her lower caster level as up to 5 higher (to a maximum of her higher caster level). This grants 1 spell per day (and 1 known, when applicable) of the spell levels possessed by a caster of the wearer's new level. The wearer still gains additional spells from that class for having a high spellcasting ability modifier.

For example, a 6th level sorcerer/1st level cleric can wear the ring and count as a 6th level cleric, gaining one 2nd-level and one 3rd-level spell per day that she can prepare from the cleric spell list.

The wearer must possess at least 2 levels in one spellcasting class and 1 level in another to benefit from this ring.

Construction

Forge Ring, *imbue with spell ability*, at least 1 spell from two different spell lists; **Cost** 6,500 gp.

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Credits

Lead Design, Layout, Project Head: Kevin Glusing

Samurai Sheepdog Team: Hal Greenberg, Doug Herring, Ken Shannon, Kevin Glusing, Jon Wolf

Northwinter Press Team: Kevin Glusing, Amy Glusing, Bud Graves, Bonnie Martin, Anthony Russell

Additional Design: John Buckley, Michael Ralston Galvis, Margarita Tramontano.

Cover Treatment: John Buckley

Cover Art Credits (Left to Right, Top to Bottom): drbjr (Legendary Samurai), Borja Pindado, (Hastur), Bob Kehl (Knights, Druid), Felipe Gaona (Trapped Hallway), Lukasz Jaskolski (Gemseeker)

Interior Art Credits: Jacob Blackmon, Joao Bosco, William Chastain, Storn Cook, Felipe Gaona, Forrest Imel, Lukasz Jaskolski, Bob Kehl, Adele Lorientne, Bonnie Martin, Indi Martin, Enmanuel "Lema" Martinez, Raynaldo Perez, Borja Pindado David Revoy, Shaman's Stockart, Ade Smith, Studio Moulette, Tan Ho Sim, Tony Szczudlo; DeviantArt Artists (Andyatulah, Denewer, GreyHues, Lucamaresca, NeexSethe, Njoo) Some art awaiting final approval.

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